

Principles of Animation Final Rubric - Spring 2019

	A (90-100)	B (80-89)	C (70-79)	D & F (0-69)
General	<ul style="list-style-type: none"> • Timing feels good; nothing pops or is too slow. • Spacing is clear; there are ease in's/ease out's in all the right spots. • The character's spine, legs, and arms have overlapping action throughout the whole animation; drag is present in breakdown poses. • All the poses are correct, according to natural body mechanics. All the key poses and breakdowns are included. • The animation has proper body mechanics. Weight shifts happen throughout the whole piece. • Animations are fully complete, including coming to a natural settle, with overshoot and ease in. 	<ul style="list-style-type: none"> • Timing is generally there; some parts could be sped up or slowed down. • Spacing is taken into consideration; most parts have ease in's/ease out's. • The character's spine, legs, and arms have some overlapping action; drag could be pushed in some places. • Most of the poses are present and correct; there are a few missing/incorrect key poses or breakdowns. • The animation has most proper body mechanics. Weight shifts might be missing from 1-2 spots. • The ending is mostly there; the overshoot or ease in might be missing or needs adjustments. 	<ul style="list-style-type: none"> • Timing needs improvement; a large part of the animation is too even, too floaty or too fast. • Spacing is hardly included; ease in's/ease outs are generally missing. • The character's spine, legs and arms don't really have much drag. The character movements feel stiff at times. • Some of the poses are present and correct. There are some missing/incorrect key poses and breakdowns. • The animation has some proper body mechanics. Weight shifts might be missing from over half of the animation. • The ending is generally abrupt and is not natural. Overshoot or final ease in might be missing. 	<ul style="list-style-type: none"> • Timing is off; the entire animation is too even, too slow or too fast. • Spacing is not taken into consideration overall. • The character does not have any overlapping action. The movements are stiff throughout the whole piece. • Only a few of the poses are correct. Many key poses and breakdowns are missing and/or incorrect. • The animation is lacking proper body mechanics. There aren't any weight shifts. • The ending does not have overshoot or ease in at all. • There are parts of the animation that are incomplete.

Walk Cycle	<ul style="list-style-type: none"> • All the poses have the correct spine rotations, tilts, and twists. 	<ul style="list-style-type: none"> • Most poses have the correct spine rotations, tilts, and twists. Some poses might be missing them in 1-2 spots. 	<ul style="list-style-type: none"> • Some poses have the correct spine rotations, tilts, and twists. About half of the animation is missing them. 	<ul style="list-style-type: none"> • There are only a few spots where there are correct spine rotations. The animation could be missing them in general.
Backwards Fall	<ul style="list-style-type: none"> • The fall has a good sense of weight. • There is residual motion in all parts of the body upon floor impact. 	<ul style="list-style-type: none"> • The fall has mostly good weight. The beginning of the fall or the floor impact could be pushed in terms of timing and spacing. • There is residual motion in most parts of the body upon floor impact. There might be 1-2 main body parts that are missing recoil. 	<ul style="list-style-type: none"> • The fall is starting to have some weight. Timing and spacing needs to be adjusted so that the fall is not even, too fast, or too slow. • There is little residual motion in the body on floor impact. Most of the extremities are missing recoil. 	<ul style="list-style-type: none"> • The fall has no sense of weight. • The body is missing residual motion throughout the whole animation. All body parts are hitting the ground at the same time.
Ball Throw	<ul style="list-style-type: none"> • All the proper body mechanics and poses are present. • There is a good amount of drag throughout the body as the character throws the ball. 	<ul style="list-style-type: none"> • Most proper body mechanics and poses are present. There are a few incorrect/missing key poses or breakdowns. • There is some drag throughout the body as the character is throwing the ball; it could be pushed in a few places. 	<ul style="list-style-type: none"> • Some proper body mechanics and poses are present. There are some incorrect/missing key poses and breakdowns. • Overlap and drag is somewhat included and needs to be added in more places. 	<ul style="list-style-type: none"> • The body mechanics and poses are correct only in a few spots. There are a lot of missing key poses and breakdowns. • There is no overlap and drag; movements are generally stiff.