

Zbrush Grading Rubric-----Head Project

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

SCORE (out of 48): \_\_\_\_\_

| Category                                       | 6 points   | 3 points  | 1 point   | 0 point   |
|--|--|---|---|---|
| <b>Photo Reference</b>                         | Use of 10+ Photos from multiple angles, no blurring, no shadows, little highlights, correct white balance.   | Use of 5-9 photos from multiple angles, no blurring, no shadows, little highlights, correct white balance.  | Use of 3-4 photos, may have blur, shadow, highlight, or white balance artifacts.  | Use of 1-3 photos. May have blur, shadow, highlight, or white balance artifacts.  |
| <b>Polycount/Gridflow</b>                      | 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. Facial edgelooping is correct | 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. Facial edgelooping is correct. | 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. Facial edgelooping is attempted, but not anatomical. | 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. No facial edgelooping. |
| <b>Likeness</b>                                | The likeness can be described as a twin, photoreal. Also includes neck, and maybe even collar. Includes hair and eyes.   | The likeness can be described as a characterized version. UNCANNY VALLEY. Includes neck, hair, and eyes.  | The likeness is attempted, but clearly lacking. Can be described as amateurish. Includes neck and eyes.   | Poor likeness. Face looks like someone totally different. No eyes, neck, or hair.   |
| <b>UV map</b>                                  | Less than 10% UV space wasted  | Less than 25% Uv space wasted.  | Less than 50% UV space wasted.  | Major waste of UV space (more than 50%)   |
| <b>Photo Projection Color Map</b>              | Photos are projected onto the head, creating a seamless Color map using Zaplink, Spotlight, Photoshop 3d, Mudbox, Bodypaint, or 3doat  | Photos are projected onto the head, creating a color map with color temperature seams, or slight blurring using Zaplink, Spotlight, Photoshop 3d, Mudbox, Bodypaint, or 3doat.  | Photos are projected onto the head, creating a color map with color temperature seams, or major blurring in multiple areas. Minimal use of projection painting tools as listed in previous categories.  | Photos are not projected onto the head, or are projected on and are incomplete.   |
| <b>Normal Map/Sculpt</b>                       | Alpha is created from Color map. Head is inflated and sculpted from alpha. Normal Map generated and is seamless.   | Alpha is created from Color map. Head is inflated and sculpted from alpha. Normal Map generated but has seams.  | Alpha is created from Color map. Head is inflated and sculpted from alpha. No Normal Map.   | No sculpting.   |
| <b>Specular, SSS, hair, or other textures.</b> | Artist also creates spec, SSS and hair textures  | Artist creates 2 of these.  | Artist creates 1 of these.  | Artist creates none of these.   |
| <b>Render</b>                                  | File is rendered using a render setup file, key lights, fill lights, shadows, FG, composited, shows AO, Has a backdrop.  | File is rendered in setup file with key lights and shadows, fill lights, FG,, no AO, Has a backdrop.  | File is rendered, but without lighting or shadows. has black background.  | File is not rendered.   |