Lab 4: Evaluation

Name of Evaluated Student: ____________                 Name of Evaluator: ____________

1. Technical:
   a. Were all of the proper settings used (30 frames per second, HD540 or 720, quicktime format)?
   b. Is the animation exactly 10 seconds long?
   c. Does the animation loop (i.e. the first and last frames should be the same)?

2. Animation:
   a. Is the movement non-trivial? The movement does not need to be complex, but, e.g. an object moving uniformly from one end of the screen to the other is not sufficient.
   b. Does the movement feel somewhat realistic? Have the principles of animation been considered?
   c. If the camera moves, is the camera movement distracting?

3. Was the animation completed on time?
   Note: Late animations might not be scored by the music students. Failure to have your animation scored due to lateness will be subject to a 50% penalty.

Principles of Animation:

1. Squash & stretch
2. Anticipation
3. Staging
4. Follow-through
5. Overlapping action
6. Slow-in, slow-out
7. Arc vs linear motion
8. Secondary action
9. Timing
10. Exaggeration
11. Knowledge of Technique
12. Observation and translation
13. Appeal
14. Imagination