

Lab 2: Evaluation (20 pts)

Name of Evaluated Student: _____ Name of Evaluator: _____

1. **Basic Directions:** For each of the 4 images (cup, saltshaker, hand, composition)
 - a) Is there a completed rendered image on the cs-render drive in the folder IDS252Sp13/Lab2/FinalImages/name?
 - b) Is the image 640x480 in size?
 - c) Is the image in jpg or png format?
 - d) Is the image named properly (e.g. "SmithJohn_Lab2_composition.jpg")

Extra credit: Sculpted head (This will be counted as extra credit *ONLY* if you have acceptably completed everything else in the lab. That is, it can't be a substitute for something else that was required.)
2. **Esthetic Evaluation of the Composition:** Did the composition successfully combine multiple objects and apply design principles to tell a story and convey a mood? The following elements should be considered:
 - a) The type of shot (see text, e.g. Long, Full, Medium, Close-up).
 - b) The camera angle (see text, e.g. High-Angle, Low-Angle, Level-Eye, Bird's-Eye).
 - c) Primary and secondary focal points (where does the eye go?).
 - d) General design elements: e.g. line (horizontal, vertical, etc), positive/negative space, balance, contrast, light/dark, color, shape, etc.
 - e) Sense of space and depth.
 - f) Look & Feel (style, e.g. overall color scheme).
 - g) Placement and scale of objects in frame.
 - h) Gesture or expression (if there are characters).
3. **Organization of Maya Project**
 - a) Is there one clearly named project folder (e.g. Lab2Project) containing a scene file for each of the individual items (glass, shaker, etc), as well as your composition? If there are multiple versions, is it clear which is the final version?
 - b) Are the scene files appropriately named (e.g. glass, hand, etc)? Do they all reside in the scenes subfolder.
 - c) In the composition scene, the objects and shaders should appropriately grouped and named (pCube1 is not an appropriate name!)

General Discussion Questions:

1. What is the story, action, or characters? Or is there something else that is compelling about the image? (Note, there is no correct answer - it is open to the interpretation of the viewer). If there is no compelling or clear story/action/character, say so.
2. What is the mood? Is it playful, funny, sad, menacing, thoughtful, mysterious, dark, etc.
3. What visual elements (e.g. shot, angle, color, etc) contribute to the story/action and mood? Explain.
4. Are there elements of the story/action which are implied or left to the viewer's imagination?
5. What visual elements could be modified/added to strengthen the story or action? Explain.