

# ANIMATION: RUBRIC

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• Mrs. Bjork      • Room 113-114      • [bjorjea@pewaukeeschools.org](mailto:bjorjea@pewaukeeschools.org)

## Assignment Description: Walking Tutorial Animation

Develop an understanding of the techniques used to animate a character walking across the screen. Utilize the 12 principles of animation to get an original character to walk 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 character that goes beyond a simple stick figure

\_\_\_ Developed a unique idea for walking the character in a convincing 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 walking character that walked with specific contact and recoil action.

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

\_\_\_ Animation is in focus with proper lighting and details of entire story are visible.

**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 walking animations for presentation during critique and classroom gallery display.

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

\_\_\_ Named movie with your name-walking.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 walking 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 walking tutorial met the criteria of the assignment (minimum of 30 frames that smoothly animates a character walking through the space with contact and recoil).

\_\_\_\_\_ 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 12 divided by 3 = \_\_\_\_\_

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

**RS 4 TOTAL POINTS** \_\_\_\_\_ out of 16 divided by 4 = \_\_\_\_\_