

Hard Surface and Organic Modeling--- Street Props Project Rubric

STUDENT: _____

SCORE (out of 15): _____

Category	3 points	2 points	1 point	0 point
All 3 Assets modeled	3 assets completed	2 assets completed	1 asset completed	0 assets completed
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.
Detail <i>(anatomy, sculpted features, interior extrusions, small details, 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.	Details are present, but either display some inaccuracies, exaggerations, or are incomplete, based on reference.	Most details do not exist. While a few detail features may have been attempted, they are proportionally off, based on the reference.	No consideration for attempting the detail features of the design in the reference.
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. Any Booleans are cleaned up. No n-gons. Next to no tris. Attempt to maintain all quad structure.	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.	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.	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.
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: