Digital Humanities DH1011B
Rubric for Assignment 3: Animation

	Better than Average	*Average*	*Worse than Average*
Influences	Goes well beyond examples shown in class and in the help files to create something new.	Incorporates code or ideas from more than one of the patches shown in class and/or in the Max help files.	Code taken from one of the patches shown in class with little modification.
User Interface - Interaction	Interaction between user interface elements allows user to generate interesting results without needing to master anything too complicated.	User interface includes a collection of controls but they are independent (e.g., use one button to set background, then use another button to play animation).	Too little control offered to user (e.g., a few buttons) or too much (e.g., user expected to click mouse to advance to frame by frame).
User Interface - Presentation	Code clearly laid out with extensive use of subpatches. Comments for user and other programmers. Use of presentation mode both for clarity and to convey the concept behind the patch. Sounds and images are synchronized and fit one another.	One or more subpatches. Comments explain both how to use the patch and how code works. Some use of presentation mode for clarity. Sound and image synchronized.	No use of subpatches. Few or no comments. No use of presentation mode. No synchronization between sound and image.
Randomness	Randomness is used both to make foreground or background elements more realistic, and to provide surprise or character.	Multiple and limited forms of randomness give the output a more realistic feel (e.g., placement of stars or trees in the background), or provide some audiovisual interest.	No randomness, or randomness used to adjust a single variable (e.g., object position, sound) without apparent motivation.
Complexity	Audiovisual variables depend on one another in interesting and somewhat unpredictable ways. The patch doesn't become boring even after multiple uses.	The user can adjust the internal state of the patch with multiple controls, but variables (line, colour, etc.) remain independent of one another. Ranges of values are limited or chosen to provide audiovisual interest.	The patch has little internal state. Cause and effect are directly related or the patch becomes predictable after a single use. Ranges of values are too limited (on or off) or unlimited (0 to maximum).