

Lab 2: Evaluation (20 pts)

Name of Evaluated Student: _____ Name of Evaluator: _____

1. **Basic Directions:** For each of the 4 images (cup, saltshaker, head, composition)
 - a) Is there a completed rendered image on the cs-render drive in the folder IDS252Sp14/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")

2. **Organization of Maya Project**
 - a) Is there one clearly named project folder (e.g. Lab2Project)?
 - b) In scenes subfolder, are there appropriately named scene files for each of the individual items: glass, shaker, head, temple, character, composition? If there are multiple versions, is it clear which is the *final* version?
 - c) In Maya, open up the composition.mb file. Open the Outliner (select the menu Window->Outliner). Are the objects appropriately grouped and named (pCube1 is not an appropriate name!) Have the materials (shaders) been renamed (e.g. change lambert2 to redLambert or cupLambert or whatever fits).

3. **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) A clear choice of color palette. (complement, triad, tetrad, analogic, accented analogic)
 - b) The type of shot (see text, e.g. Long, Full, Medium, Close-up).
 - c) The camera angle (see text, e.g. High-Angle, Low-Angle, Level-Eye, Bird's-Eye).
 - d) Primary and secondary focal points (where does the eye go?).
 - e) General design elements: e.g. line (horizontal, vertical, etc), positive/negative space, balance, contrast, light/dark, color, shape, etc.
 - f) Sense of space and depth.
 - g) Look & Feel (unity, style, e.g. overall color scheme).
 - h) Placement and scale of objects in frame.
 - i) Gesture or expression (if there are characters).

General Discussion Questions:

1. What is the story, idea, or action? 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/idea, say so.
2. What is the mood? Is it playful, funny, sad, menacing, thoughtful, mysterious, dark, etc. What visual elements (e.g. shot, angle, color palette, etc) help convey this mood? Explain.
3. What visual elements contribute the story/action/idea? Explain.
4. Are there elements of the story/idea/action which are implied or left to the viewer's imagination?
5. Is there good staging? Staging is the placement of objects and characters in relation to each other and to the camera. Proper staging is important to keep the viewer from getting confused and to clearly demonstrate the action which is taking place.
6. What visual elements could be modified/added to strengthen the story, idea or action? Explain.