

Evaluation Form for 'Graduation Work'

Category	Elements	Max Score
Portfolio	A. Curriculum Vitae	20
	B. Demo Reel	30
Bachelor Thesis	C. Proposal and Production Book	20
	D. Artistic Imagination	10
	E. Artistic Composition	10
	F. Artistic Expression	10
	Total	100

Guidelines for 'Graduation Work' Score Table

Category	Elements	Max Score	Assessment (five scale)					Evaluator Score	Evaluator Remarks
			Excellent	Very good	Good	Sufficient	Fail		
Portfolio	A. Curriculum Vitae	20	19 - 20	18	17	15-16	14-0		
	B. Demo Reel	30	28 - 30	24-27	20-23	19	18-0		
Bachelor Thesis	C. Proposal and Production Book	20	19 - 20	18	16-17	15	14-0		
	D. Artistic Imagination	10	10	9	8	7	6-0		
	E. Artistic Composition	10	10	9	8	7	6-0		
	F. Artistic Expression	10	10	9	8	7	6-0		
	Total	100							

Guidelines for 'Graduation Work' Assessment

Category	Elements	Max Score	Assessment Criteria in Question Form
Portfolio	A. Curriculum Vitae	20	<p>General Definition</p> <p>A resume is a brief summary of personal and professional experiences, skills, and education history. Its main purpose is to show off your best self to potential employers. When applying for a job, you're (in most cases) going to be asked for a resume accompanied by a cover letter.</p>

			<p>General Goals Communicate your ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.</p>
	<p>B. Demo Reel</p>	<p>30</p>	<p>General Definition A demo reel (also show reel or video reel) is a collection of short clips that showcases one's abilities in a given sphere to potential employers. Think of it as a personal portfolio in a video format.</p> <p>Specialty Skills <u>Specialty Skills: Concept Design(specific to Concept Design students)</u></p> <ul style="list-style-type: none"> • Show proficiency in life drawing with basic knowledge of the human anatomy. • Experiment with visual ideas through elements of art and principles of design • Propose creative visions in color blending, value, lighting, and composition. • Create characters from different perspectives and angles, including various lighting setups, and lay them out in multiple views as demonstrated in a character turnaround sheet. • Create environments, vehicles, and props as thumbnails, wireframes, and detailed drawings and paintings. • Show solid drawings of characters through specific poses and expressions to articulate both the physical and emotional aspects. • Envision story ideas from the animation or film script using visual elements as a 'concept painting' to show the overall mood and tone of the character within a specific environment. <p>Specialty skills <u>Specialty Skills: Modeling(specific to Modeling students)</u></p> <ul style="list-style-type: none"> • Model with appropriate use of form, proportion, and anatomy • Create and apply texture and lighting consistent with the overall look of the project (specific to Modeling students) • Create efficient and effective integration of rigs into original or collaborative projects (specific to Rigging) • Convey motion (biped and quadruped) and interaction of moving objects • Apply principles of animation to effectively communicate character action, emotion,

and mood

Specialty Skills

Specialty Skills: Rigging(specific to Rigging students)

- At least fully rigged biped character. Additional complex functions are a plus
- Aesthetic skin weights and shapes
- Facial rig- showing clear different expressions
- Showing your personal developed rig character-quadruped, bird, insects, creatures, robots, machine, vehicle, environments, etc.
- Extra credits
 - Creating tools using Python and API that will help riggers, animators and artists.
 - Animation and Modeling skills to enhance the rigging skills
 - Excellent knowledge of muscle deformation and anatomy.

Specialty Skills

Specialty Skills: Animation(specific to Animation students)

- Body mechanics- At least one full body shot
- Solid understanding of weight, timing, and applying 12 principles of animation
- Acting skills interaction with other characters
- Lip sync and facial animation
- Extra credits
 - Ability to modify modeling and rigging skills to improve the shape of the animation is a plus
 - Dealing with motion capture (game and VFX industry).

Specialty Skills: Visual Effects

- Combine digital effects and elements from diverse sources to create a fine degree of visual believability and consistency (specific to Compositing students)
- Apply appropriate integration dynamics into professional-quality shots or sequences (specific to Dynamics students)
- Exhibit an understanding of how VFX pipeline skills and tools support animation by clearly and effectively presenting project management work samples (specific to Producing students)

(Other specialty skills(Animation, Rigging, Ligting etc) will be added soon.)

Bachelor Thesis	C. Proposal and Production Book	20	<p>Project Proposal and production book should</p> <ol style="list-style-type: none"> 1. Demonstrate overall structure for the bachelor thesis project 2. Demonstrate an understanding of the production pipeline through successful participation in the collaborative/pipeline process 3. Create and pitch stories and concepts through the use of sequential imagery 4. Demonstrate proficient drawing and/or modeling skills and concepts appropriate to project parameters <p>*Production book guideline will be provided and taught in the class.</p>
	D. Artistic Imagination	10	<ol style="list-style-type: none"> 1. Is the subject and theme of the story novel? 2. Do the synopsis, scenario, music, and character and background images show artistic imagination? 3. Do the story, image, character, music, etc. infringe the copyright of others?
	E. Artistic Composition	10	<ol style="list-style-type: none"> 1. Is the plot of the story (introduction, development, turn, and conclusion) structured harmoniously? 2. Does the story structure convey the director's message?
	F. Artistic Expression	10	<ol style="list-style-type: none"> 1. Does the work satisfy the expectations of the audience in terms of sympathy and empathy? 2. Is the work completed in terms of artistic and technical skills?