

## 204 Elective B - Society, Interpise, Innovation | Assessment 1 - Project

## Performance Criteria

Criteria & Weighting		D Range D- D D+	C Range C- C C+	B Range B- B B+	A Range A- A A+
<b>Joints</b> (LO1, LO2)	20%	Most or all of the joints placement is off and not logical. Geometry has not been skinned to the joints.	Most of the joints placement is off and not logical. Geometry has been skinned to the joints.	Some joints placement is off and not logical. Geometry has been skinned to the joints.	Joints are placed intelligently and logically. Geometry has been skinned to the joints.
<b>Rig Controls</b> (LO1, LO3)	15%	Controls do not subvert the need for direct access to the joints. Joints are animated at times.	Very few controls subvert the need for direct access to the joints. Not all constraints keep the hierarchies separated.	Most of the controls are used to subvert the need for direct access to the joints. Constraints have been used to keep the hierarchies separated.	Controls have been used to subvert the need for access directly to the joints. Constraints have been used to keep the hierarchies separated.
<b>Keyframes</b> (LO1, LO3)	13%	Minimal to no key frames in the Maya file.	Keys frames are present in almost all frames. Not all key frames are properly managed in the Graph Editor.	More than required key frames are present in the Maya file. Not all key frames are properly managed in the Graph Editor.	Only sufficient key frames are present in the Maya file. Key frames are properly managed in the Graph Editor.
<b>Animation</b> (LO1, LO3)	22%	Animation is not meaningful or it is difficult to determine what animation is applied to the rig.	Animation is meaningful and adhere to some of the animation principles.	Animation is meaningful and adhere to most of the animation principles.	Animation is meaningful and adhere to the animation principles like, stretch and squash, anticipation, overlap and follow-through etc.
<b>Best Practices</b> (LO2, LO3)	20%	Transforms are not frozen Pivots not in a logical place. Project directory is not set or all project files are not stored in their respective folders. Objects have their default names. Unused nodes are present.	Few transforms are frozen for the controls, few of the pivots placed intentionally. Project directory is set but most of the project files are not stored in their respective folders. Proper naming is applied to few objects. Some unused nodes are present.	Most transforms are frozen for the controls, most of the pivots placed intentionally. Project directory is set but some project files are not stored in their respective folders. Proper naming is applied to most objects. Some unused nodes are present.	Transforms frozen for the controls, pivots placed intentionally. Project directory is set with project files stored in their respective folders. Proper naming is applied. Unused nodes have been cleaned-up / removed.
<b>Report</b>	10%	No submission or the report has some unethical remarks on any ethnic, gender, regional or socio-economic groups	A report is submitted with at least 1 walk-cycle researched and explaining characteristics of different walk cycle. The report has no unethical remarks on any ethnic, gender, regional or socio-economic groups.	A detailed report is submitted with at least 2 walk-cycles researched and explaining characteristics of different walk cycle. The report has no unethical remarks on any ethnic, gender, regional or socio-economic groups.	A detailed report is submitted with at least 3 walk-cycles researched and explaining characteristics of different walk cycle. The report has no unethical remarks on any ethnic, gender, regional or socio-economic groups.