

Character Modeling Grading Rubric-----Character Blendshapes/Rigging/Normal Maps Final Project

STUDENT: _____

SCORE (out of 9): _____

Category	3 points	2 points	1 point	0 point
Rig and Pose (required for only 1 of the 2 characters from the quarter)	Model has been rigged and posed, or posed using Zbrush or Maya. Proper sense of weighting for action or standing. Keyframe, not tween frame in look. Fingers are posed. Pose has a base to stand on and/or feet are on the ground plane.	Model has been rigged and posed, or posed using Zbrush or Maya. Weight may be slightly counterbalanced. May have the look of a tween frame. Little attention to fingers. May not have a base, feet may not be on ground.	Model has been posed, but no sense of weight or balance, Extremities are not posed. Feet are not on ground.	No pose.
Blendshapes: phonemes (required for only 1 of the 2 characters from the quarter)	Artist models the creation of 4 phoneme shapes. Pose accurately creates all phonemes with proper exaggeration if required by character design.	Artist models 2-3 phoneme shapes that capture the correct look of the phoneme. The remaining shapes are either missing or lack exaggeration or anatomical considerations.	Artist models 1 phoneme shape that captures the correct look of the phoneme. The remaining shapes are either missing or lack exaggeration or anatomical considerations.	No facial phoneme poses, or all 4 poses requested have accuracy issues.
Blendshapes: expressions (required for only 1 of the 2 characters from the quarter)	Artist models the creation of 4 expression shapes. Pose accurately creates all expressions with proper exaggeration if required by character design.	Artist models 2-3 expression shapes that capture the correct look of the expression. The remaining shapes are either missing or lack exaggeration or anatomical considerations.	Artist models 1 expression shape that captures the correct look of the expression. The remaining shapes are either missing or lack exaggeration or anatomical considerations.	No facial expression poses, or all 4 poses requested have accuracy issues.
Normal Map	Character is UV'd. Uvs are packed into 0-1 space with no overlap and with minimal distortion, and minimizes negative space. Normal map is generated and has no seams, is applied to the model and rendered using Mental Ray.	Character is UV'd, packed into 0-1 space, with no overlap. Some distortion, more than 15% negative space. Normal map may have seams, is applied to the model and rendered using Mental Ray.	Normal map has seams. UV layout has more than 25% negative space. Potential overlap. May not be rendered.	no normal map.

*Student will either Rig and Pose, or UV and Normal map one of the two models. If both are done, extra credit is given. Student will also create a total of 8 blendshapes (4 phonemes and 4 expressions) for one of the two characters. If extra shapes are created correctly then extra credit will be given here as well.