

Character Modeling Grading Rubric-----Character 1 Final Project

STUDENT: \_\_\_\_\_

SCORE (out of 35): \_\_\_\_\_

Category	5 points	3 points	1 point	0 point
<b>Modeled Detail</b> <i>(facial features, hair, added props, clothing details)</i>	Details that add to the model based on the reference, which are seen based in a shaded view, are carefully considered and meticulously rendered. Hair, shoelaces, buttons, flaps, are all present.	Details are present, but either display some inaccuracies, exaggerations, or are incomplete, based on reference. (hair, shoelaces, buttons, flaps, being examples)	Most details do not exist. While a few detail features may have been attempted, they are proportionally off, based on the reference. (hair, shoelaces, buttons, flaps, being examples)	No consideration for attempting the detail features of the design in the reference. (hair, shoelaces, buttons, flaps, being examples)
<b>Polycount/Gridflow</b>	Polycount count is optimized so that polys are added only where extra curvature is needed. No interior/lamina faces. No Zig-Zagging gridflow. Curvature is considered in all 3 axes. Any Booleans are cleaned up. No n-gons. Next to no tris. Attempt to maintain all quad structure.	Polycount is either too high or too low based on the needs of the model in reference. AND/OR There are too several non-quads, OR there are Zig-Zags in the gridflow. Curvatures might be inconsistent when viewed from all axes.	Polycount is at least twice what it could be or half as much as it should be. AND/OR 10% or more of the faces are tris or n-gons (roughly). OR, the gridflow has little even structure and is mostly Zig-Zags.	Polycount is more than 4 times what it could be or 1/4 as much as it should be. AND/OR 25% or more of the faces are tris or n-gons (roughly). OR, the gridflow has next to no even structure and is nearly all Zig-Zag looking to the causal observer.
<b>Clothing</b> <i>(cut and style of the clothing/armor)</i>	Clothing is added, which adds to the sense of overall design for the character and fits within the description set out in the Charactermaker Pro, and established in the orthos.	Clothing is present, but the edges may be paper thin, the fitting may be loose, or too tight based on reference. They match in quantity what the lack in quality, the reference and the Charactermaker Pro description.	Clothing is largely incomplete or poorly constructed.	Nude.
<b>Sculpting</b>	Character is sculpted using Zbrush or Mudbox, creating bone structure, muscle structure, creases, wrinkles, fabric waves, stiches, pores, weft, scuffing and scarring. All 3 levels of detail are described.	Character is sculpted using Zbrush or Mudbox, creating bone structure, muscle structure. Finer detail like creases, wrinkles, fabric waves, stiches, pores, weft, scuffing and scarring are not well considered. 1 or 2 levels of detail are described.	Character is sculpted using Zbrush or Mudbox, but sculpt barely adds to design and detail of character. Anatomy is incorrect, figure may look like a balloon animal, or may be overly scarred. Smaller levels of sculpt may override larger levels.	No sculpt attempt.
<b>File Cleanup</b>	All of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	3-4 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	1-2 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	None of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.
<b>Render</b>	File is rendered composited, shows AO, and is in a collage format, 6 renders total, 3 angles, showing wireframes for each	File is rendered, no AO, may not be composited, in collage format. All 6 images, plus wireframes.	File is rendered, but not in collage format. Less than 6 images. No wireframes.	File is not rendered.