

	Effort/Modelling	Lighting/Camera	Poly Count	Hierarchy	Texturing
<b>5</b>	<ul style="list-style-type: none"> <li>- Student went above and beyond, <b>exceeding</b> expectations</li> <li>- Problem solved in order to enhance final model</li> </ul>	<ul style="list-style-type: none"> <li>- Lighting and camera work are better than what was originally envisioned</li> </ul>	<ul style="list-style-type: none"> <li>- Both “high” and “low” poly-count models are provided</li> <li>- All edges closed</li> </ul>	<ul style="list-style-type: none"> <li>- All objects properly labeled and filed</li> <li>- All objects correctly matched</li> </ul>	<ul style="list-style-type: none"> <li>- Excellent texturing</li> <li>- Everything properly unwrapped</li> <li>- All bump maps and shaders applied</li> </ul>
<b>4</b>	<ul style="list-style-type: none"> <li>- Student put in an <b>appropriate</b> amount of effort</li> <li>- Did some basic problem solving with assistance</li> </ul>	<ul style="list-style-type: none"> <li>- Lighting and camera work are basically what was envisioned</li> </ul>	<ul style="list-style-type: none"> <li>- Two versions submitted</li> <li>- Some minimum edges left open</li> </ul>		<ul style="list-style-type: none"> <li>- Appropriate texturing</li> <li>- Most objects (90%) properly unwrapped, bump maps and shaders applied</li> </ul>
<b>3</b>	<ul style="list-style-type: none"> <li>- Student put in an <b>adequate</b> amount of effort</li> <li>- Did minimum problem solving with prompting</li> </ul>	<ul style="list-style-type: none"> <li>- Lighting and camera work are almost what was envisioned</li> </ul>			<ul style="list-style-type: none"> <li>- Adequate texturing</li> <li>- Some objects (60%) properly unwrapped, bump maps and shaders applied</li> </ul>
<b>2</b>	<ul style="list-style-type: none"> <li>- Student put in a <b>sub-standard</b> amount of effort</li> <li>- Did very little problem solving - required a substantial amount of prompting</li> </ul>	<ul style="list-style-type: none"> <li>- Lighting and camera work are not what was envisioned.</li> <li>-Inadequate lighting and/or improper camera work</li> </ul>	<ul style="list-style-type: none"> <li>- Only one version handed in with too many polys</li> <li>- Quite a few edges left open</li> </ul>	<ul style="list-style-type: none"> <li>- Not all objects labeled and filed</li> <li>- Not all objects properly matched</li> </ul>	<ul style="list-style-type: none"> <li>- Inadequate texturing</li> <li>- Few objects (30%) properly unwrapped, bump maps and shaders applied</li> </ul>
<b>1</b>	<ul style="list-style-type: none"> <li>- Almost no effort at all</li> <li>- No problem solving at all</li> </ul>	<ul style="list-style-type: none"> <li>- Improper use of lighting and camera</li> </ul>	<ul style="list-style-type: none"> <li>- Very sloppy build</li> </ul>	<ul style="list-style-type: none"> <li>- Nothing properly labeled</li> <li>- Nothing properly matched</li> </ul>	<ul style="list-style-type: none"> <li>- Almost no texturing</li> <li>- Very few objects (20%) properly unwrapped, bump maps and shaders applied</li> </ul>
<b>0</b>	Nothing handed in	Nothing handed in	Nothing handed in	Nothing handed in	Nothing handed in

- **Exceeding** - Doing more than is expected. Adding to or improving on. Amazing. Studio level work. Very professional.
- **Appropriate** - Fulfilling the requirements as stated. Doing what is required, but no more. It’s good.
- **Adequate** - Meeting the minimum standard of acceptability. It could be a lot better.
- **Sub-standard** - Failed to deliver what was asked for. Not something you’d want to show in your portfolio.