

Project 3- Auxiliary Characters
Video Game Unit
Digital Illustration and Design

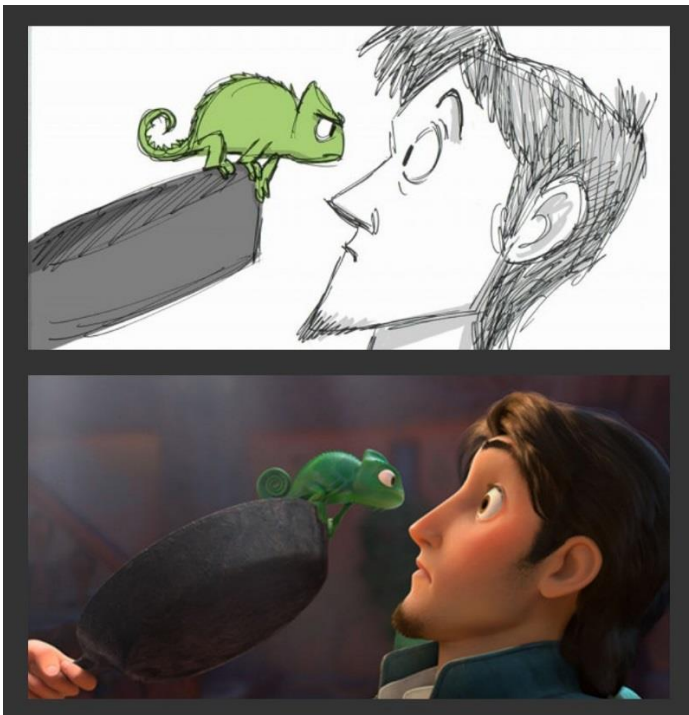
Name _____

Objective: - Create 2 more characters for your video game in full color with 1 pose and facial expression. These characters can be villains or work with your main character to reach the goal of your game.

- Auxiliary Characters- ROUGH SKETCHES DUE _____
 - These sketches are going to be VERY ROUGH small sketches that you will experiment with what positions and facial expressions you would like to use. These sketches might not be what your finished look will be BUT they are enough to show me where you are going with it. You should do several sketches on one page in your sketchbook or on the back of this handout.
- Aux Characters– DUE _____
 - You will create both characters in Photoshop that should include:
 - a finished, full color drawing of your character
 - a minimum of 1 poses of your character
 - a minimum of 1 facial expressions of your character

Evaluation

Creativity
Time, Effort, Precision
Composition
Use of Photoshop Tools
Craftsmanship



Digital Illustration and Design Assessment

Auxiliary Characters

Name _____

	5 Exceptional	4 Good	3 Satisfactory	2 Minimal	1 Unacceptable	Total
Creativity	Original Vision/ Good Artist Voice. Effective pursuit of an idea and the work is original	Engagement with a good idea or visual theme. Competent level of Artistic Voice.	Good level of Artistic Voice. Some idea(s) cliché or derivative.	Little investigation. Week investment in any idea. Low level of Artistic Voice/ Cliché, plagiarized or derivative.	Little or no Artistic Voice is discernible/Clic hé, plagiarized or derivative.	X4=20
Time, effort, precision	Time and effort was used to be extremely detailed and precise with Photoshop	Time and effort was used to be detailed and precise with Photoshop	Some time and effort was used to create a detailed, precise project, more was needed	Little to no effort or time was put into being precise or detailed.	No effort or time was put into be detailed and precise	X4=20
Composition	Strong Composition. Meaningful use of Art Elements and Design Principles. Beginning Integration of concept and drawing skills.	Competent Composition. Competent use of Art Elements and Design Principles. Evidence of thought in the artwork.	Basic Composition, Art Elements and Design Principles. Drawing technique and skills need more practice for improvement..	Ineffective/ awkward Composition, Art Elements and Design Principles.	No Thought was given to composition and /or the elements and principles of art.	X4=20
Photoshop Use of Tools	Beginning Mastery of technique/ tools Photoshop. Informed risk- taking/ experimentation in the creation of a successful artwork.	Competent use of techniques/ tools Photoshop. Regular risk- taking/ experimentation in the creation of a successful artwork.	Use of techniques/ tool skills need more practice for improvement. Limited risk- taking/ experimentation	Some growth is evident, but consistently weak use of techniques/ tool skills is demonstrated.	Little use of Tools/Techniq ues in Photoshop to draw or enhance artwork in Photoshop	X4=20
Craftsmanship	Overall craftsmanship is extremely, neat and professional.	Craftsmanship is neat and professional	Craftsmanship is mediocre, more could have been present	Craftsmanship is lacking and the final product is suffering because of it.	No craftsmanship is present, final product is extremely unprofessional.	X4=20
	A= 90-100	B= 80-89	C= 70-79	D= 60-69	Total	/100

Comments :
