CHARACTERS AND FX - GRADING & PROJECTS

Grading in **Characters and FX** is calculated by combining a number of specific skills you demonstrate mastery in and elements less definable like what I call "coolness" (more on that later!)

There is only project . This project has multiple elements. You'll model a character in 3D Max, open the character model in an online program called Mixamo. In Mixamo will rig the character and attach animations. Then you will import the character into your UnReal4 map/level. You'll learn hoe "Blend" several animations into one sequnce. You'll learn how create FX's like making your character have transparency.

A   90-100+
B   80 -89
C   60-79
D   40-59

Some of these are measurable skills. Points are given for showing these skills in your level but you don't have to use them in your level if you don't want. They all have tutorials on our class web site.

But some of these are not. This is the "cool" factor. This is not measurable against a standard number. There is no rubric for gameplay coolness,how original is your use of lighting or how cool your Mad Max Vehicle looks.

Creativity, originality, coolness have qualities of subjectivity. You may know how to trigger a light but when and how to do so is a creative choice and hard measuring - what color is the light - what is the flicker rate - what effect is gained?

Students accustomed to having a rubric might be worried. Don't be. If you show up, do all the projects, and show good work habits you will pass this class with a "C", even if your levels are uncool and your 3D models are average.