

Lab 5: Evaluation

Name of Evaluated Student: _____ *Name of Evaluator:* _____

1. **Basic Directions:** Is the animation the same length as the sound (~10 sec)? Does the animation loop (beginning is identical to the end)? Is the video saved as a quicktime file (.mov extension)? Has the sound been added?

2. **Animation**
 1. **Movement:** Does the movement feel somewhat realistic? Is the movement smooth/fluid? Do actions, such as a ball hitting a wall, feel right or are they “floaty”?

 2. **Staging and Framing:** Is the object (or objects) of interest easy to see? Is the motion understandable? If not, provide some suggestions on how to make improvements. Consider object location, lighting, color, camera location, and speed.

 3. **Camera:** Are camera cuts or camera movement (if any) distracting?

3. **Music** – Watch the animation first without sound. Then watch it again with sound. Then, consider the following questions:
 - a) How did the music transform the animation? Were you surprised by the music?

 - b) What worked best in the interaction between animation and audio? Why?

 - c) What worked least in the interaction between animation and audio? Why?

 - d) In general, was the combination of the sound and animation effective?

4. **Breathing Life into your animation:** Do you feel as though any of the *Principles of Animation* haven been successfully applied or at least attempted?

Principles of Animation

- a. Squash & stretch
- b. Anticipation
- c. Staging
- d. Follow-through
- e. Overlapping action
- f. Slow-in, slow-out
- g. Arc vs linear motion
- h. Secondary action
- i. Timing
- j. Exaggeration
- k. Knowledge of Technique
- l. Observation and translation
- m. Appeal
- n. Imagination