

Advanced Texturing and Lighting--- Couch Project

STUDENT: _____

SCORE (out of 6): _____

Category	2 points	1 points	.5 point	0 point
UV map	Less than 20% UV space wasted, minimizing distortion in the layout based on what is visible, sewing up shells where possible, stacking cushions accurately.	Less than 20% UV space wasted, minor distortion in the UV layout, or shells not sewn up.	Less than 20% UV space wasted. Very Noticeable distortion in the UV layout. Shells not sewn up or cushions not stacked.	Major waste of UV space (more than 20%). UV map is distorted, or not packed into the 0-1 space.
Pattern Definition		Artist can define a pattern and set a proper repeat value, and paintbucket it to the document. Pattern is detailed, even, and lacks distortion in it's coverage.	Pattern is poorly defined and lacks complexity. Pattern may be distorted or distracting.	Color map has no pattern.
Color Map Detailing	Artist can create variation on top of the repeating pattern to show stitches, buttons, fabric weft, threads, etc... Overpaints seams in texture	Artist creates variation on top of existing pattern that has evidence of tertiary detail, but detail may not be flushed out fully, or may be distorted.		No additional detailing beyond the base pattern in the color map.
EXTRA CREDIT: Creation of Normal, Bump, and Specular Maps		Artist creates normal (or bump) and specular maps that are accurate to the needs of the defined color texture.	Artist creates a single extra map, which has accurate properties.	No Normal or Bump maps, or Spec Maps.
Render		File is Rendered Using the provided Camera and lighting Setup		File is not rendered.