

Advanced Texturing and Lighting--- Still Life Project

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

SCORE (out of 8): \_\_\_\_\_

Category	4 points	3 points	1 point	0 point
<b>Proper Generation of render passes</b>	Artist can create all passes listed below properly.	Artist can create at least 10 of the passes below	Artist can create at least 6 of the passes listed below	Less than 6 of the passes listed below are attempted or created properly
<b>Proper Compositing of Render Passes</b>	Artist understands how blend modes and layer masks work and is able to composite with Adds, Multiplies, Overlays, and Quick Masks to add to the quality of the still life render.	Artist can create a composite using a few of the render passes, but is unsure or incorrect in applying all of them.	Artist attempts to recomposite, but uses incorrect blend modes from specified goals.	Render not recomposited.

Passes to Create:

Ambient Occlusion, Global Illumination (Indirect), Diffuse, Specular, Direct Irradiance, Shadow, Reflections, Flame glow, Key light, Fill light, Accent light, Depth