

STUDENT: \_\_\_\_\_

SCORE (out of 30): \_\_\_\_\_

**2 Points for each element circled.**

**Any Elements in Strikethrough need to be addressed by student**

Category	Color Map	Normal/Bump Map	Spec Map
<b>Texture Set A</b>	Color Map shows all 3 levels of detail where needed. Color Map does not compete with Normal or Spec map where inappropriate, matches those maps perfectly. Has good use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. Not Blurry, of appropriate resolution. NO BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, or similar. Shows all 3 levels of detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Proper color or tonal ranges.	Not just a desaturated Color Map, altered to show where highlights CAN BE, not where they are in the source image. Color where appropriate for metallic surfaces.
<b>Texture Set B</b>	Color Map shows all 3 levels of detail where needed. Color Map does not compete with Normal or Spec map where inappropriate, matches those maps perfectly. Has good use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. Not Blurry, of appropriate resolution. NO BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, or similar. Shows all 3 levels of detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Proper color or tonal ranges.	Not just a desaturated Color Map, altered to show where highlights CAN BE, not where they are in the source image. Color where appropriate for metallic surfaces.
<b>Texture Set C</b>	Color Map shows all 3 levels of detail where needed. Color Map does not compete with Normal or Spec map where inappropriate, matches those maps perfectly. Has good use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. Not Blurry, of appropriate resolution. NO BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, or similar. Shows all 3 levels of detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Proper color or tonal ranges.	Not just a desaturated Color Map, altered to show where highlights CAN BE, not where they are in the source image. Color where appropriate for metallic surfaces.
<b>Texture Set D</b>	Color Map shows all 3 levels of detail where needed. Color Map does not compete with Normal or Spec map where inappropriate, matches those maps perfectly. Has good use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. Not Blurry, of appropriate resolution. NO BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, or similar. Shows all 3 levels of detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Proper color or tonal ranges.	Not just a desaturated Color Map, altered to show where highlights CAN BE, not where they are in the source image. Color where appropriate for metallic surfaces.
<b>Texture Set E</b>	Color Map shows all 3 levels of detail where needed. Color Map does not compete with Normal or Spec map where inappropriate, matches those maps perfectly. Has good use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. Not Blurry, of appropriate resolution. NO BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, or similar. Shows all 3 levels of detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Proper color or tonal ranges.	Not just a desaturated Color Map, altered to show where highlights CAN BE, not where they are in the source image. Color where appropriate for metallic surfaces.