

9th quarter review rubric (v0.3)

By Gabe Sabourin M.E.T.

The approach of this review is to demonstrate a student's ability to present an umbrella theme or premise which will then trickle down and drive the creation of the character(s), vehicle(s), prop(s), and environment(s). The student must tie all of these assets together using a cohesive emotional tone, color palette, and other unifying elements. All work must be digital and should have a consistent layout and contain the model's name. All work needs to be burned onto a CD with folders named according to the below sections.

Premise or Theme (10%)

This must be described in 1-2 paragraphs and should be written in similar pros as back-of-pack text found on game packages.

Character Design (30%)

Minimum of 2 characters. Including:

- *A hand drawn character study sheet with numerous poses exploring the movement of the character.*
- *A hand drawn concept model sheet with a front view, ¾ view, and side view (in that order).*
- *A model sheet showcasing the wireframes of the model with a front view, ¾ view, and side view (in that order). This should be a grey model with black wireframes, without shadows (self-illuminated). Include the poly count.*
- *A final model sheet with a front view, ¾ view, and side view (in that order). Include the poly count.*
- *A color printed page of facial and body poses of the 3D model.*
- *A color printed texture treatment showcasing the textures created for the model. Include texture size(s).*
- *One 360 turnaround video with an idle animation showcasing the bending of joints and stretching of poly areas such as the chest, under arms, back, etc...*

Prop / Vehicle (30%)

Minimum of 2 props and 1 Vehicle. Including:

- *A hand drawn concept model sheet with a front view, ¾ view, and side view (in that order).*
- *A model sheet showcasing the wireframes of the model with a front view, ¾ view, and side view (in that order). This should be a grey model with black wireframes, without shadows (self-illuminated). Include the poly count.*
- *A page showcasing the best angles of the model and / or any function it may employ.*
- *A page showcasing the texture treatment displaying the textures created for the model. Include texture size(s).*
- *One 360 turnaround video showcasing texturing properties and / or any function it may employ.*

Level / Scene Design (30%)

Minimum of 1 level / scene. Including:

- *Concept drawings, colored, from 3 angles.*
- *Blueprint top down view drawn on graph paper with scale references or measurements.*
- *Images showcasing the wireframes of the scene.*
- *Images of the 3D modeled environment with textures and lighting that closely reflect the concept drawings.*
- *A colored texture treatment showing the most important textures created for the environment.*
- *There must be a video flythrough that showcases the best parts of the level and level flow.*

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| | A | B | C | D | F |
|--|--|--|---|--|---|
| Premise or Theme (10%) | Text is short, sweet, and to the point. It is written very well and engages the reader (player). There is solid concept art or found image that acts as an art center and sets a solid visual tone. | Text is short, sweet, and to the point. It is fitting and gets the attention of the reader (player). There is adequate concept art or found image acting as an art center, setting a good visual tone. | Text is adequate and almost engages the reader (player). The concept art or found image acts as a general direction but something better could be used as an art center to set the visual tone. | Overview is poorly written, but a theme is present. There is poor concept art or found image that acts as a minimal art center. A visual tone is barely recognized. | Text is poorly written with the does not engage the reader (player). There is a very poor or inadequate art center. |
| Character Design (30%) Minimum of 2 Characters | The drawings and model poses convey a very solid grasp of the character's essence. The polygons are distributed very well. The artist shows solid competency in skinning techniques and texture allocation. Very well presented overall. | The drawings and model poses convey a good grasp of the character's essence. There is appropriate polygon distribution. The artist shows suitable competency in skinning techniques and texture allocation. The work is well presented overall. | The drawings and model poses do not strongly convey the character's essence. There is decent polygon distribution, but it improvement is clearly needed. The artist shows an average competency in skinning techniques and texture allocation. The work is presented is a rough fashion. | The drawings and model poses need a good deal of work in order to convey the character's essence. There is poor polygon distribution. The artist shows vague competency in skinning techniques and texture allocation. Overall the work needs to be better presented. | The drawings and model poses do not convey a solid grasp of the character's essence. There is amateur polygon distribution. The artist does not show competency in skinning techniques nor texture allocation. The work is not presented at a high enough caliber to be acceptable. |
| Prop / Vehicle Design (30%) Minimum of 2 props and 1 Vehicle | The prop / vehicle has a solid purpose and is engaging. The polygons are distributed very well. The artist shows a very solid understanding of texture allocation. Very well presented overall. | The prop / vehicle has a purpose and is appealing. There is appropriate polygon distribution. The artist shows a suitable understanding of texture allocation. The work is well presented overall. | The purpose of the prop / vehicle is apparent but could be better presented. There is decent polygon distribution, but it improvement is clearly needed. The artist shows an average understanding of texture allocation. The work is presented is a rough fashion. | The purpose of the prop / vehicle is vaguely apparent but could be better presented. There is poor polygon distribution. The artist shows a vague understanding of texture allocation. Overall the work needs to be better presented. | The purpose of the prop / vehicle is not apparent and must be better presented. There is amateur polygon distribution. The artist does not show a solid understanding of texture allocation. The work is not presented at a high enough caliber to be acceptable. |
| Level / Scene Design (30%) Minimum of 1 level / scene | The scene has a very strong purpose and a very engaging theme. Areas in the level provide an obvious snapshot of a story or situation that took place through the level's architecture or damage. The scene props strongly echo a story / situation. Very strong level design and game mechanics. The polygons are distributed very well. The artist shows a very solid understanding of texture allocation. Shows very strong ability in composition, employing color palettes, and posing scene elements for storytelling purposes. Very well presented overall. | The scene has a clear purpose and a good theme. Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. The scene props echo a story / situation. Good level design and game mechanics. There is appropriate polygon distribution. The artist shows a suitable understanding of texture allocation. Shows good ability in composition, employing color palettes, and posing scene elements for storytelling purposes. The work is well presented overall. | The scene has a general purpose and is thematically engaging. Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. The scene props suggest a story / situation but they could be more cohesive. Decent level design and game mechanics, but much work needs to be done. There is decent polygon distribution, but it improvement is clearly needed. The artist shows an average understanding of texture allocation. Shows average ability in composition, employing color palettes, and posing scene elements for storytelling purposes. The work is presented is a rough fashion. | The scene has a very solid purpose and is thematically engaging. Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. The scene props vaguely suggest a story / situation and need to be more cohesive. Poor level design and game mechanics. There is poor polygon distribution. The artist shows a vague understanding of texture allocation. Shows poor ability in composition, employing color palettes, and posing scene elements for storytelling purposes. Overall the work needs to be better presented. | The scene has a very solid purpose and is thematically engaging. Areas in the level provide a glimpse to a story or situation that took place through the level's architecture or damage. The scene props do not suggest a story / situation due to their lack of cohesiveness. It is not clear that level design and game mechanics were taken into considered. There is amateur polygon distribution. The artist does not show a solid understanding of texture allocation. Shows very poor ability in composition, employing color palettes, and posing scene elements for storytelling purposes. The work is not presented at a high enough caliber to be acceptable. |