*Hand Acting* Grading Checklist | Animation IV | Spring 2025

**Deadline: February 26th, 2025**

| Criteria | Details | Points |
|---|---|---|
| **Body Mechanics (25%)** | | |
| **Reference Utilization** | The animation follows the reference regarding key poses and general movement to showcase natural body mechanics. | 5 |
| **Keeping Character Alive** | The character never completely freezes; there is "pixel movement" added to keep them alive during holds. | 5 |
| **Body Connectivity** | Each body part moves with good consideration & connectivity to surrounding body parts. | 10 |
| **Ending Overshoot** | At the end, character overshoots their final pose and has a gradual natural ease. | 5 |
| **Animation Principles & Polish (45%)** | | |
| **Solid Posing** | The character has meaningful posing, including asymmetry, twist & tilt as needed. | 10 |
| **Timing** | Reference was utilized to have the character move at a natural pace. It is also pushed based on animation needs and provided feedback. | 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.<br>The character does not just hit a wall at the end; character eases into it. | 10 |
| **Overlapping Action/Drag** | There is apparent overlapping action and drag throughout the arm, wrist and fingers. | 10 |
| **Arcs** | Arcs in the wrist and primary moving body parts were tracked using the motion trail. | 10 |
| **Storytelling (20%)** | | |
| **Thought Process** | Before any emotion change occurs, there is an apparent thought process moment. | 10 |
| **Emotion Change** | The character's emotions are easily seen through the animation's timing and posing. | 10 |
| **Homework Submission (10%)** | | |
| **Playblasts & Videos** | 1 main camera view of the animation is provided.<br>The playblasts are HD720. The character is clearly seen, with textures.<br>Playblast video is named the following: "firstNameLastName_handActing_finalPass"<br><br>Anti-aliasing and screen space AO are both on.<br>The analyzed reference video is also included. | 5 |
| **Syncsketch Link** | The syncsketch link was posted to the designated forum thread on time.<br>It includes ALL work in progress & final passes and analyzed reference. | 5 |
| **Keyframe Management** | | |
| **Hitches/Sliding** | -3 points for every glitch/hitch/pop that is not intentional | -3 |