

Intro to 3D Modeling Toy/Gadget Rubric Rubric: Toy/Gadget (Modeling Phase)

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	%	1 = Unacceptable	2 = Limited	3 = Developing	4 = Proficient	5 = Exemplary	Your Score
Three-Dimensional Form	60%	The model does not resemble the photographs/illustrations. Pieces do not fit together in a convincing fashion, with breaks in the contours.	The model deviates from the photographs/illustrations in several areas. There is an attempt to fit structures of the object together in a rudimentary fashion but there are issues in the flow from one part of the object to another.	The model resembles the photographs/illustrations with occasional exceptions. Contours and hard and soft edges are accurate in most areas.	The model resembles the photographs/illustrations with minor exceptions. Contours and hard and soft edges exist in the right areas.	The model closely matches the photographs/illustrations. Contours and hard and soft edges are preserved in the smoothed version of the model such that it greatly resembles the original.	
Topological Quality (Surface Type, Contour, Cleanliness, and Density)	40%	<p>The chosen surface type is inappropriate given the forms of the object.</p> <p>Edges and isoparms run contrary to surface contours in many areas. Edge loops commonly terminate in areas of significant contour and/or visibility. The surface may be tangled in some areas.</p> <p>On polygon surfaces, there are several instances of illegal geometry.</p> <p>Wireframe density is dramatically heavy or light throughout the model, or (if a polygon) it is impossible to determine density due to the model being smoothed and history deleted.</p>	<p>The chosen surface type is questionable given the forms of the object.</p> <p>A small number of edges/isoparms run contrary to surface contours. Edge loops terminate in areas where contour and/or visibility are likely to cause issues during rendering. There may be minor tangles in the geometry.</p> <p>On polygon surfaces, there is some evidence of problematic geometry.</p> <p>Wireframe density is unnecessarily heavy or light in several areas. There is indecision as to how many faces or isoparms are needed to achieve certain contours.</p>	<p>The chosen surface types suit the forms of the object.</p> <p>Edges/isoparms follow surface contours in most places and are generally continuous, but some terminate in areas of moderate contour and/or visibility. No tangles are evident in the geometry.</p> <p>On polygon surfaces, there is minor evidence of illegal geometry.</p> <p>Some detail is lost from areas that are overly light, and/or the model is unnecessarily heavy in some areas and could achieve the same shape with fewer faces or isoparms.</p>	<p>The chosen surface types suit the forms of the object.</p> <p>Edges/isoparms follow surface contours in most places and are generally continuous, but some terminate in areas of moderate contour and/or visibility. No tangles are evident in the geometry.</p> <p>On polygon surfaces, there is no evidence of illegal geometry.</p> <p>A little detail is lost from areas that are overly light, and/or the model is unnecessarily heavy in small areas and could achieve the same shape with fewer faces or isoparms.</p>	<p>The chosen surface types are well-suited to the forms of the object.</p> <p>Isoparms/edges clearly follow surface contours and are continuous, or terminate cleanly in areas of low contour and/or visibility.</p> <p>On polygon surfaces, there is no illegal geometry.</p> <p>The wireframe is dense enough to support all surface detail without unnecessary heaviness.</p>	
Professionalism	5%	Two or more project requirements are not followed or not all required assets are submitted.		One project requirement is not followed (e.g. folder naming or image file format), though all required assets are submitted (no more, no less).		All project requirements (as specified in the project outline) are adhered to without deviation. This includes submitting exactly the required assets (no more, no less) and following all technical specs.	