

Student Name:

Grading Rubric, Score Sheet and Requirements for 5th Level Review

For all students, Animation and VEMG –

The presentation must be in the form of a website. It does not need to be hosted, but should at least run seamlessly from a local drive. (Do not open Dreamweaver, Word Press, etc. to show your digital portfolio).

You will have 5 minutes to present yourself and your work. Allow ten minutes for feedback. Be concise and clear.

All participants in the 5th Level Review will be required to write down at least five points that will be addressed for the 9th Level Review. This document is to be saved and referenced at 9th Level Review, and will be part of your grade for 5th Level and 9th Level Review.

You will be evaluated on your presentation. Rehearse it, and play it like you mean it.

Reviewer Name (optional):

Student Name:

For Animation --

Two (2) examples of each of the following:

3D Modeling -- These should include projects from Intro to 3D Modeling. For example: one inorganic/mechanical, (gadget), and one modeled room.

2D Animation -- These should at least include projects from Intro to 2D Animation. For example: ball, flour sack, walk and extreme walk.

3D Lighting, color and rendering -- These should include projects from Digital Imaging. For example: "Box and Wall", and final environment projects.

At least one (1) example of storyboarding -- 6-8 panels from an exemplary scene, presented succinctly.

At least two (2) examples of pre-visualization and other process-specific 2D work -- These could include any projects demonstrating working process from concept to completion, e.g.: model sheets, concept paintings, "Five Styles" research and final product, etc.

At least two (2) examples of companies and specific jobs for possible employment after graduation.

Reviewer Name (optional):

Student Name:

For VEMG –

If you are leaning towards Motion Graphics you must show:

A wide variety of styles

Strong graphic design skills

Appropriate timing skills

3D and 2D work

An understanding of current trends

If you are leaning towards Visual Effects you must show:

A variety of problem solving skills.

Photorealistic work

Industry-style breakdowns demonstrating process.

3D and 2D work

An understanding of current trends

Reviewer Name (optional):

Student Name:

Animation						Score and Notes
Grade	A	B	C	D	F	
Score	5	4	3	2	0	
Presentation			Work is in website format and runs easily from the presentation computer. Is dressed in appropriate attire. Speaks clearly, articulately and concisely about the work and his/her abilities. No spelling or grammatical errors.			
3D Modeling			Demonstrates a fundamental understanding of working in 3D and translating physical-world reference into 3D models.			
2D Animation and Principles			Clearly demonstrates an in-depth understanding of the fundamental principles of animation.			
3D Lighting, Color and Rendering			Is able to effectively re-create physical-world lighting and materials, and utilize basic rendering software.			
Storyboarding and visual narrative			Demonstrates an ability to utilize shot-composition, framing and sequence to clearly illustrate a narrative.			
Demonstration of Process and pre-visualization/ pre-production work.			Clearly shows the thought processes and techniques used in creating work from concept to completion.			
Demonstration of knowledge of the industry			Demonstrates in-depth knowledge of at least two potential career paths post-graduation.			

Reviewer Name (optional):

Student Name:

VEMG						Score and notes
Grade	A	B	C	D	F	
Score	5	4	3	2	0	
Presentation			<p>Work is in website format and runs easily from the presentation computer.</p> <p>Is dressed in appropriate attire.</p> <p>Speaks clearly, articulately and concisely about the work and his/her abilities.</p> <p>No spelling or grammatical errors.</p>			
<p>MoGraph: A wide variety of styles VFX: A variety of problem solving skills.</p>			<p>Demonstrates a diversity of approaches and techniques in the work shown.</p>			
<p>MoGraph: Strong graphic design skills VFX: Photorealistic work</p>			<p>The works shown are well composed and appropriate to the subject or product.</p> <p>Work that is or will be composited with live-action footage blends well with it.</p>			
Appropriate timing skills			<p>The editing and movement of the camera and objects in the work can be easily read and functions coherently with the subject matter.</p>			
Industry-style breakdowns demonstrating process.			<p>Clearly shows the thought processes and techniques used in creating work from concept to completion.</p>			
3D and 2D work			<p>Demonstrates an ability to utilize and effectively incorporate 3D objects and space with 2D.</p>			

Reviewer Name (optional):

Student Name:

An understanding of current trends			Demonstrates a knowledge and diversity of styles and approaches to problems that are contemporary.			
Demonstration of knowledge of the industry			Demonstrates in-depth knowledge of at least two potential career paths post-graduation.			

Reviewer Name (optional):