

Name: _____

Period: _____

Building and Animating a Bicycle Evaluation Sheet

You've completed building and animating the simple bicycle. Now it's time to grade it. Use the grading criteria below to evaluate your bicycle. It's possible to earn up to 100 points on each criteria. If you completed the minimum requirements correctly (no extras), your score should be around an 85% (B) for each criteria. If you added more to your bicycle such as handle bars or more animated movements, raise your score accordingly. Lower your score if you are missing any requirements.

- 1. _____ Construction (100 Points):** The basic frame of the bike has been constructed in Modeler (frame, pedal wheel, wheels and spokes). A higher score can be earned by adding more "parts" to the bike.

- 2. _____ Pivot Points and Parenting (100 Points):** Add the scores of 2a and 2b together to get the total Pivot Point score.
 - 2a. _____ Pivot Points (50 Points):** Individual pivot points have been placed on the wheels and the pedal wheel. You may have placed a pivot point under the handle bars if the front wheel pivots side to side.

 - 2b. _____ Parenting (50 Points):** The wheels and pedal wheel have been parented to the frame using Scene Editor.

- 3. _____ Animating (100 Points):** The bike is animated in a minimum 360 frame animation. Each wheel rotates independently around its pivot point along with the pedal wheel. Graph Editor has been used to repeat the rotation. The bike moves across the scene as the wheels rotate. A high score can be earned by adding more to the animation (i.e. moving handle bars).