Name:	Period: 1A	3A	5B	7B	Date:	
	(Circle your Period)					

After Effects- Face Warp Rubric

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	Minimal	Adequate	Exemplary	
Performance		Performance	Performance	
	(1-4 points)	(5-8 points)	(9-10 points)	Score
Motion Tracking (x1)	The tracking is sloppy, and/or does not correlate with the face that it is supposed to track.	The image generally correlates with the completed animation and is stabilized. Missing some elements such as face discoloration and warping effect.	The tracking is of exceptional aesthetic and artistic quality, and is clearly correlates with the finished animation. All layer and tracking elements are well done.	
Liquify Filter using Pucker Tool/ Bloat Tool (x1)	There is little to no distortion effect done to the actor's nose or mouth.	The effect generally correlates with its intended purpose from the tutorial. There is moderate change to the actor's nose or mouth size.	The nose and mouth of the actor is perfectly sized to fit the intended look of the effect.	
Masking (x1)	The masking is sloppy, and/or does not correlate with the face that it is supposed to mask.	The masking adequately changes with the actors face along with the motion tracking. Very few mistakes seen.	The masking is of exceptional quality, clearly masks the actors face to make the effects appear realistic.	
Smudge Tool (x1)	There is little to no smudge effect done to the actor's eyes, nose and/or nostrils.	The smudge tool is adequately applied to 2 out of the 3 features: actor's eyes, nose, and/or mouth.	The smudge tool is exceptionally applied to the actor's eyes, nose, and mouth.	
Keyframing (x1)	The animation effect is poorly timed with the original footage. Effect is hardly there or ther is no normal to warp at all in video.	The animation keyframes are adequately lined up to the needed keyframe points for its intended effect and purpose beginning and end. Warping is done after non-masked image is seen and warps back to original image.	The effect keyframes are perfectly lined up to the needed keyframe points for its intended effect and purpose beginning and end. Naturally warps in and out of effect with perfect timing.	
Colorizing the Distortion (x1)	Poorly attempted or not done.	The mask is adequately drawn, properly feathered/contrasted with color modifications on around the actors face. Fades on as the distort sets in.	The mask is exceptionally drawn, feathered/contrasted with color modifications on around the actors face. Fades on as the distort sets in with perfect timing.	
Shadows (x1)	Poorly attempted or not done.	The shadow mask is adequately drawn, feathered, around the eyes and/or mouth and is parented with the precomp. The opacity is linked to the liquify filter to fade in at the same time divided by 2.	The shadow mask is exceptionally drawn, feathered, around the eyes and/or mouth and is parented with the precomp. The opacity is linked to the liquify filter to fade in at the same time divided by 2.	
Add Texture to Face (x1)	Poorly attempted or not done.	Add a nice overlay texture on the face with an adequately drawn mask. Opacity and filter is linked to the Precompface and liquify filter to fade in and out at the same time.	Very polished looking overlay texture with additional masks done for eyes, nose, and mouth. Fades in and out perfectly.	
Creativity and uniqueness (x1)	There is little original thought or creativity in the design and production, resulting in what appears to be a simple attempt of face distortion.	The work involves some original aspects; Met the basic creative requirements of the assignment.	The piece includes highly original, unusual, or imaginative distortion effect ideas; Sound effects, dialogue and/or Music is added.	
Animation Duration (x1)	The duration of the piece is 5 or less seconds under the assigned requirement.	The duration of the piece is 5-10 seconds.	The duration of the piece is beyond the minimum 10 seconds required.	
	•		Total Score:	

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File Named Correctly: 1	1A courseyd FaceWarp.mov	(-5 pts)	TIME:	

Correct Format: QuickTime MOV (-8pts)

Copyright violation – 10 pts for each occurrence:	Total deduction-
Copyright violation — 10 pts for each occurrence.	i otai ucuuciioii-

Late submission -5 points for each A or B day of occurrence

Comments: