

eMagine Category 3d Walk Cycle Rubric

File Descrip _____

Judge _____

Entry # _____ Walk

Defined as anything animal, human or anything anthropomorphic that demonstrates a looped walk cycle. Music and sounds are a nice touch and will be judged in the case of a tie-breaker. (Max 25s).

Please refer to website for specific submission formats <http://www.eravens.net/emagine/categories.html>

Evaluation points	5	3	1
Modeling or illustration	Modeling is smooth but not over modeled. No stray edges or vertices apparent. Proportionate to style _____pts	Modeling has some problems with proportions of elements for the style. Does not appear to totally follow good modeling practices (quads) Not quite as visually appealing _____pts	Needs more done to the modeling. Has obvious errors in modeling. Proportions are odd. Pulls along surfaces creating tension angles (normal). _____pts
Texturing or shaders	Textures are proportional to the surface, show appropriate or visually interesting application. No distortion. _____pts	Textures are not perhaps appropriate, but could use more careful mapping Not as carefully considered as it could be. _____pts	Used all shaders with no specific show of consideration of surface. And/or textures were very random & disproportionate to the surface. _____pts
Lighting or light source	Lighting is proper for the type and mood of the scene. Well-lit for detail/contrast through walk cycle _____pts	Lighting is proper for the type and mood of the scene. But not consistent or well-done throughout the whole walk cycle _____pts	Obvious default lighting. No lights or attention to extra lighting is demonstrated. _____pts
Timing	Has a good pace and speeds up and slows down appropriately to action. Uses principles of animation _____pts	Has a good pace and, for the most part, speeds up and slows down appropriately to the action. Uses some principles. _____pts	Timing is not appropriate to the action. _____pts
Walk cycle	Legs and arms move opposite or counter to each other. Body moves up and down and side to side with walk (Secondary action). Head bobs or shows expression that goes with mood of walk. _____pts	Limbs move somewhat appropriately. Body shows some secondary action. Might have some head movement or expression. _____pts	Awkward walk for the character. Just really doesn't show a careful study of a walk cycle. _____pts

Tie-Breakers (1 point each)

- _____ Has credits (Site Sources of Art, video or music)
- _____ Have a sound track: music, sound effects or narration
- _____ Ultimate break: Whomever mailed their entry first..

_____ Tie-breaker total
_____ Total from above

Comments