

Parkour Jump Final Grading Checklist | Animation I | Fall 2024

Deadline: Sec. 01: September 26, 2024 | Sec. 02: September 30, 2024

Criteria	Details	Points	✓
Body Mechanics (20%)			
Reference Utilization	The animation follows the reference regarding key poses and general movement to showcase natural body mechanics.	10	
Weight Shifts	The character has proper weight shifts, especially when the character is only balanced on 1 leg.	10	
Animation Principles & Polish (40%)			
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 character does not just hit a wall during at the end; character eases into it.	10	
Overlapping Action/Drag	There is apparent overlapping action and drag throughout the legs, feet, toes.	5	
Arcs	Arcs in the root were cleaned up and pushed.	10	
Keyframe Management	The animation is clean. There are no glitches/hiccups/hitches.	10	
Central Themes (30%)			
FK/IK Switches	When the feet need to be on the ground, the legs are in IK. When the feet are in the air for an extended period, the legs are in FK. The switches between the two modes are seamless.	20	
Root Force & Energy	The principles were utilized to create dynamic energy in the root, especially through timing and spacing adjustments.	10	
Homework Submission (10%)			
Playblasts	A perspective ¾, front and 2 side views were provided. One side view has controls on, while the other has controls off. 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 & final passes and analyzed reference.	5	