

Ball Toss Final Grading Checklist | ANGD 2341 Animation I | Fall 2024

Deadline: September 17, 2024 before start of class

Criteria	Details	Points	✓
Body Mechanics (30%)			
Keeping Character Alive	All parts of the character are kept alive and active.	20	
Reference Utilization	The animation follows the reference regarding key poses and general movement.	5	
Ending Settle	The ending includes an added overshoot and settle.	5	
Animation Principles & Polish (60%)			
Timing	Reference was utilized to have the character move at a natural pace.	5	
Spacing/Ease-In & Ease-Out	Ease-in's and ease-out's are added in to provide weight and realistic acceleration and deceleration to the movement. The ending settle does not just hit a wall; character eases into it.	15	
Overlapping Action/Drag	There is apparent overlapping action and drag throughout the arm (elbow, wrist/hand, fingers).	20	
Arcs	Arcs in wrist and ball prop were cleaned up and pushed.	10	
Keyframe Management	The animation is clean. There are no glitches/hiccups/hitches. There is no major clipping with the character and prop.	10	
Homework Submission (10%)			
Playblasts	A front and side view was provided. The playblasts are HD720. The character is clearly seen and not cropped.	5	
Syncsketch Link	The syncsketch link was posted to the designated forum thread on time. It includes ALL work in progress and final passes.	5	