Evaluation sheet for Lego Arcade Animation

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| What they need to do | Does this animation do this? |
| Is the action centred on the camera? |  |
| Are the pieces moving naturally without any big jumps between frames? |  |
| Are lights/shadows consistent? |  |
| Are the base pieces always in the correct position and not sliding? |  |
| Does the animation represent the game that has been chosen? |  |
| Is the background clutter free (no extra pieces or hands in the back of shots)? |  |
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