

eImagine 3D Mechanical Registration and Rubric

Student judging # _____ 3D Model (Mechanical Modeling w/o animation – rendered from any 3D program)
 Judge Name _____

Note: Model may have some movement to enhance its overall purpose or function, but should not be a story or process. Example: gears turning, curtains blowing, lights on, horn honking, flag waving, etc.

Evaluation point	3	2	1
Modeling	Shows strong control of their medium. Has enough geometry to make a clean model. Not over smoothed. Subject matter is proportionate.	The model is basically proportionate, but does not show a sophistication of using advanced modeling tools. Areas not smooth, that should be.	Shows a grasp of the basics, but has problems with getting clean geometry. Awkward vertices or face placement.
Lighting	Uses correct lighting and intensity for the illumination of model as you revolve around the object. Cast shadows are correct.	Object is lit but does not hold up to a full rotation around the object	Minimal concept and structure or confusing structure. Sequence doesn't make sense
Originality	Exceptional inventiveness. Content is fresh and original. Personality or object recognition is instant	Project based on others' ideas, but is well-modeled. Has expression or recognizable detail.	Rehash of others' ideas, little evidence of original ideas. Little to no feeling of personality or realistic details of an object.
Shading and Texturing	Uses clean shades or textures without distortion. May have bump maps, painting and/or UV texture mapping.	Uses clean shading and texturing. No evidence of advanced texturing	Uses only shaders (flat color), and/or includes texture distortion. Lacks a full understanding of texturing.
Mechanical Features Characteristics or movements found in machines, structures or other man-made products.	Clearly shows its purpose and process. Exemplifies either something real or is imaginative in its invention. i.e. really looks like the Golden Gate Bridge, or it is a unique invention that cools coffee.	Its structure is recognizable or its function is obvious, but it's missing the realism and/or connections to make it believable or functional. i.e., a cartoonish model of the Golden Gate Bridge or a unique invention which can't possibly work as it is modeled here. BUT it looks good.	Either really doesn't fit the requirements of the category or is not really recognizable for what it is supposed to be or do.
Provided a 360 spin of model so that it could be viewed from all sides _____ 2 pts.	Did not provide a 360 spin of model so that it could be viewed from all sides _____ 0 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.			

Total _____

Comments

eMagine 2D Animation Registration and Rubric

Student judging # _____ eMagine Category Name – 2D Animation Judge Name _____

Eligible Entries: Any 2 dimensional animation made from sequential frames. These frames can be derived from still images (flip book), manipulated video images or created in any 2D program such as Flash. Preferred length is less than 2 minutes. Judges comment are helpful and appreciated.

Evaluation point	5	4	3
Technical use of the program	Shows strong control of their medium. Uses sophisticated effects that shows depth of knowledge.	Shows basic understanding and usage of their medium. Well done but doesn't show a high level of expertise.	Knows very little. Just enough to get elements moving on the screen. Jerky frame movement. Few effects if any.
Concept or Story structure	Concept exceptionally well developed. Structure apparent, sequence is logical and nuanced.	Concept well developed. Adequate structure;	Minimal concept and structure or confusing structure. Sequence doesn't make sense
Originality	Exceptional inventiveness. Content is fresh and original and expresses ideas or feelings of student. Sequence is logical . Tells a story.	Project based on others' ideas, but extended with new and personal insights. Sequence is logical	Rehash of others' ideas, little evidence of original ideas.
Aesthetic/design principles: color, composition, (balance, proportion, weight, textures, perspective).	Exceptional attention to aesthetic principles; elements enrich the content Execution of art is very clean.	Good use of aesthetic principles; elements reinforce the content	Little attention to aesthetic principles; elements work against content
Animation and movement technology	Excellent sense of timing, overlapping action. Animation or movement appropriate to subject and extends meaning beyond still images	Good sense of timing. Movement enhances message.	Little movement or sense of timing typically lacking. Movement detracts from concept.
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.			

Total _____

Comments:

eMagine 3D Animation (Tells a Story) Registration and Rubric

Student judging # _____ eMagine Category Name – 3D Animation Story Name _____

Eligible Entries: Any 3 dimensional animation made from sequential frames. The animation should have a definite beginning (intro of character or action), Conflict or situation, and a resolution or obvious ending. Preferred length is less than 2 minutes.

Comments from the judges are extremely helpful and appreciated.

