

Hard Surface and Organic Modeling--- Lighting Project Rubric

STUDENT: _____

SCORE (out of 4): _____

Category	1 points	.5 points	.25 point	0 point
Key Light	The key lighting is bright enough to make all parts visible, and adds emphasis to a desired section. Is casting a shadow with proper shadow softness.	The key light is present, but is not strong enough. AND/OR has shadows which are too harsh. Key light may not be colored properly.	The Key light is not strong enough to make the model visible properly, AND/OR does not have shadows at all.	No Key Light
Backdrop/Fill Lights	The backdrop is present with curved walls, but can be turned off for composite purposes. The fill lights illuminate all parts of the surface. FG is used. The fill lights have a coloration.	The backdrop is present, but the walls are not curved properly, AND/OR the fill lights are not bright enough to fully illuminate the model. FG might not be used.	No FG, NO backdrop. Dim fill lights.	No FG, no backdrop, no Fill lights.
Ambient Occlusion	The occlusion pass is present, attenuated so that the distance is not too far to blacken everything, but not too low that it is invisible. The AO pass is composited as a multiply layer.	The AO pass is present and multiplied, but the distance is too far, or not far enough. The AO pass is composited as a multiply layer.	The AO is present, may have improper distance, and is not composited correctly	No AO pass.
Multiple Render Angles	The Models have been inserted into the render backdrop, rotated from all angles, 3+ and Rendered out.	Models are only rendered from 2 angles.	Only 1 render per model	No renders at all.