Game Cinematic Grading Checklist | Advanced Game Animation | Spring 2025

Deadline: May 9th 2025 at 11:59pm

Criteria	Details	Points	✓
Dynamism, Energy, Force (5%)			
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.	5	
Body Mechanics & Groundwork (35%)			
Foot Plants	The feet land and peel off the ground in sections (heel, ball, toe). If the feet aren't visible, character root & lower body movement is still believable (as if the feet were animated).	5	
Posing	The poses have strong lines of action with pushed C-curves. Twist, tilt, and asymmetry are utilized to break up silhouette. The spine moves with meaning and along all 3 axis's with each main pose.	20	
Natural Body Mechanics	The body mechanics are grounded in reality. At least 1 live action reference was used to inform the body mechanics.	10	
Polish (50%)			
Keeping Character Alive	All body parts have polished animation, and fingers, hair, face and clothing all have meaningful movement.	5	
Overlap/Drag	Neck/head, arms/hands, legs, feet, hair, and other accessories have overlap & drag incorporated as breakdown poses.	15	
Spacing	Spacing is used to help sell weight, acceleration, moving holds, such as hangtime, "spacing pops" for acceleration, and the ending settle.	15	
Arcs	Arcs have been refined for the root, weapons, and other primary moving body parts.	10	
Storytelling	Facial animation is added to help enhance the scene and storytelling. (if rigs have this capability). If there is no facial rig, then story and action is still apparent through posing and pacing. There is a beginning, middle, and end.	5	
File Submission (10%)			
Final Pass Videos	Main camera view was submitted for the final polish pass on syncsketch. Both a Maya playblast and Unreal Sequencer video are included.	2	
Video Format	Maya settings: HD720. Anti-aliasing and preview AO are turned on. Characters can be clearly seen in the playblast.	3	
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 these naming conventions: "firstNameLastName_GameCinematic_Maya" and ""firstNameLastName_GameCinematic_Unreal""	3	
Keyframe Management			
Hitches/Sliding	-3 points for every glitch/hitch/pop that is not intentional	-3	