

*Final Project Grading Checklist | Motion Capture | Fall 2024 | 15% of Total Class Grade*

**Deadline: December 13, 2024 by 11:59PM (No late work accepted)**

Criteria	Details	Points
<b>General Motion Capture Animation &amp; Cleanup (15%)</b>		
<b>Keep Character Alive</b>	All of the character's body parts, clothing, and hair are animated with believable posing and weight.	2.5
<b>Overlap/Drag</b>	Animation layers were used to add looseness to the limbs through out all the animations.	5
<b>Foot/Hand Sliding &amp; Foot Roll</b>	Hands and feet switch in and out of FK and IK based on needs of the animation. Feet do not slide and utilize foot roll controls for heel/ball/toe roll.	5
<b>Animation Order</b>	The animation clips follow this order: Idle -> 2 hit attack -> Death	2.5
<b>Idle (15%)</b>		
<b>Idle Posing</b>	The core idle pose has a strong silhouette and posing from both the front and side view.	5
<b>Pushed Idle Animation</b>	The character's "breathing" and idle motion has been pushed beyond the original data, especially to keep body parts alive.	5
<b>Looping Idle</b>	The idle animation loops seamlessly.	5
<b>Attack (25%)</b>		
<b>Attack Posing</b>	Both character's attacks are apparent through solid posing, including pushed C-Curves, asymmetry, twist/tilt.	10
<b>Timing</b>	The attack timing has been exaggerated to sell dynamic energy. There should also been contrast in slow and fast motions.	10
<b>Spacing</b>	Spacing is used to sell the acceleration and deceleration of each attack, especially utilizing it to enhance the speed of the weapon(s).	5
<b>Death (25%)</b>		
<b>Death Posing</b>	The death animation has pushed and apparent posing. The character ends in a fallen pose on the floor. (no clipping through ground)	10
<b>Limb Offset &amp; Ending</b>	The character's limbs do not fall at the same exact time. The limbs have added hangtime.	5
<b>Spacing</b>	When the character falls down, they ease out gradually of their key poses. Prior to hitting the ground, "spacing pops" are used to show acceleration towards the ground.	10
<b>Homework Submission (20%)</b>		
<b>Playblasts</b>	1 general ¾ view, 1 side view and 1 front view was provided.  The playblasts are at least HD720 with anti-aliasing and screen space AO.  The character is clearly seen and not cropped. Textures are on if applicable. Background color was adjusted so the character does not clash against it.	5
<b>Reference Videos</b>	Reference videos from the motion capture shoot were included in the syncsketch link submission. They have been trimmed to match the overall timing of the animation.	5
<b>Syncsketch Link</b>	The syncsketch link was posted to the designated forum thread on time. The link includes ALL work in progress & final passes and reference. The videos are available to download via Syncsketch.	5
<b>Maya File</b>	A One Drive link containing the student's zipped Maya project folder is included. The project folder name is labeled as: "firstNameLastName_mocapFinalProject"	5

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	The "scenes" folder contains the final animation Maya labeled as: "firstNameLastName_mocapFinalProject" All necessary textures are included. Playblasts and extra Maya scenes are deleted from the project folder. <b>All layers should be merged in the final submission.</b>	
<b>Motion Capture Cleanup</b>		
<b>Keyframe Management</b>	There are no glitches/hiccups/hitches/foot sliding. -5 pts subtracted per glitch/hitch. Jitters/glitches/hitches throughout the body are cleaned up utilizing graph editor filters, such as smooth filter, peak removal filter and euler filter.	-5