

Principles of 3d Modeling Grading Rubric-----Final Project

STUDENT: _____

SCORE (out of 30): _____

Category	6 points	4 points	2 point	0 point
Reference Images	Images are drawn by student at A or T pose for characters, or include a variety of ortho angles for vehicles or props. Perspective drawings, elevations, and reference images are included.	Images are drawn by student at A or T pose for characters, or include a variety of ortho angles for vehicles or props. Perspective drawings, elevations, are missing or incomplete based on needs judged by instructor	Images are submitted but do not have enough visual clarity to be useful in this project, or not enough angles are depicted to be successful.	No Images Submitted.
Image Planes/Template	Image planes are used, or templates are generated.			Image planes aren't used. AND/OR no NURBS templates to mock in scale.
Silhouette <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.
Detail <i>(anatomy, sculpted features, clothing, hair, small details, best seen when viewed in "5" mode in Maya)</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.	Details 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.
Polycount/Gridflow	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.
File Cleanup	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.