

3-6-9 Review  
 6<sup>th</sup> Quarter Review Rubric Ideas  
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## **Modeling Rubric**

	A	B	C	D	F
Polygon Usage and Efficiency 30%	Polygon flow is very clean and organized. Polygons that are used are essential to the model. Shows planning and preparation. Well balanced and justified approach to using smoothing groups and mesh smooth to improve the model.	Polygon flow is clean and well organized. Most polygons used are essential to the model. Smoothing groups and smoothing techniques used to enhance model.	Polygon flow shows an acceptable degree of organization. Near even mix between essential polygons and non-essential polygons. Smoothing groups applied, but only marginally improve the model.	Polygon usage shows little organization, but manages to convey the desired shape. Many non-essential polygons. Smoothing groups and mesh smooths are used, but have little justification and do not markedly improve the model.	Very little to no polygon organization. Mostly non-essential polygons. Little to no effective use of smoothing groups. Mesh smooth used to cover poor model.
Shape and Form 30%	Demonstrates high ability to define shapes and volumes. Readily apparent what the models presented are. High fidelity.	Demonstrates good ability to define shapes and volumes. Easily apparent what the models presented are. High fidelity.	Shapes and volumes are readable on an acceptable level.	Shapes and volumes can be discerned after examination and/or explanation.	Shapes and volumes cannot be discerned. Models are amorphous.
Model for UV Unwrap and texture. 20%	Shows a high ability to model with the UV Unwrap in mind. Models can easily be unwrapped.	Shows a good ability to model with the UV Unwrap in mind. Models can easily be unwrapped.	Shows an acceptable ability to model with the UV Unwrap in mind.	Shows a less than basic ability to model with the UV Unwrap in mind.	Shows little or no ability to model with the UV Unwrap in mind.
Model for Animation 20%	Shows a high ability to model and organize polygons with the rig and animation in mind. Models will deform properly.	Shows a good ability to model and organize polygons with the rig and animation in mind.	Shows acceptable ability to model and organize polygons with the rig and animation in mind.	Shows a less than basic ability to model and organize polygons with the rig and animation in mind.	Shows little or no ability to model and organize polygons with the rig and animation in mind.

### **Submission Guidelines**

Required files must be presented on a CD (or DVD) readable by PCs.

For each model the following must be presented:

- 3ds max file
- Associated texture maps
- Concept art (model sheets, concept development drawings, etc). These should be scanned and presented as 800 x 600 tif files.

## Animation Rubric

	A	B	C	D	F
Rigging 30%	Animation systems are efficient and easy to control to a high degree. The meshes are rigged with the minimum possible or no artifacts. Correct and purposeful placement of joints. Joints are functional and appropriately placed.	Animation systems are efficient and easy to control. The meshes are rigged with very few artifacts. Correct joint placement and construction.	Animation systems are readable and usable on a basic level. The meshes are rigged with an acceptable number of artifacts. Joints are functional, with minor artifacts.	Animation systems are usable with difficulty. The meshes are rigged with a significant number of artifacts, but usable. Joints are barely functional, with significant artifacts.	Animation systems are not usable. The meshes are rigged with artifacts and are unusable. Joints are incorrectly placed and are not functional.
Timing 20%	Demonstrates a high order understanding of timing. Correct and dynamic.	Demonstrates a good understanding of timing. Correct.	Demonstrates a basic understanding of timing. Average depiction of speed.	Demonstrates a little, but basically functional understanding of timing.	Demonstrates a basic understanding of timing.
Weight 20%	Demonstrates a complete or near complete functional understanding of weight and movement. Correct and dynamic.	Demonstrates a good functional understanding of weight and movement. Correct.	Demonstrates a basically functional understanding of weight and movement.	Demonstrates a poor but moderately functional understanding of weight and movement.	Demonstrates a very little or no functional understanding of weight and movement.
Quality of Motion 30%	Animation is very smooth. High attention to applying principles of animation. Accurate and dynamic depiction of motion. Animation is expressive and communicates more than just proper motion. Excellent use of keyframes.	Animation is smooth. Good attention to applying principles of animation. Accurate depiction of motion and/or emotion. Good use of keyframes.	Animation is mostly smooth, but shows jerkiness. Adequate attention to applying principles of animation. Adequate depiction of motion and/or emotion.	Animation is jerky and lacks smoothness, but is barely readable. Rudimentary application of principles of animation. Poor, but functional, use of keyframes	Animation is jerky and not readable. Shows no functional application of principles of animation. Nonfunctional or no use of keyframes.

### Submission Guidelines

Required files must be presented on a CD (or DVD) readable by PCs and organized into the appropriate folders.

For each animation the following must be presented:

- 3ds max file
- Associated texture maps
- Concept art, motion studies, and animation reference. Drawings should be scanned and presented as 800 x 600 tif files. Other reference material can be presented in the format it was found or have links provided.
- Rendered animation must be in
  - 1 ) Quick Time format 640 x 480 or 720 x 480. Motion Jpeg-B compression is recommended.
  - 2 ) WMV format. 640 x 480 or 720 x 480