

Final Project Grading Checklist | Animation I | Fall 2024 | 15% of Total Class Grade
Deadline: Both Sections - December 13, 2024 by 11:59PM (No late work accepted)

Criteria	Details	Points
Body Mechanics (25%)		
Reference Utilization	The animation follows the video reference and additional animation resources regarding key poses and general movement to showcase natural body mechanics.	5
Weight Shifts	The character has proper weight shifts, especially when character is only balanced on 1 leg.	5
Foot Plants	The feet peel off the ground and land on the ground in segments. (use foot roll controls)	5
Body Connectivity	Each body part moves with good consideration & connectivity to surrounding body parts. For example, if an arm rotates up, the clavicle and shoulder area should also move up.	5
Overshoots	After the character jumps off the 2 nd column and at the end of jump kick, character overshoots their pose and has a gradual natural ease.	5
Animation Principles & Polish (60%)		
Solid Posing	The character has meaningful posing, including hands + fingers. Character posing has strong & apparent c-curves to sell key poses and breakdowns. Posing also includes asymmetry, twist & tilt as needed.	15
Timing	Reference was utilized to have the character move at a natural pace. Animation also has pushed timing in specific movements based on instructor's feedback.	5
Spacing/Eases - Acceleration & Deceleration	Ease-in's and ease-out's are added in to provide weight and realistic acceleration and deceleration to the character's movement. Spacing is used to add polish to movements including but not limited to: jumps, arm swings, weight shifts, foot plants, and the ending kick.	15
Spacing/Eases - Moving Holds	The character never completely freezes. There is "pixel movement" added to keep them alive during holds.	5
Overlapping Action/Drag	There is apparent overlapping action and drag throughout the head, spine, legs, feet, toes. Any hair, clothing, tails, etc. also are kept alive with overlap/drag.	10
Arcs	Arcs in the root and primary moving body parts were cleaned up and pushed. Arcs follow natural body mechanics based on the video reference.	10
Extra Considerations (5%)		
FK/IK Switches	When the feet/hands need to be on the ground, the legs/hands are in IK. When the feet/hands are in the air for an extended period, the legs/hands are in FK. The switches between the two modes are seamless.	5
Homework Submission (10%)		
Playblasts & Videos	1 general ¾ view, 2 side views and 1 front view was provided. One of the side views has the motion trail enabled and controls on. The other side view has just the character displayed. The analyzed reference video is also included. The playblasts are 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
Syncsketch Link	The syncsketch link was posted to the designated forum thread on time. The link includes ALL work in progress & final passes and analyzed reference. The videos are available to download via Syncsketch.	5
Cleanup		
Keyframe Management	There are no glitches/hiccups/hitches/foot sliding. -5 pts subtracted per glitch/hitch.	-5

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