Evaluation	3	2	1
Modeling	Shows strong control of their medium. Has enough geometry to make a clean model. Not over smoothed. Subject matter is proportionate.	The model is basically proportionate, but does not show a sophistication of using advanced modeling tools. Areas not smooth, that should be.	Shows a grasp of the basics, but has problems with getting clean geometry. Awkward vertices or face placement.
Lighting	Uses correct lighting and intensity for the illumination of the scene throughout the animation. Has cast shadows	Scene is lit, but has areas of that make the animation hard to see. May not have shadows.	Uses default or improper lighting. Difficult to see detail or is overlit.
Shading and Texturing	Uses clean shades or textures without distortion. May have bump maps, painting and/or UV texture mapping.	Uses clean shading and texturing. No evidence of advanced texturing (UV or bump)	Uses only shaders (flat color), and/or includes texture distortion. Lacks a full understanding of texturing.
Animation	The 12 principles of animation are evident throughout as the character and/or objects move through scenes. Timing of movements seems natural No longer than 2 min.	The 12 principles of animation are somewhat evident, but not always executed correctly as the character and/or objects move through scenes. Timing of movements seems natural. No longer than 2 min.	Does not show an understanding of the 12 principles of animation. Movement is stiff and awkward. Timing of animation is too fast or too slow.
The Story	A definite beginning (intro of character or action), Conflict or situation, and a resolution or obvious ending. Exceptional inventiveness. Content is fresh and original Personality or object recognition is instant	Some story structure. Idea is reminiscent of another but still done fairly well.	Rehash of others' ideas, little evidence of original ideas. OR it's difficult to figure out the plot or resolution at all.

Comments

eImagine 3D Animation Registration and Rubric

Student judging # _____ 3D Animation (**Principles of Animation**) Judge Name _____

Eligible Entries: Any 3 dimensional animation made from sequential frames. The animation should have a definite beginning (intro of character or action), Conflict or situation, and a resolution or obvious ending. Preferred length is less than 2 minutes.

Comments from the judges are extremely helpful and appreciated.

Evaluation	3	2	1
Modeling	Shows strong control of their medium. Has enough geometry to make a clean model. Not over smoothed. Subject matter is proportionate or exaggerated in a way that makes sense.	The model is basically proportionate, but does not show a sophistication of using advanced modeling tools. Areas not smooth, that should be.	Shows a grasp of the basics, but has problems with getting clean geometry. Awkward vertices or face placement.
Shading and Texturing	Uses clean shades or textures without distortion. May have bump maps, painting and/or UV texture mapping.	Uses clean shading and texturing. No evidence of advanced texturing	Uses only shaders (flat color), and/or includes texture distortion. Lacks a full understanding of texturing.
Lighting	Uses correct lighting and intensity for the illumination of the scene throughout the animation. Has cast shadows	Scene is lit, but has areas of that light or lack of that make the animation hard to see. May not have shadows.	Uses default or improper lighting. Difficult to see detail.
Originality	Exceptional inventiveness. Content is fresh and original Personality or object recognition is instant	Project based on others' ideas, but is well-modeled. Has expression or recognizable detail.	Rehash of others' ideas, little evidence of original ideas. Little to no feeling of personality or realistic details of an object.
Principles of Animation See next page for a review of the Principles of Animation.	The 5-8 principles of animation are evident throughout as the character and/or objects move through scenes. No longer than 2 min.	The 3-5 principles of animation are somewhat evident, but not always executed correctly as the character and/or objects move through scenes. Timing of movements seems natural. No longer than 2 min.	Does not show an understanding of the 12 principles of animation. Movement is stiff and awkward. Timing of animation is too fast or too slow.
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.			

Total _____

Comments

eImagine 3D Organic Registration and Rubric

Student judging # _____ 3D Model (Organic Modeling w/o animation – rendered from any 3D program)

Judge Name _____

Note: Model may have some movement to enhance its overall appearance or character, but should not be a story.

Example: Tentacles waving, grass blowing, hair swinging, eyes blinking, etc.

Evaluation point	3	2	1
Modeling	Shows strong control of their medium. Has enough geometry to make a clean model. Not over smoothed. Subject matter is proportionate.	The model is basically proportionate, but does not show a sophistication of using advanced modeling tools. Areas not smooth, that should be.	Shows a grasp of the basics, but has problems with getting clean geometry. Awkward vertices or face placement.
Lighting	Uses correct lighting and intensity for the illumination of model as you revolve around the object. Cast shadows are correct.	Object is lit but does not hold up to a full rotation around the object	Minimal concept and structure or confusing structure. Sequence doesn't make sense
Originality	Exceptional inventiveness. Content is fresh and original. Personality or object recognition is instant	Project based on others' ideas, but is well-modeled. Has expression or recognizable detail.	Rehash of others' ideas, little evidence of original ideas. Little to no feeling of personality or realistic details of an object.
Shading and Texturing	Uses clean shades or textures without distortion. May have bump maps, painting and/or UV texture mapping.	Uses clean shading and texturing. No evidence of advanced texturing	Uses only shaders (flat color), and/or includes texture distortion. Lacks a full understanding of texturing.
Organic Features Characteristics or movements found in nature. Either weather, characters, wildlife or plants.	Characteristics that are meant to imitate life, are done either proportionately and with realism, and/or are exaggerated in such a way that life-like features are enhanced.	Characteristics attempt to form proper proportions with some areas of error. Could use some more time examining anatomy and/or life references.	Totally misses the mark in trying to make an object or character life-like. Attempts at exaggeration fall short of recognizable movements found in nature, animals, people, etc.
Provided a 360 spin of model so that it could be viewed from all sides _____ 2 pts.	Did not provide a 360 spin of model so that it could be viewed from all sides _____ 0 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.			

Total _____

Comments