



3D Animation/Video

Making Your Character Name- _____

For this assignment you will be creating your animation character that will be part of the animation that you are creating. You will use what you learned during the FW-190 fighter tutorial to create your character. We are not expecting Pixar quality, but do expect you to achieve a quality comparable to the airplane that you did in the tutorial. **So that I can see your model from different perspectives you will need to turn in 3 renderings. One from the front, the second from the side, and the third I would like to be a Bird's Eye view.** The following criteria will be for this assignment:

1. Quality of the Model- 10 pts.
 2. Effort to create the model (amount of time put into it)- 5 pts.
 3. Degree of Difficulty of the model- 5 pts.
- 20 pts. possible

	Pts	Score		Pts	Score
Quality of the Model	10		Effort	5	
Splines are organized and make consistent connections- 10 Some Splines go to wrong locations- 7 Many Splines go to wrong location causing the model to look uneven- 5			Daily progress made for the creation of the model- 5 Student did not work consistently on the model- 3		
Degree of Difficulty	5				
Highly complex model such as a human body- 5 Simple shape model such as a cylinder or ball without much detail- 3					
Total Points					