

Advanced Texturing and Lighting--- Final Project Rubric

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

SCORE (out of 44): \_\_\_\_\_

Category	6 points	4 points	2 points	0 point
<b>Reference/ Spec Sheet</b>			Artist Provides detailed spec sheet/ reference material from photos and research backing up idea for project.	No reference material
<b>Modeling</b>	Details that add to the model based on the reference, which are seen based in a shaded view, are carefully considered and meticulously rendered. Plenty of Believable pattern and clutter. All of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	Details are present, but either display some inaccuracies, exaggerations, or are incomplete, based on reference. Minimal Clutter and pattern. 3-4 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	Most details do not exist. While a few detail features may have been attempted, they are proportionally off, based on the reference. Next to no patterning or clutter. 1-2 of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below. Excess nodes deleted.	No consideration for attempting the detail features of the design in the reference. No pattern or clutter. None of the Following: Named and Organized Hypergraph, Deleted History, Frozen and Reset Channels, Centered on the origin and not dipping below.
<b>UV Layouts</b>	Mixed used of tiling layouts and unique layouts. No unique layouts have more than 10% open space. Everything fits in less than 1 4096 for all texture channel together.	Mixed used of tiling layouts and unique layouts. No unique layouts have more than 20% open space. Everything fits in less than 1 4096 for all texture channels	Mostly Unique layouts, more than 30% is open in each map. May exceed the 4096 boundary.	All Unique texture layouts, more than 40% is open in each map. Exceeds the 4096 requirement.
<b>Color Maps</b>	Color Maps show 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.	Color Maps show less than 3 levels of detail where needed. Color Map may compete with Normal or Spec map where inappropriate, Has decent use of value, hue, saturation, exaggerated as needed for artistic effect. Captures pattern where needed. might be Blurry, Might have BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Color Maps show less than 3 levels of detail where needed. Color Map competes with Normal or Spec map where inappropriate, Little use of value, hue, saturation, exaggerated as needed for artistic effect. might be Blurry, Might have BAKED IN HIGHLIGHTS. subtle baked contact shadows are ok.	Color Maps are little more than flat colors painted onto surfaces with little change in value, hue, saturation, or embedded detail.
<b>Normal Maps</b>	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, xNormal, Mudbox, Maya, 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.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, xNormal, Mudbox, Maya, or similar. Shows all less than 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.	Either Built from 3d geometry, or normalized from a version of the color map using Photoshop, Crazybump, xNormal, Mudbox, Maya, or similar. Shows all less than minimal detail where needed. Does not compete with Color or Spec map where inappropriate. Matches with Color and Spec map. Improper color or tonal ranges.	Poorly built or not included, does not include correct value ranges. shows little detail and barely adds to the untextured version of the surface.
<b>Specularity Maps and Shaders</b>			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. Shaders are not just Lamberts, but have a wide variety of designs, as examined from projects earlier in the quarter.	No spec maps. Materials are all diffuse or are overly shiny.

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<b>Lighting</b>	Use of FG, GI, Caustics. No splotchy artifacts caused by improper scene sizing. Lighting is colorful to add effect, bright enough to see into shadows. Has a clear center of focus. Use of color theory. Shadows are attenuated.	Use of FG, GI, Caustics. May have splotchy artifacts caused by improper scene sizing. Bright enough to see into shadows. Has a center of focus that may be implied. Use of color theory. Shadows are attenuated, but may be over used.	No use of FG, GI, Caustics and/or May have splotchy artifacts caused by improper scene sizing. Not bright enough to see into shadows. No center of focus. May show little understanding of color theory. Shadows are either over or under used.	Barely more than a single light, No shadows.
<b>Render Passes</b>	Artist creates more than 2 render passes per camera angle (in addition to the Master Beauty Pass) and composites them correctly to add to the quality of the render. AO is not too dark, GI is not too bright. Depth is used for added realism.	Artist less than 2 render passes per camera angle (in addition to the Master Beauty Pass) and composites them correctly to add to the quality of the render.	Artist creates 2 render passes, but does not composite them.	Artist creates no extra render passes and submits only uncomposited renders.
<b>Thematic Detail</b>		The artist creates lights and textures that immerse the viewer into the world and represent the culture, time, and place of the setting to enhance the model and provide otherwise lacking detail.	The artist has created detail, but it seems inappropriate for the thematic elements. The piece is clearly lacking in detail in some areas, but not all, or, details are attempted but not fully developed.	The artist lacks all detail in this area. The environment being represented has a generic feel, lacking time, place, and a sense of usage. This can come from poor modeling, poor texturing, or unconsidered shaders. It is clear that the artist has cut corners in the creation of their world.