## Lab 2: Evaluation

No	ame of E	Evaluated Student:	Name of Evaluator:
1.	Basic 1	Directions: Final Images	
	a)	Are there 3 rendered images the folder IDS252Sp16/Lab2	(2 camera angles of the pose, 1 composition) on the cs-render drive in 2/FinalImages/ <i>name</i> ?
	b)	Are the sitting pose reference	e images available in the folder IDS252Sp16/Lab2/MayaProjects/name?
	c)	Is each image HD 540 (i.e. 9	960 x 540) in size?
	d)	Is each image in jpg or png	format?
	e)	Are the images clearly name	ed clearly (e.g. " <student_name>_composition.jpg")</student_name>
2.	Organ	ization of Maya Project	
	a)	Is there one clearly named N	Maya project folder (e.g. Lab2Project)?
	b)		e appropriately named scene files for the pose and the composition? If is it clear which are the <i>final</i> versions?
	c)	Are the objects appropriately	osition.mb file. Open the Outliner (select the menu Window->Outliner). by grouped (e.g. the temple object should be grouped under a <i>single</i> top appropriately named (e.g. pCube1 is not an appropriate name)?
3.	mood/o Maya t and mo images	emotion of the sitting pose? file containing the pose so yo ood of the reference images?	ook at reference images – how would you characterize the Look at the 2 camera shots of the posed character, and also open up the u can navigate around the character. Did the pose capture the gesture Say why or why not. Did the choice of camera positions in the final at, how could the camera been placed better? Are the body positions and explain.
4.	Techn	ical Evaluation of the pose:	Does the character's body intersect the floor/table or itself?

(turn over for more)

5.	<b>Evaluation of the Composition:</b> Did the composition successfully combine multiple objects and apply
	design principles to tell a story and convey a mood? In your response, identify the design and story
	elements listed below which were applied. Could the composition have been improved in any way?

## **Design Elements:**

- a) A clear choice of color palette. (2 colors complement or analogous with black/white)
- b) Is there a clear focal point? Is there secondary focal point?
- c) Is there good positive/negative space?
- d) Identify the general design elements: e.g. line (horizontal, vertical, etc), space, balance, contrast, light/dark, color, shape, etc.

## **Story Elements:**

- a) Identify the type of shot (see text, e.g. Long, Full, Medium, Close-up) and camera angle (see text, e.g. High-Angle, Low-Angle, Level-Eye, Bird's-Eye)? How do these choices contribute to the story?
- b) Does the image convey to you a clear story, message, idea, or action?
- c) Does the image convey a clear mood?
- d) How do the visual elements contribute the mood/story/action/idea? .
- e) 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.
- f) Are there visual elements could be modified/added to strengthen the story, idea or action?