

**Final Edit Checkpoint
AM 310
Character Animation II
Summer 2013**

**June 26, 2013 – September 9, 2013
Monday, Wednesday, Thursday: 10am – 11:50am
Room: C117
Office Hours: Mondays, Tuesdays, 5:00pm – 5:50pm**

**Instructor: Benjamin R. Parks
Phone: 919.488.5914 or ext 220
Email: bparks@living-arts-college.edu**

Final Edit Checkpoint

**Assigned: Wednesday, August 28
Due: Thursday, September 5**

There will be a critique on the due date.

This is your finished short. All parts of your short need to be finished by this point; including finished titles and credits. This cut should represent your finished project. Critique from the rough edit should be taken into account.

For this final cut the key we are looking for is polish. Any little errors or issues should be accounted for or corrected. Timing should be fine tuned for the best final product. Character animation should showcase your performing and storytelling skills. Everything needs to be modeled, textured, and lit appropriately for your project.

When you have put your After Effects file together, render out a 1920 x 1080, h.264 compressed version of your project.

What to turn in.

**DVD Disc containing:
1 After Effects Project File
1 After Effects Project Folder with required files
1 QuickTime movie**

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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Final Edit Checkpoint

- ___ Assets have high quality modeling and texturing. [15]

- ___ Short has good continuity, flow, and pacing. [15]

- ___ Environments are modeled and lit correctly. [15]

- ___ Animation show emotion, performance, and storytelling. [15]

- ___ Finished short matches boards and original concept. [10]

- ___ Final Edit is rendered 1920 x 1080 and approximately 1 minute or less. [10]

- ___ Overall quality of finished piece. [10]

- ___ Critique, asked and answered questions about the Final Edit Checkpoint. [10]

- ___ **total grade** [100 points]

grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

- **All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignment submitted beyond three days late will receive a 0 grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

HOMEWORK EXPECTATION

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.