

## Dialogue Sequence Grading Checklist | Animation IV | Spring 2025

Deadline: May 9<sup>th</sup> 2025 at 11:59pm

Criteria	Details	Points
<b>Body Mechanics (25%)</b>		
<b>Natural Body Mechanics</b>	The animation follows the reference regarding key poses and general movement to showcase grounded body mechanics, including weight shifts and solid foot plants.	5
<b>Keeping Character Alive</b>	The character never completely freezes; there is “pixel movement” added to keep them alive during holds.	5
<b>Body Connectivity</b>	Each body part moves with good consideration & connectivity to surrounding body parts.	10
<b>Ending Polish</b>	At the end, character overshoots their final pose and/or has a gradual natural ease.	5
<b>Animation Principles &amp; Polish (45%)</b>		
<b>Solid Posing</b>	The character has meaningful posing, including asymmetry, twist & tilt as needed.	10
<b>Timing</b>	Reference was utilized to have the character move at a natural pace. It is also pushed based on animation needs and provided feedback.	5
<b>Spacing/Ease-In &amp; Ease-Out</b>	Ease-in's and ease-out's are added in to provide weight and realistic acceleration and deceleration to the movement.	10
<b>Overlapping Action/Drag</b>	There is apparent overlapping action and drag throughout moving limbs, hair, clothing, etc.	10
<b>Arcs</b>	Arcs in the root and primary moving body parts were tracked using the motion trail.	10
<b>Storytelling &amp; Lip Sync (20%)</b>		
<b>Thought Process</b>	Before any emotion change occurs, there is an apparent thought process moment.	5
<b>Emotion Change</b>	The character's emotions are easily seen through the animation's timing and posing. Facial expressions enhance the character's emotions in each acting beat.	5
<b>Lip Sync</b>	The lip sync timing matches up to the audio clip. Zipper lip, lower lip drag, and jaw polish are added to make the lip sync more refined.	10
<b>Homework Submission (10%)</b>		
<b>Playblasts &amp; Videos</b>	1 main camera view of the animation is provided. The playblasts are HD720. The character is clearly seen, with textures. Playblast video is named the following: “firstNameLastName_dialogueSequence_finalPass”  Textures, anti-aliasing and screen space AO are on. The analyzed reference video is also included.	5
<b>Syncsketch Link</b>	The syncsketch link was posted to the designated forum thread on time. The video was uploaded to syncsketch BEFORE the deadline. The link includes ALL work in progress & final passes and analyzed reference.	5
<b>Keyframe Management</b>		
<b>Hitches/Sliding</b>	-3 points for every glitch/hitch/pop that is not intentional	-3