

Principles of 3d Modeling Grading Rubric-----Papercraft UVs Project

STUDENT: _____

SCORE (out of 12): _____

Category	4 points	2.5 points	1 point	0 point
UV pack correctness (in class lab)	UVs are packed so they fit exactly on top of existing texture with gridded alignment, no flipped faces, and overlap correctness	UVs are packed so they fit on top of existing texture but alignment is not gridded. No faces are flipped and there is overlap correctness.	UVs are packed slightly off of the existing texture. Faces may be flipped and stacking of UV shells may not be correct.	UVs are not packed to match the existing texture
Distortion, lack of (in class lab)	UVs are unfolded so that the each shell has no distortion internally or when compared to surrounding shells as viewed by the texture.	UVs are unfolded so that there is a noticeable amount of distortion per shell or between shells as viewed in the existing texture. but it can be compensated for in texture creation.	UVs are unfolded so that there is a noticeable amount of distortion on the UV shells and is readily visible in how the texture is shown on the mesh.	Amount of UV distortion is severe compared to the model and the original texture does not match.
Texture Creation (homework section)	Student creates a new color map using the existing template for the UVs that develops a sense of character and matches across all seams, loads in the texture and applies it to the model saving out a render or screenshot.	Student creates a new color map using the existing template for the UVs which may have a poorly defined sense of character and matches MOST but not all UV seams, then loads the texture in and applies it to the model saving out a render or screenshot.	Student's color map does not define a sense of character well, does not match up across all but a few UV seams. Loads the texture in and applies it to the model, saving out a render or screenshot.	Student either does not create a new texture or fails to load the texture into Maya to take a screenshot or render.
Airplane UVing Extra Credit	Student UV's their airplane following UV rules discussed in class: Hits ALL of the following: Minimizes Distortion, Packs tightly, Keeps in the 0-1 space, Correctly uses overlapping, Minimizes number of Border Edges.	Student UV's their airplane following UV rules discussed in class, Hits 3-4 of the following: Minimizes Distortion, Packs tightly, Keeps in the 0-1 space, Correctly uses overlapping, Minimizes number of Border Edges.	Student UV's their airplane following UV rules discussed in class, Hits 1-2 of the following: Minimizes Distortion, Packs tightly, Keeps in the 0-1 space, Correctly uses overlapping, Minimizes number of Border Edges.	No Extra Credit Attempted, or attempted poorly.