

TGJ 2OI – Animation Evaluation Sheet

Student Name: _____

Date: _____

LIGHTWAVE TUTORIAL TRAINING:

CRITERIA	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
APPLICATION					
Required Elements & Aesthetic Value	None	Missing many elements of the assignment & is limited in aesthetic value	Missing certain elements of the assignment & shows signs of containing aesthetic value	Contains most of the required elements & is somewhat aesthetically pleasing to the viewer	Contains all of the required elements and is very aesthetically pleasing
KNOWLEDGE & UNDERSTANDING					
Overall Setup & Understanding of Animation Skills & Tools	None	Is poorly setup & displays limited understanding of software	Is fairly well setup & displays some understanding of software operations	Is well setup & displays good understanding of software operations	Is very well setup & demonstrates excellent understanding of software operations
COMMUNICATION					
Attention to Detail is Evident in Animation Work, Proper Modeling/Animation	None	Meets very basic tutorial requirements	Meets average tutorial requirements	Meets above average tutorial requirements	Meets excellent tutorial requirements

SANDCASTLE: LEVEL AWARDED _____ = _____ / 10 Marks

DRAGON: LEVEL AWARDED _____ = _____ / 20 Marks

LIGHTWAVE SUMMATIVE PROJECT

CATEGORY	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	MARK
TECHNICAL SKILL (APPLICATION)	None	Very poor technical quality, limited modeling & animation skill, project components missing or incomplete	Average technical skill, basic modeling & animation skill, some components incomplete	Good technical quality, above average modeling & animation, most project components completed well	Excellent technical quality, excellent modeling & animation techniques, all/most components completed	/60
CREATIVITY (THINKING & INQUIRY)	None	Very poor creative effort, limited use of software tools	Average level of creativity, somewhat limited use of software tools/applications	Good level of creativity demonstrated, good use of software tools	Excellent level of creativity, very effective use of software tools/applications to produce an original project	/40
FINAL RENDER (SUMMATIVE)	None	Poor quality final render, incorrect render settings/format, poor use of textures, lighting, cameras, etc. to enhance scene	Average quality final render, some minor issues with textures, lighting, camera, etc., adequate format settings	Good quality final render, few technical issues with effective use of textures, lighting, cameras, etc., proper settings used	Excellent final render, professional level use of textures, lighting, camera, etc., excellent quality render	/30

COMMENTS: (See reverse for additional comments)