

STUDENT: _____

SCORE (out of 31): _____

Category	4 points	3 points	1 point	0 point
Reference Images	Images are drawn at A or T pose. Contain a good eye for design (as discussed in Character+Object Design) and accurate body proportions/ anatomy. Images are artist's own design or photo.	Designs are drawn at A or T pose, design or draftsmanship may not be crisp. Anatomy isn't medically accurate or exaggerated with styled intention. Images are artist's own design or photo.	Designs are drawn at A or T pose. Character is little more than a scribble on paper. Images may not be artist's own design or photo.	Not drawn at A or T pose. Not Artists own drawing or photo.
Zsphere/Zsketch	Artists uses Zbrush tools to create a zsphere armature, and zsketch base, creates a skin and uses Zbrush and Maya to their strengths.	Artists uses Zbrush tools to create a zsphere armature, and zsketch base, creates a skin and uses Zbrush and Maya but not to their strengths.	Artist creates based model in Maya mostly.	No base model created. No use of zspheres at all.
Retopo/Polycount/ Gridflow (using Zbrush or 3dCoat)	Polycount count is optimized so that polys are added only where extra curvature is needed. No interior/lamina faces. No Zig-Zagging gridflow. No n-gons. Next to no tris. Attempt to maintain all quad structure. Anatomical edgeflow for animation is set up.	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.. Anatomical edgeflow for animation is set up.	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. Anatomical edgeflow for animation is set up, but may be incorrect.	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). Anatomical edgeflow for animation is not set up.
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.
Sculpting (using Zbrush or Mudbox)	Character is sculpted using Zbrush or Mudbox, creating bone structure, muscle structure, creases, wrinkles, fabric waves, stiches, pores, weft, scuffing and scarring. All 3 levels of detail are described.	Character is sculpted using Zbrush or Mudbox, creating bone structure, muscle structure. Finer detail like creases, wrinkles, fabric waves, stiches, pores, weft, scuffing and scarring are not well considered. 1 or 2 levels of detail are described.	Character is sculpted using Zbrush or Mudbox, 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.
Normal Map	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.
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.
Complexity		Artist attempts a very complex design		Artist attempts a simple design