Rubrics for ARTV3676 Final Project — Character Animation

Hannah Ueno (ARTV)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Criteria | Excellent (5) | Good, Fair (4~3) | Need Work (2~1) | Missing (0) |
| **Deadline****Presentation****Print****Digital** | Finished project was submitted on time. You came to class well prepared.Neat and organized file submitted. | Finished project was submitted after class on the same day it was due.  | Project was submitted within 5 days from the due date, OR incomplete project was submitted. | No work has been submitted, or work was submitted more than 6 days late. |
| **Character Design and Model****Construction of****head/body/limbs****proportion, detail** | All objects are well formed. All objects are believable and appropriately proportioned. Excellent detail work such as eyes, ears, neck, and fingers. | Most objects are well formed with few flows. Most objects are appropriately proportioned but 1~2 aspect need work. Good to fair detail work such as eyes, ears, neck, and fingers. | There were several flows in object construction. Several objects proportion is off in relative to the whole model. Need more detail work done such as eyes, ears, neck, and fingers. | Need more work in craftsmanship. There is lack of, or, appropriate detail work. |
| **Texture MappingAppropriateness, scale and proportion, material description** | Texture is proportionally applied to the model and is realistic. Appropriate images are used. Excellent attention to detail. | Appropriate images are used for the texture. Minor flowsdetected in a few objects.  | Textures in several objects need more work. Please refer to the feedback and suggestions from the critique. | Missing or simple default material library is utilized without much custom adjustment. Need more effort in this area. |
| **Creativity, Originality** | Design is complex, and uniquely innovative. Clearly an original concept. | Design is relatively complex and creative. Fair and acceptable concept. | Design is basic. Need to develop creative and original concept. | Need more effort in developing ideas.  |
| **LightingColor and intensity,** **Shadow balance** | Lighting tools effectively illuminates the scene and objects. Realistic and believable light and shadow description. | Lighting tools illuminates the scene and objects. Position and/or lighting attributes need adjusted for more believable effects. | Default lighting is utilized in the scene but need more work in position, distance, and value as discussed in critique. | Default lighting is utilized without much custom adjustment for the scene. Need more effort in this area.  |
| **Rigging Work** | Demonstrated your thorough understanding of the rigging concept. | Demonstrated general understanding of the rigging. 1~2 parts need fine-tuning. | Need to review basic concept of rigging. More than 3 parts need work. | Missing.Little work done. |
| **AnimationCamera Work****Framing, view angle, depth, background** | Very smooth.Effective camera movements.Background detail works well with the foreground element. | Smooth animation with some choppy movement. Background detail is good but need minor fine-tuning. | Very choppy – movement is not smooth. Background detail needs more work. | Missing animation component. OR rendering of the animation was incomplete. |
| **Homework****Storyboarding** | Submitted complete set of homework on time during review class.Fully developed storyboard that includes camera/light directions. Is organized in coherent pieces.  | Submitted homework on time but missing some aspect. Good storyboard that indicates camera/light changes. 1~2 boards could use more detail.NOTE [ ]  | Homework was incomplete OR missing a great deal of required aspect.OR need to work presentation skill.Basic storyboard. Does not indicate light/camera changes. NOTE [ ] | Missed homework.Homework is time-sensitive and cannot be resubmitted. |
| **Critique Participation** | Provided more than 3 constructive feedbacks and asked 1 question to your peer. Actively participated in the discussion throughout critique. | Provided at least 3 feedbacks, and was attentive most of the critique period. Work on giving constructive feedback to more peers. | Need more work on giving constructive feedback. Try adding your rationale for positive and negative points.Wondered off or doing other things during critique. | Missed critique day. OR Wondered off during the critique period, OR doing other things during critique. |