

Effort

- Student put an appropriate amount of effort into the realization of the design of the environment.
- Elements are structured the way they would be built in the “real world” without major “cheats”.
- The environment faithfully translates the drawn design into a 3D environment, maintaining scale and proportions.
- The appropriate amount of detailing is included in the modelling to allow for shots that might require details to be seen on screen in the final rendered version.
- Where necessary, the student went above and beyond the expectations required.
- Where necessary the student improvised appropriately to enhance the design of the environment.
- Student did all necessary design drawings required to create additional elements.
- Student problem solved where necessary in order to enhance the final model.

Lighting/Camera

- The lighting is appropriate for the set design.
- The lighting is set in it’s proper position.
- The lighting is at the appropriate levels and coloring for the position and lighting fixture.
- Proper camera placement and lens choice for each scene.
- Appropriate camera move (as necessary)

Poly Count

- Student has reduced the poly count to an acceptable level.
- Student has provided both a “high-poly” and “low-poly” count model.
- Edges have been closed so no gaps appear.
- No missing vertices.
- When moving into Layout Stage, unnecessary surfaces have been removed.

Hierarchy

- All objects are in their appropriate positions relative to the center.
- All objects are correctly matched or parented (as necessary) to each other.
- All objects are properly labeled.
- All assets are labeled and placed in proper folders.

Texturing

- All objects are properly and appropriately textured.
- All objects have been unwrapped.
- An appropriate bump-map has been created (where necessary).
- Opacities have been set (where necessary).
- Proper shaders are applied with correct settings for luminosity, refractions, etc.

Bottom Line

- Did you create a 3D model that is as good as or better than the original design without deviating from the original concept?
- Does it work for:
 - Layout
 - Shot Selection/Composition
 - Animation
- Would you be proud to have this in your portfolio?
- Would a potential employer be impressed with what you’ve done?