Lab 7: Evaluation

The lab will be evaluated based on the following items:

- **Tuesday, Mar 10**
    a. Your group has placed the text (typed with title and authors) of your draft story on cs-render.
    b. Your group is prepared to pitch the story to the class.
    c. Your story should:
        i. *Show and not tell*.
        ii. Be doable in about a minute.
        iii. Doable given your skill level as animators.
        iv. Simple enough that you will have time to do quality work.
- **Thursday, Mar 12**
    a. Your group has placed the revised text of your story placed on cs-render. The revision should have addressed the class feedback given on Tues.
    b. The story document should also include brief answers to the questions in the **Story Check List** given below.
    c. Your group has prepared storyboards (See the **Storyboard Check List** below).
    d. Your group is prepared to pitch the storyboards to the class.

Story Check List

1. What is the working title of your story?
2. What is your premise (central idea in 1 or 2 sentences)?
3. What is the emotion and tone of your story?
4. What is your theme? (meaning or lesson of the story)
5. Describe your characters? Include backstory.
6. What is your setting? What is the year/time/season/etc?
7. Who is the intended audience?
8. What is the conflict, crisis, and resolution?
9. What is the envisioned style (e.g. realistic vs cartoon, dark vs light, pastel vs bright colors, etc?)

Storyboard Check List - *Each* storyboard should:

1. Be done on an 8.5x11 sheet of paper (unless you draw them on the computer).
2. Be drawn with black/colored pens/markers. Do not use pencil because it is hard to see when scanned.
3. Indicate the camera angle/shot (Storyboarding Chp3).
4. Indicate camera movement (if any) (Storyboarding Chp 3, starting on p. 46).
5. Indicate movement of characters (if any). Keep continuity in mind (Storyboarding Chp 8)
6. Consider the visual elements, framing, and perspective in each (Storyboarding Chp 5 & 6)