

STUDENT: _____

SCORE (out of 9): _____

Category	3 points	2 points	1 point	0 point
UV map		Less than 20% UV space wasted. Uvs are unwrapped with no overlapping and have consistent orientation from 3d to tangent space. UVs show minimal size distortion from shell to shell.		Major waste of UV space (more than 20%), or display overlapping of shells, or do not have a consistent orientation from 3d to tangent space, or show distortion from shell to shell.
Shader Tests 1 _____			Artist can skillfully create 1 shader demonstrating looks from the list below	Shader does not look like intended description.
Shader Tests 2 _____			Artist can skillfully create 1 shader demonstrating looks from the list below	Shader does not look like intended description.
Shader Tests 3 _____			Artist can skillfully create 1 shader demonstrating looks from the list below	Shader does not look like intended description.
Shader Tests 4 _____			Artist can skillfully create 1 shader demonstrating looks from the list below	Shader does not look like intended description.
Render	File is rendered using a render setup file, key lights, fill lights, rim lights, bounce cards, and shadows, Has a backdrop and floor.	File is rendered in setup file with key lights and shadows, fill lights, Has a backdrop and floor.	File is rendered, but without lighting or shadows. has black background.	File is not rendered.

List of Shader techniques to potentially demonstrate:

- Skins (human, reptile, etc...)
- Metals (copper, gold, silver, platinum, iron, aluminum, rusty, etc...)
- Elementals (cloud, water, lava, slimey, etc...)
- Refractives (glass, water, soap bubble, etc...)
- Rim Shaders (x-ray, predator vision, toonshader, velvet, etc...)
- Specials (Ambient Occlusion, MIP Grayball)
- Saucons (Ketchup, Mustard, Milk, Soup, etc...)