

Full Body Pantomime Grading Checklist | Animation IV | Spring 2025

Deadline: February 5th, 2025

Criteria	Details	Points
Body Mechanics (35%)		
Reference Utilization	The animation follows the reference regarding key poses and general movement to showcase natural body mechanics.	5
Weight Shifts	The character has proper weight shifts, especially when the 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
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. For example, if an arm rotates up, the clavicle and shoulder area should also move up.	10
Ending Overshoot	At the end, character overshoots their final pose and has a gradual natural ease.	5
Animation Principles & Polish (35%)		
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.	10
Timing	Reference was utilized to have the character move at a natural pace.	10
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. The character does not just hit a wall at the end; character eases into it.	5
Overlapping Action/Drag	There is apparent overlapping action and drag throughout the head, spine, legs, feet, toes.	5
Arcs	Arcs in the root were cleaned up and pushed. Arcs in the root and primary moving body parts were tracked using the motion trail.	5
Storytelling (20%)		
Thought Process	Before an emotion change occurs, there is an apparent thought process moment.	5
Facial Animation	Key facial expressions are used to enhance the narrative. Blinks are also added based on video reference and to break up large head movements.	5
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. The playblasts are HD720. The character is clearly seen, with textures, and not cropped. Anti-aliasing and screen space AO are both on. The analyzed reference video is also included.	5
Syncsketch Link	The syncsketch link was posted to the designated forum thread on time. It includes ALL work in progress & final passes and analyzed reference.	5
Keyframe Management		
Hitches/Sliding	-3 points for every glitch/hitch/pop/foot slide that is not intentional	-3