Computer Animation SACS 2013-2014

GOAL: Believable Motion Using The Principles Of Animation

Objective
Students in the Computer Animation program will demonstrate their ability to apply the Principles of Animation to create believable animated movies using a variety of techniques including 2D and 3D animations.

Rubric
The projects will be evaluated by a committee of Art faculty.
Please evaluate each item using a scale of 0-100% on the attached forms.
Rubric:
10 = Student demonstrates perfection in ability
9 = Student demonstrates exceptional expertise
8 =Student demonstrates proficiency and skillfulness
7=Student demonstrates adequate ability
6 = Student demonstrates ability that needs improvement to be adequate
5= Student demonstrates that there is no ability or grasp of the concept or technique
0= Student fails to demonstrate anything

FACULTY EVALUATOR: Edward Morin

	Squash and Stretch	Timing and Motion	Anticipation	Staging	Follow Through/ Overlapping Action
Kate Barker	9	9	7	9	9
Paige Beique	10	9	8	10	9
Andrea Manzano	9	9	8	8	7
Ashton Miller	8	8	8	9	8
Amanda Revis	9	10	8	10	9
Alex Thompson	9	10	9	9	10
Conor Tones	9	10	8	9	9
Jazzlyn Weaver	10	10	9	10	10
Lindsey Whitfield	7	9	8	10	8
Noure Zien	9	10	8	9	9

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FACULTY: Willie Williams

	Squash and Stretch	Timing and Motion	Anticipation	Staging	Follow Through/ Overlapping Action
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Andrea Manzano	10	10	8	9	7
Ashton Miller	7	9	7	9	8
Amanda Revis	8	9	8	10	9
Alex Thompson	8	10	10	10	8
Conor Tones	10	9	10	10	9
Jazzlyn Weaver	10	10	7	10	8
Lindsey Whitfield	7	9	9	10	9
Noure Zien	9	10	8	9	10