

Flash Animation Evaluation

Mr. Weisbrod

Student's Name:

- 1) How well do you think you built your character? What are its best features? Why?
- 2) How well do you feel you incorporated the Inverse Kinematics tool into your character? What was good or bad about the IK bones in your character?
- 3) Quickly summarize the "story" of your animation.
- 4) How well do you think your animation tells your story? In what places (time) does the story/motions not make sense?

- 5) How well do the objects in your animation move? Do they move in a natural way? What's the best part about the motion?
- 6) Where does your animation work the best? Explain *in detail*.
- 7) Where does your animation need the most help? Explain *in detail*.
- 8) If you could go back and change one thing about how you worked on this project, what would it be, and why?

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Evaluate your own animation in the following areas:

Quality of Character Design & Fabrication:

-Are the limbs and body parts of your main character well-built? Is there an Armature, and are the joints in the right places? Are there gaps in the joints that open up when the joints bend? Does the character have a good amount of "decoration" (clothing, hair, facial features, etc.) that makes is unique and interesting to look at?

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Quality of Motion:

- Is the motion in your animation moving at the rights speed, or is it too fast or too slow? Do animations that are contained within symbols match up appropriately with animations that are in the top level of a scene?

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Quality of the Environment:

- How well do you think you built the world that surrounded your character? Does the environment have elements of 3 dimensiosn in it (perspective, etc.)? Does the environment make sense and fit with the character and the actions that are portrayed in your animation?

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Use of Scenes and New "Camera Angles":

- Did you use multiple scenes? Does the scene change like a "new camera?" Does the change in scene make sense? Does it add to the animation, or is it distracting?

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Quality of Storytelling:

- Do you think that a complete stranger would understand what is going on in your animation? Is the story easy to understand, AND interesting? Did you communicate the action of your story well through your animation?

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