

Yoga Final Grading Checklist | Animation I | Fall 2024

Deadline: Sec. 01: September 19, 2024 | Sec. 02: September 23, 2024

Criteria	Details	Points	✓
Body Mechanics (40%)			
Keeping Character Alive	All parts of the character are kept alive and active.	20	
C-Curves	Each key pose has an apparent C-curve based on the reference.	10	
Reference Utilization	The animation follows the reference regarding key poses and general movement.	5	
Moving Holds	Each time there is a slow moment in the animation, there needs to be pixel/subtle movement (overshoots, eases)	5	
Animation Principles & Polish (50%)			
Timing	Reference was utilized to have the character move at a natural pace.	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. The character does not just hit a wall during holds; character eases into it.	15	
Overlapping Action/Drag	There is apparent overlapping action and drag throughout the arm (wrist/hand, fingers).	15	
Arcs	Arcs in arms and root were cleaned up and pushed.	5	
Keyframe Management	The animation is clean. There are no glitches/hiccups/hitches.	10	
Homework Submission (10%)			
Playblasts	A front and side view was provided. The playblasts are HD720. The character is clearly seen and not cropped.	5	
Syncsketch Link	The syncsketch link was posted to the designated forum thread on time. It includes ALL work in progress and final passes.	5	