

## 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