

## Intermediate 3D Animation Rubric: Robot Run

	% Weight	1 = Unacceptable	2 = Limited	3 = Developing	4 = Proficient	5 = Exemplary	Your Score
<b>Physical Believability</b>	60%	Weight, balance, force, arcs, overlap and follow-through, and other physical attributes are overall unrealistic.	Weight, balance, force, arcs, overlap and follow-through, and other physical attributes break with audience expectation in some areas.	Weight, balance, force, arcs, overlap and follow-through, and other physical attributes are less than convincing in some areas.	Weight, balance, force, arcs, overlap and follow-through, and other physical attributes are convincing in most areas.	Weight, balance, force, arcs, overlap and follow-through, and other physical attributes are wholly convincing.	3
<b>Acting/ Performance (Story/ Attitude)</b>	35%	Staging, timing, secondary action, and exaggeration create an inappropriate or confusing story and attitude.	Staging, timing, secondary action, and exaggeration require the audience to "guess" as to some aspects of story and attitude.	Staging, timing, secondary action, and exaggeration create an occasionally clear and convincing performance; appeal is sometimes lacking.	Staging, timing, secondary action, and exaggeration create a generally clear and convincing sense of story, character, and attitude.	Staging, timing, secondary action, and exaggeration create a clear and convincing sense of story, character, and attitude that appeals to the audience.	4
<b>Professionalism</b>	5%	Two or more project requirements are not followed or not all required assets are submitted.		One project requirement is not followed (e.g. folder naming or image file format), though all required assets are submitted (no more, no less).		All project requirements (as specified in the project outline) are adhered to without deviation. This includes submitting exactly the required assets (no more, no less) and following all technical specs.	5

**Strengths:** The robot has a clear sense of self-confidence, perhaps even arrogance. Transfer of weight and balance is coming along well in some areas. There is a definite contrast between the walk, run, and jump portions of the animation.

**Areas for Improvement:** Some minor wobbles in the head to smooth out. The hips at times aren't following through fully during the walk (sometimes popping up when they should be flowing down). The run is a bit lacking in weight, and the landing is a bit too sticky (more follow-through would make it more convincing). It would be nice to adjust the camera so we can see his face/emotion on the landing.

**Rubric score:** 3.5

**Associated percentage:** 80%

**Letter grade:** B-