NAME OF ARTIST: **Grade: Letter (Number)**

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Producing a well rounded portfolio piece is important. How well you plan and use of the tools of Motion Capture are also important. **Appropriate use of the tools** in this project is key. The project will be assessed on complexity, aesthetics, organization and clarity as well as proposal and presentation. <mark>Please note a pdf is required with a breakdown explaining your plan and process.</mark>

Checklist:

- motion capture session using Blade software – must be present/planned
- use of fbx with rigged character
- use of environment static object/two person capture/finger capture/story blending/prop/camera
- **clean, believable motion**
- presentation and aesthetics count
- mov contains
    - raw data video portion
    - final cleaned data presented (clean up in blade/motion builder/maya)
    - appropriate floor/ground surface with lighting to reveal shadows and foot contact
- following proper naming conventions

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Criteria:

Technical: /60
        believability of motion /50
                including, but not limited to capturing own motion, cleaning up data
                finessing the animation such as hands closing, no intersections
                rigging character [optional]
        appropriate use of software /10
Breakdown pdf: /10
Aesthetic: /20
Proposal/Review/Presentation/Submission: /10

Comments: these comments are not intended to be all inclusive of the results discussed in class

- Comments here

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