SUBMISSIONS AND SCORING GUIDELINES

I ask all your works to be submitted before the next class – 5:30PM on Tuesday, April 22. Failure to submit on time will result in 50% penalty per each submission. The submission materials should be placed in correct Teams folder (Files > Assignment Submissions)

Assignment 4: (Files > Assignment Submissions > Assignment 4)

Submit a total of 12 files – **3 CLIP 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.clip
2. lastname_firstname_mc_idle.mp4
3. lastname_firstname_mc_move.clip
4. lastname_firstname_mc_move.mp4
5. lastname_firstname_mc_attack.clip (or lastname_firstname_mc_action.clip)
6. lastname_firstname_mc_attack.mp4 (or lastname_firstname_mc_action.mp4)
7. lastname_firstname_ec_idle.clip
8. lastname_firstname_ec_idle.mp4
9. lastname_firstname_ec_move.clip
10. lastname_firstname_ec_move.mp4
11. lastname_firstname_ec_attack.clip (or lastname_firstname_ec_action.clip)
12. lastname_firstname_ec_attack.mp4 (or lastname_firstname_ec_action.mp4)

<u>**SCORING GUIDELINES**</u>

 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

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

Assignment 5: (Files > Assignment Submissions > Assignment 5)

Submit 2 files – **one CLIP and one PNG files for 2-point perspective crate**. If you designed your crate 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_crate.clip
2. lastname_firstname_crate.png

SCORING GUIDELINES

The crate must be a 2-point perspective crate. If it is not a 2-point perspective crate, you will receive zero (I will permit a 3-point perspective crate). Your wooden crate must include following components:

1. Both sides of the crate must be composed of multiple base planks (horizontal), 2 diagonal planks, and 4 outer planks
2. Both sides of the crate must have depths
3. One side of the crate must have shadow effects

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

- Wooden textures or textures that matches the level of complexity of wooden textures on both sides of the crate: 3 points

- Depths on both sides of the crate: 1 point
- Shadow effect on one side of the crate: 2 points
- Quality of the drawing (e.g., polishing): 4 points

EXTRA CREDITS

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

- Additional decorations and/or variation of crate design – 0-2 points
- Exceptional design (voted by both TAs and I) – 0-2+ points

Assignment 6: (Files > Assignment Submissions > Assignment 6)

Submit 2 files – **one CLIP and one PNG files for a SIMPLE 2D sideview environment**. If you designed your environment 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_environment.clip
2. lastname_firstname_environment.png

SCORING GUIDELINES

The environment must include following components:

1. Sky - A gradient color transitioning from one color to another (e.g., blue to white)
2. Clouds - Minimum 3 clouds with different size and shape. Also, they must include shadow.
3. Mountains - Minimum 2 mountains with different level of blur based on the distance
4. Ground - Must have grassy and dirt ground. The boundary between the grassy and dirt ground must be blurred

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

- Sky - 1 point
- Clouds - 2 points
- Mountains - 2 points
- Ground - 1 point
- Quality of the overall environment - 4 points

EXTRA CREDITS

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

- Additional components and/or variation of crate design – 0-2 points

- Exceptional design (voted by both TAs and I) – 0-2+ points

Final Project: (Files > Assignment Submissions > Final Project Submission)

Submit 2 files – one Unity project package (including an executable (.exe) file) and one MP4 file for a Unity build that integrates character animations, crate, and environment. The formats of filenames are:

1. lastname_firstname_unity.zip (Files > Assignment Submissions > Final Project Submissions > Unity Build)
2. lastname_firstname_unity.mp4 (Files > Assignment Submissions > Final Project Submissions > Video)

SCORING GUIDELINES

The Unity build must include following components:

1. Characters – Both MC and EC, standing on the ground, must showcase 3 animations (idle, moving, and attack) per each
2. Crate – A 2-point perspective crate must be placed on the ground
3. Environment

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

- MC and EC present – 1 point each
- MC and EC on the ground (if they are ground units) – 1 point each
- MC and EC animations – 12 points each (one animation = 4 points)
- Crate presents – 1 point
- Crate on the ground – 1 point
- Environment presents – 5 points
- Quality of the overall Unity build – 15 points

EXTRA CREDITS

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

- Additional components available in the Unity build – 0-2 points
- Exceptional design (voted by both TAs and I) – 0-5+ points