

Zbrush Grading Rubric-----Tombstone Project

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

SCORE (out of 18): \_\_\_\_\_

Category	3 points	2 points	1 point	0 point
<b>Polycount/Gridflow</b>	<p>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. No n-gons. Next to no tris. Attempt to maintain all quad structure.</p> <p>USE OF A "MID-POLY STAND-IN"</p>	<p>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.</p> <p>USE OF A "MID-POLY STAND-IN"</p>	<p>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.</p> <p>NO USE OF A "MID-POLY STAND-IN"</p>	<p>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.</p> <p>NO USE OF A "MID-POLY STAND-IN"</p>
<b>Sculpting</b>	<p>Tombstone has evidence of all of the following:                      -surface noise baked to surface                      -projection master projection of fish or other model                      -alpha text                      -extra sculpt detail</p>	<p>Tombstone has evidence of 3 of the following:                      -surface noise baked to surface                      -projection master projection of fish or other model                      -alpha text                      -extra sculpt detail</p>	<p>Tombstone has evidence of 2 of the following:                      -surface noise baked to surface                      -projection master projection of fish or other model                      -alpha text                      -extra sculpt detail</p>	<p>Tombstone has evidence of none of the following:                      -surface noise baked to surface                      -projection master projection of fish or other model                      -alpha text                      -extra sculpt detail</p>
<b>Normal Map + UVs</b>	<p>Tombstone 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.</p>	<p>Tombstone is UV'd, packed into 0-1 space, with no overlap. Some distortion, more than 15% negative space. Normal map may have seams.</p>	<p>Normal map has seams. UV layout has more than 25% negative space. Potential overlap.</p>	<p>no normal map.</p>
<b>Displacement Map and "Crop and Fills"</b>	<p>Displacement map has been created, crop and fills have been created from it to create the color map. Crop and fills have very shallow shading and minimal specular highlights.</p>	<p>Displacement map has been created, but crop and fills show too much light and shadow and show some highlights.</p>	<p>Displacement Map created, no crop and fills.</p>	<p>No Displacement Map or crop and fills.</p>
<b>Color Map</b>	<p>Color map is created from Crop and fills. Photo texture is added, and additional painting elements to complete map.</p>	<p>Color map is based off of 1-3 mixed crop and fills and nothing else.</p>	<p>Color map is a single crop and fill.</p>	<p>Color map is not from a crop and fill, or does not exist at all.</p>
<b>Render</b>	<p>File is rendered using a render setup file, key lights, fill lights, shadows, FG, composited, shows AO, Has a backdrop and floor.</p> <p>NOT JUST A SCREENSHOT</p>	<p>File is rendered in setup file with key lights and shadows, fill lights, FG,, no AO, Has a backdrop and floor.</p> <p>NOT JUST A SCREENSHOT</p>	<p>File is rendered, but without lighting or shadows. has black background.</p>	<p>File is not rendered.</p>