

3rd Quarter Portfolio Rubric – Game Art & Design

By Jeff Styers M.E.T.

Category		Percent of Total Grade		Letter Grade		
		A	B	C	D	F
Line Work	20%	<ul style="list-style-type: none"> • Smooth lines • Variety of line width • Skillful use of organic line • Skillful use of mechanical line 	<ul style="list-style-type: none"> • Mostly smooth lines • Some variety of line width • Good use of organic line • Good use of mechanical line 	<ul style="list-style-type: none"> • Some smooth lines • A few examples of variety in line width • Some use of organic line • Some use of mechanical line 	<ul style="list-style-type: none"> • Line work is sketchy • Line work is mostly one fixed line width • Very little use of organic line • Very little use of mechanical line 	<ul style="list-style-type: none"> • Rough or sloppy line • Fixed line width • Little or no use of organic line • Little or no use of mechanical line
Form Proportion Understructure Value	20%	<ul style="list-style-type: none"> • Clearly recognizable forms • Consistent proportions • Visible use of understructure • No flat or “hieroglyphic” structures • Clearly defined object, cast shadows and light sources 	<ul style="list-style-type: none"> • Mostly recognizable forms • Mostly consistent proportions • The majority of the work features visible use of understructure • Very few examples of flat or “hieroglyphic” structures • Defined object, cast shadows and light sources 	<ul style="list-style-type: none"> • Some recognizable forms • Some examples of consistent proportions • Some flat or “hieroglyphic” structures • Some use of shadows and light sources 	<ul style="list-style-type: none"> • A few recognizable forms • A few examples of consistent proportions • Mostly flat or “hieroglyphic” structures • Very little use of shadows and light sources 	<ul style="list-style-type: none"> • Little or no recognizable forms • Very few examples of consistent proportions • Very few examples of 3 dimensional structure • Little or no use of light sources or shadows to define forms
Perspective	20%	<ul style="list-style-type: none"> • Clearly defined horizon lines and ground planes • Clearly defined and consistent vanishing points • Competent examples of different types of perspective 	<ul style="list-style-type: none"> • Defined horizon lines and ground planes • Defined vanishing points • Examples of different types of perspective 	<ul style="list-style-type: none"> • Some examples of horizon lines and ground planes • Some examples of vanishing points • Some examples of different types of perspective 	<ul style="list-style-type: none"> • Very few examples of horizon lines and ground planes • Very few examples of vanishing points • Very few examples of different types of perspective 	<ul style="list-style-type: none"> • No horizon lines or ground planes • No discernible vanishing points • Few to no examples of different types of perspective
Life Drawing	40%	<ul style="list-style-type: none"> • Clearly defined center line or “line of motion” • Accurate structure and proportions • Dynamic and intriguing gestures that clearly convey mood emotion and intent • Variety of poses, angles and subjects 	<ul style="list-style-type: none"> • Majority of drawings feature a defined center line or “line of motion” • Competent examples of structure and proportion • Intriguing gestures that convey some mood, emotion and intent • Some variety of poses, angles and subjects 	<ul style="list-style-type: none"> • Some examples of center lines or “lines of motion” • Some examples of structure and proportion • Some gestures that convey mood, emotion and intent • A few examples of variety of poses, angles 	<ul style="list-style-type: none"> • Very few examples of center lines • Very few examples of structure and proportion • Very few examples of gestures that convey mood, emotion and intent • Very few examples of variety in poses, angles 	<ul style="list-style-type: none"> • Few to no examples of center lines or “lines of motion” • Little to no use of structure and proportion • Few to no examples of gestures that convey variety, mood, emotion and intent

Requirements

Life Drawings (5):

- At least 5 high quality life drawings
- At least 3 of the submissions should be full body drawings
- The rest can consist of close ups of head and torso or limbs, feet or hands
- Drawings should be no smaller than 11"x14"

Perspective Drawings (3):

- At least 3 perspective drawings
- At least 2 drawings should be environments, interior or exterior, containing architectural structures
- The third drawing can be a vehicle, prop, product or furniture

Sketches (optional)

- Student may include up to 3 additional sketches of his/her choosing that he/she feels best showcase his/her abilities
- Examples: Storyboard frames, model sheets, concept drawings