

Zbrush Grading Rubric-----Fish Project

STUDENT: _____

SCORE (out of 12): _____

Category	3 points	2 points	1 point	0 point
Use of Shadowbox	Shadowbox is used to create a rough form based on 3 ortho masks and use of clip brushes and with an appropriate level of resolution			Model is begun using a method other than Shadowbox.
Sculpting	Fish is sculpted using Zbrush creating bone structure, muscle structure, creases, wrinkles, scales, fins, and scarring where needed. All 3 levels of detail are described.	Fish is sculpted using Zbrush creating bone structure, muscle structure, creases, wrinkles, scales, fins, and scarring where needed. Some levels of detail are neglected however.	Fish is sculpted using Zbrush, 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.
Use of Alphas	Fish has been detailed with alphas created by artist that add appropriate detail to surface.		Alphas have been used, but do not lend great detail to the project.	No alpha usage.
Snapshot/Doc Export	Fish has been snapshotted to the background to create a school. Depth has been edited. The document has been exported and saved as a PSD, then turned into a JPG for easy viewing in Photoshop.	Fish has been snapshotted to the background, but depth is poorly arranged. Document has been saved out as a PSD, but may not be a JPG	Depth may be poorly arranged. Document may be saved as a ZBR, not exported as a PSD or JPG	No Doc Export.