

Assignment B Rubric  
Due Tuesday, October 6, 2009

Goal: make a skeleton and make it walk.

Make two walk cycles, one completely realistic, the other as you wish.

Render the walk cycle using playblast; use AfterEffects to add title screen

You do not have to make a model or attach one to the skeleton.

Grading:

Administrative:

10% Animations rendered, converted to QuickTime files, title and credit frames present.

10% Turn in one movie file and one Maya .mb file on a CD-R or DVD-R

10% Movie file naming format: lastname\_B.qt, lastname\_B.mb

Technical:

10% Arms, legs, feet, hands all present & moving

10% Use of IK

10% Pole vectors animated and correct

10% Outliner issues: organized in the outliner, named parts

Artistic:

10% Realistic walk cycle is present and complete  
that is, the arms and legs move, the parts are all attached, there is IK

10% Realistic walk cycle looks realistic.

10% Second walk cycle is present and complete