

Hard Surface and Organic Modeling--- Zbrush Rock/Boulder Sculpting Project Rubric

STUDENT: _____

SCORE (out of 15): _____

Category	3 points	2 points	1 point	0 point
Detailed Reference	Artist provides multiple, detailed, high resolution reference images showing multiple angles and closeups of rocks and boulders	Artist provides several reference images, however these images are low resolution, or there aren't enough.	Artist only provides a few low res images. Not enough detail in reference photos to accurately model for this project.	No reference submitted.
Silhouette and use of Dynamesh	Artist employs dynamesh remeshing to give enough topology throughout multiple silhouettes	Silhouette is representative of reference. Dynamesh remeshing is not employed to evenly distribute gridflow.		silhouette is not representative of reference. Dynamesh remeshing is not employed to evenly distribute gridflow.
Use of Brushes	Artist employs multiple brushes in the creation of their rocks and boulders. This includes the Standard, Clay, Trim Dynamic, Polish, Move Topological and any others they experiment with.	Artist employs a few brushes to various effect, but it is determined by the instructor that a certain brush might better be used in certain areas of the model.		Artist really only uses the standard and move brushes to sculpt with and fails to experiment with the Brush Palette.
Use of Alphas and Masks for detail.	Artist uses Alphas and masks to add appropriate detail at a secondary and tertiary scale.	Alphas may be too low res, or applied while the model is too low res. Alphas may not be reference appropriate.		Artist does not use alphas to benefit the sculpt of the model.
Document Export	Artist exports out a document showing a collage/atlas of their rocks/boulders, and resaves that as a JPG.	Artist exports a document, but does not resave it as a JPG.		Artist fails to export out images of their work.