

Hard Surface and Organic Modeling--- Final Project Rubric

STUDENT: _____

SCORE (out of 31): _____

Category	5 points	3 points	1 point	0 point
Silhouettes <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.
Detail+Clutter <i>(best seen when viewed in "5" mode in Maya)</i>	Details that add to the model based on the reference, which are seen based in a shaded view, are carefully considered and meticulously rendered. Plenty of Believable pattern and clutter.	Details are present, but either display some inaccuracies, exaggerations, or are incomplete, based on reference. Minimal Clutter and pattern.	Most details do not exist. While a few detail features may have been attempted, they are proportionally off, based on the reference. Next to no patterning or clutter.	No consideration for attempting the detail features of the design in the reference. No pattern or clutter.
Polycount and Gridflow (35,000 tri limit is scaled to living room sized space, more is given for larger space)	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. Any Booleans are cleaned up. No n-gons. Next to no tris. Attempt to maintain all quad structure. UNDER 30,000 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. UNDER 35,000 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. UNDER 37,000 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. OVER 37,000 tris
File Cleanup	All of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	3-4 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	1-2 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	None of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.
Alpha Channels	Student found a way to create and use a transparency texture in their scene. Transparency mapping is crisp and precise.	Student found a way to create and use a transparency texture in their scene. Transparency mapping is sloppily painted.	Student found a way to create and use a transparency texture in their scene. Transparency mapping is broken in the render.	No transparency usage.
Render	File is rendered from 3 angles, twice. One beauty image, 1 wireframe image.	File is rendered from less than 3 angles, no wireframes.	File is rendered from only 1 angle, no wireframes.	File is not rendered.
Audacity			The project was exceedingly ambitious.	The project was not ambitious in scope.