

NAME OF ARTIST : **Grade: Letter (percent)**

Grading Guidelines:

This assignment was to create two simulations, one with heavy boxes being hit by an object and one with lights or empty boxes. The simulations should achieve believable, realistic motion:

- both simulations attempted
- believability of the box (or chosen object weight)
- reference cited, included as inset or before video for comparison

80 if the minimum requirements are met – enhancements and quality of work raise the level above 80.

- -5 is not following submission naming conventions
- -10 if no .mp4 file included

As discussed in class, the focus was to use RBD and demonstrate control, in particular the physical properties.

Comments:

- ✓timestamp, submission guidelines
- ✓basic simulations
- ✓believability
- ✓enhancements