

### Lab 3: Evaluation

This lab will be given a letter grade as described in the *Evaluation* section of the course policies, <http://www.willamette.edu/~gorr/classes/ids252/overview.htm#eval>.

*Name of Evaluated Student:* \_\_\_\_\_ *Name of Evaluator:* \_\_\_\_\_

1. **Basic Directions:** Both images should be HD540 and rendered with sufficient quality so that there are no obvious “jaggies”.
  
2. **Organization of Maya Project.**
  - a) Is there one clearly named project folder (e.g. Lab3Project)?
  
  - b) If there are multiple scene files, is it clear which is the *final* file for each of the 2 images?
  
  - c) In Maya, open up final scene file for one of the 2 images. Open the outliner. Are the objects appropriately grouped and named? Have unused objects been deleted?
  
3. **Esthetic Evaluation: Image #1**
  - a) What was the word the person was assigned? \_\_\_\_\_
  
  - b) Was the meaning of the assigned word captured in the scene, i.e. how do the visual elements contribute the mood/story/action/idea? See back of sheet for things to consider.

*(more on back!)*

**4. Esthetic Evaluation: Image #2**

- a) The only things that should have been altered are the lighting parameters (color, brightness, etc), materials, location of camera. Was this the case? What was changed?
  
  - b) What is the mood/story/action/idea conveyed by Image 2? Is this significantly different from Image #1?
- 5. Technical Evaluation of the Scene:** Lighting and shading are the primary considerations of this lab. The goals are to convey **meaning** and **realism**. Given the technical skills learned so far, were these goals achieved? Consider shading (colors, textures), lights (number, placement, contrast, shadows, edge quality (e.g. for spotlights) )

**Elements that help convey the meaning of the word:**

- a) Focal point (primary and, possibly secondary).
- b) The choice and meaning of objects, their placement and interaction with each other.
- c) If there is a character, the body language, e.g. gesture and/or facial expression.
- d) Camera angle and location.
- e) Light quality, type, intensity, contrast, color, placement, shadows.
- f) Shading of the objects and environment: color and texture
- g) Framing and staging of the scene.