*Dynamic Action* Grading Checklist | ANGD 3345 Advanced Game Animation | Spring 2025

Deadline: February 20, 2025 before start of class | Late work = Automatic 0

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| Criteria | Details | Points |  |
| Dynamism, Energy, Force (10%) |
| Force & Momentum | No floaty movement. The energy is purposeful, especially in the root. The animation successfully uses timing (both fast and slow moments) to sell the dynamism of the action. | 10 |  |
| Body Mechanics (30%) |
| Root | There are weight shifts and up's and down's (arcs) in the root motion. | 10 |  |
| Foot Plants | The feet land and peel off the ground in sections (heel, ball, toe). | 10 |  |
| Posing | The poses have strong lines of action with pushed C-curves. Twist & tilt are used to keep the posing alive and appealing. | 5 |  |
| Natural Body Mechanics | The body mechanics are grounded in reality. At least 1 live action reference was used to inform the body mechanics. | 5 |  |
| Polish (50%) |
| Keeping Character Alive | All body parts have polished animation, and fingers, hair, clothing, and props all have meaningful movement. | 5 |  |
| Overlap/Drag | Neck/head, arms/hands, legs, feet, hair, and other accessories have overlap & drag incorporated as breakdown poses. | 10 |  |
| Spacing | Spacing is used to help sell weight, acceleration, moving holds, such as hangtime, "spacing pops" for acceleration, and the ending settle. | 10 |  |
| Arcs | Arcs have been refined for the root, weapons, and other primary moving body parts. | 10 |  |
| Timing Offset | Parts of the character have offset timing (i.e. Root hits first, then head catches up a few frames later) | 5 |  |
| Smears | At least 1-2 elongated inbetween’s or weapon trail are used to show acceleration in fast movements. | 5 |  |
| Props | Props are utilized in a meaningful way to sell the story and action. Either a proxy cube or the ground plane is impacted by the attack. | 5 |  |
| Homework Submission (10%) |
| Final Pass Videos | Front, side, and dynamic perspective camera views were all submitted for the final polish pass.  | 2 |  |
| Video Format | HD720. Anti-aliasing and preview AO are turned on. Character can be clearly seen in each playblast. | 4 |  |
| Forum Post | A forum post was submitted under the appropriate forum thread. This post contains the syncsketch link with references, work in progress passes AND completed animation.  | 2 |  |
| File Names | The playblast/video files follow this naming convention: "firstNameLastName\_DynamicAction\_Pass\_CameraView"For example: "kassandraArevalo\_DynamicAction\_FinalPass\_SideView) | 2 |  |
| Keyframe Management |
| Cleanup | There are no pops/hitches/glitches. **-3 points for every pop** in the elbow/knee OR for every glitch that does not support the action. |  |  |