

Character Modeling Grading Rubric-----Character 2 Final Project

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

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

Category	5 points	3 points	1 point	0 point
<b>Reference Images and Muscle Template</b> <i>(if used)</i>	Images Contain a good eye for design (as discussed in Character +Object Design) and accurate body proportions/ anatomy. Images are artist's own design or photo.	Design or draftsmanship may not be crisp. Anatomy isn't medically accurate or exaggerated with styled intention. Images may not be artist's own design or photo.	Character is little more than a scribble on paper. Images may not be artist's own design or photo.	Not drawn with an eye for design. Not Artists own drawing or photo.
<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>Silhouette</b> <i>(best seen when you hit the "7" key in Maya)</i>	Matches the contour of the reference image exactly. The proportions in X, Y, and Z are all dead-on. Angles, Thickness, Bevels, and Roundness are as exact as can be replicated in 3d.	Matches the contours of the reference image with slight variation. The proportions are correct in at least 2 of the 3 axes. Angles, Thickness, Bevels, and Roundness are considered, but may be off slightly.	Noticeable variation in the contour. Proportions are off overall. Angles, Thickness are not considered or are inaccurate. Bevels and Rounding are not considered at all.	Does not represent the same iconic image as the reference at all. For example: If the reference was a cow, the silhouette looks more like a duck.
<b>Modeled Detail and Clothing</b> <i>(if needed)</i>	Details and Clothing that add to the model based on the reference, which are seen based in a shaded view, are carefully considered and meticulously rendered.	Details and Clothing are present, but either display some inaccuracies, exaggerations, or are incomplete, based on reference.	Most details do not exist. While a few detail features may have been attempted, they are proportionally off, based on the reference.	No consideration for attempting the detail features of the design in the reference.
<b>Polycount/Gridflow</b>	Polycount count is optimized 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>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.