

COSC4348/6348 – Introduction to Game Art and Animation

Assignment 4 Scoring Rubric – 10 points

Date: March 14, 2025

For the assignment 4, **you must design 3 animations – idle, movement and attack (or action) – per each character and submit before the beginning of the class on Tuesday, April 1.** You must submit your works in the **Teams folder** in the following location: **Files > Assignment Submissions > Assignment 4.**

You will lose 5 points if you fail to submit before the deadline. You will receive ZERO for Assignment #4 if you submit after 5:30PM on Wednesday, April 2.

SUBMISSIONS

You must **submit a total of 12 files – 3 CSP and 3 MP4 files for the main character (MC) and 3 CSP and 3 MP4 files for the enemy character (EC).** If you designed your character animations using different software, you must submit corresponding project files (for example, if you used Adobe Photoshop, you must submit PSD files instead). The formats of filenames are:

1. lastname_firstname_mc_idle.csp
2. lastname_firstname_mc_idle.mp4
3. lastname_firstname_mc_move.csp
4. lastname_firstname_mc_move.mp4
5. lastname_firstname_mc_attack.csp (or lastname_firstname_mc_action.csp)
6. lastname_firstname_mc_attack.mp4 (or lastname_firstname_mc_action.mp4)
7. lastname_firstname_ec_idle.csp
8. lastname_firstname_ec_idle.mp4
9. lastname_firstname_ec_move.csp
10. lastname_firstname_ec_move.mp4
11. lastname_firstname_ec_attack.csp (or lastname_firstname_ec_action.csp)
12. lastname_firstname_ec_attack.mp4 (or lastname_firstname_ec_action.mp4)

SCORING GUIDELINES

Your score will be distributed based on these three animations per each character:

- **Idle animations** – 2 points (1 point for MC and 1 point for EC)
- **Movement (walking/running/flying or equivalent) animations** – 4 points (2 points for MC and 2 points for EC)
- **Attack (or action) animations** – 4 points (2 points for MC and 2 points for EC)

For each animation, we will have following score distributions:

- Action as specified: 50%
- Quality of motion: 25%
- Naturally continuous motion when looped: 25%

Based on the above criteria, we will have following score distributions for both characters combined:

- Still animations – 2 points
 - Still motion – 1.0 point
 - Quality of still motion – 0.5 point
 - Naturally continuous still motion when looped – 0.5 point
- Movement animations – 4 points
 - Movement motion – 2 points
 - Quality of movement motion – 1 point
 - Naturally continuous movement motion when looped – 1 point
- Attack (or action) animations – 4 points
 - Attack motion – 2 points
 - Quality of attack motion – 1 point
 - Naturally continuous attack motion when looped – 1 point

EXTRA CREDITS

Extra credits will be given for those who accomplish the followings:

- Create 4th animation other than the above 3 animations – 0-4 points
- Exceptional animations (voted by both TAs and I) – 0-2+ points

Good luck!