ADV 3662 Interactive Animation

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Project I - Grading Rubrics

Methods of Assessment

First Draft DUE: 5.9.11 (week 12)

Project is true to your initial proposal

	Concept/Design	Technical Skill	Commitment to Refine Product	Punctuality
	(Process & Sketches)	(Proficiency)	(Timeliness, Craft & Presentation)	Assignments
A =	Outstanding	Outstanding	Outstanding	lose one full
3 =	Good	Good	Good	grade point for each day late.
C =	Adequate	Adequate	Adequate	
) =	Poor	Poor	Poor	
	Each main section Site identifier (logoral Global navigation Credit's page: Cr	n should have a s o): must remain c n: must remain co edit must be give	num of four (maximum five) mair subsection with four-five facts re consistent throughout the entire p onsistent throughout the entire. en if you utilized other people's c eep track of all your sources. You	lating to subject piece. reation such as r
ect	bibliography. nnical Skill/Functiona	litv		
	All symbols in you Proper use of: motion tween classic tween (shape tween (frame by frame 'ease in' and/o motion preset masks filters movie-clip with animation usin	r library are proportion (no dotted lines) no dotted lines) e animation or 'ease out' on y	your tweens mation	
Com	All content has be	il within composite ean and professice een proofed and een proofed and o maintaining qua		