

Zbrush Grading Rubric-----Env Props Project

STUDENT: _____

SCORE (out of 48): _____

Category	6 points	3 points	1 point	0 point
Photo Reference	20+ source photos. Layout of props drawn out as a diagram.	15-20 photos Layout of props sketched out as a diagram.	10-15 photos, no layout.	less than 10 photos. no layout
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. No n-gons. Next to no tris. Attempt to maintain all quad structure. Use of mid poly standins Less than 8,000 tris	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. Less than 8,500 tris	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. Less than 9,000 tris	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. More than 9,000 tris
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.
UV maps	Less than 10% UV space wasted Two 1024 Maps or equivalent	Less than 25% Uv space wasted. Two 1024 Maps or equivalent	Less than 50% UV space wasted. EXCEEDS Two 1024 Maps or equivalent	Major waste of UV space (more than 50%) EXCEEDS Two 1024 Maps or equivalent
Photo Projection Color Map and/or Displacement Map and "Crop and Fills"	Photos are projected onto the objects, creating a seamless Color map. 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.	Photos are projected onto the objects, creating a color map with color temperature seams, or slight blurring. Displacement map has been created, but crop and fills show too much light and shadow and show some highlights.	Photos are projected onto the objects, creating a color map with color temperature seams, or major blurring in multiple areas. Displacement Map created, no crop and fills.	Photos are not projected onto the objects, or are projected on and are incomplete. No Displacement Map or crop and fills.
Normal Map/Sculpt	Alphas are used. Models are sculpted from alphas. Normal Map generated and is seamless.	Alphas are used. Models are inflated and sculpted from alphas. Normal Map generated but has seams.	No Normal Maps, use of alphas.	No sculpting.
Breadth	Artists creates all 7-10 models and creates spec maps.	Artist creates 7-10 models, no spec maps.	Artist creates 5-6 models.	Artist creates less than 5 models.
Render	File is rendered using a render setup file, key lights, fill lights, shadows, FG, composited, shows AO, Has a backdrop and floor.	File is rendered in setup file with key lights and shadows, fill lights, FG,, no AO, Has a backdrop and floor.	File is rendered, but without lighting or shadows. has black background.	File is not rendered.