

# ANIMATION: RUBRIC

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## Assignment Description: Ball Tutorial Animation

Develop an understanding of the techniques used to animate an object moving across the screen. Utilize the 12 principles of animation, especially arcing to get an original ball-like object to bounce across the screen in a smooth and interesting animation that lasts a minimum of 3 seconds (30 frames at 10fps)

### GRADING SCALE: Point Value

4 - **Advanced:** Thoroughly did this, exceeding the expectation, adding new information that went beyond the requirement.

3 - **Proficient:** Met the requirement at the expected level.

2 - **Approaching:** Some parts incomplete, missing or lacking detail.

1 - **Minimal:** Lacking completion, missing elements, didn't follow directions

0 - **Did not Meet:** Didn't do, didn't turn in, didn't follow directions.

**RS 1 CREATE** Plans and develops complex concepts for creative art work.

**PS4-** Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.

\_\_\_ Created a unique and original ball form that goes beyond a simple circle

\_\_\_ Developed a unique idea for moving the ball in a bouncing and arcing motion through the frames.

**RS 2 CREATE** Plans and develops complex compositions through quality craftsmanship.

**PS3-** Create and plan artwork that illustrates Complex Composition: Evidence of competent visual organization and design.

\_\_\_ Developed a moving ball form that utilized all of the frame space with an arcing motion.

\_\_\_ Created a ball form that was large enough to see and follow through the frame space.

**RS 3 CREATE** Connects artistic ideas to history, society and personal life experiences

**PS7-** Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.

\_\_\_ Connect these animations to your own life or experiences and explain the connection.

**RS 4 PRESENT & RESPOND** Interpret and evaluate the meaning of art work through the critique process. **PS5-** Prepared final ball animations for presentation during critique and classroom gallery display.

\_\_\_ Exported ball tutorial animations as .mov files

\_\_\_ Named movie with your name-ball.mov

\_\_\_ Saved file to the SHARE drive in Mac Lab for presentation.

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**RS 4 PRESENT & RESPOND** Interpret and evaluate the meaning of art work through the critique process. **PS6-** Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary to Respond to and Interpret artwork.

\_\_\_\_\_ Evaluated the final ball tutorial animations with a written analysis posted to class google folder using the It's CLEAR format for writing.

\_\_\_\_\_ Explained why the animation is good from an artistic point of view, describing the principles of animation that are evident and how they were used.

\_\_\_\_\_ Explained how the ball tutorial met the criteria of the assignment (minimum of 30 frames that smoothly animates a ball-like object bouncing through the space with an arcing motion).

\_\_\_\_\_ Explained what went well with the animation and what could be improved upon.

## TOTAL POINTS/GRADES

RS 1 TOTAL POINTS \_\_\_\_\_ out of 8 divided by 2 = \_\_\_\_\_

RS 2 TOTAL POINTS \_\_\_\_\_ out of 8 divided by 2 = \_\_\_\_\_

RS 3 TOTAL POINTS \_\_\_\_\_ out of 4 divided by 1 = \_\_\_\_\_

RS 4 TOTAL POINTS \_\_\_\_\_ out of 28 divided by 7 = \_\_\_\_\_