

Assignment B Rubric

ART 382: Introduction to Interactive Media

Due XXXXXXXXXXXXXXXXXXXXXXX, 2008

(Last class before Spring Break)

My goals:

- 1) Demonstrate Flash animation competency
 - a) Use & reuse symbols
 - b) Reuse animations
 - c) Use layers
 - d) Control tweening
 - e) Use sound
- 2) Make some art you can use to get a job
 - a) Use concepts, develop them, control them, and convey them.
 - b) Good drawings
 - c) Finish it
 - e) Show familiarity with relevant arts
Animation, composition, cinematography, drawing

The Story:

Three people are in the shot. One person is dying. One person is distraught. The third is not. The dying person dies. The calm person notices first.

Name: _____

Grading:

10% Is finished (full credit or none)

40% Handed in properly

10% As a self-contained .swf, embedded in a web page, that runs

10% On a CD-R/ DVD-R, with your name on it.

20% Supporting materials

10% Thumbnails & storyboards handed in, showing progression of ideas

10% Interesting, sufficient background stories for all three characters, in a .doc

10% Use of symbols, library, layers—evidence that you have Flash under control

10% Fulfills the script

20% Graphics quality:

10% Good drawings, reflect the content of the work

10% Good composition, camera work, lighting

10% Good art

