

Grading Rubric for Modeling and Animating the TAS Logo

Technical:

Category	10 - 9	9 - 8	8 - 7	7 - 6	6 - 0
Modeling	All objects beveled, extruded or bevel profiled. Correct use of vertices, numbers and types. Lines are appropriately drawn	All objects beveled, extruded or bevel profiled. Most vertices are the appropriate type. Majority of lines are appropriately drawn	Most objects beveled, extruded or bevel profiled. Most vertices are the appropriate type. Some lines are smooth or straight	Few objects beveled, extruded or bevel profiled. Few vertices are the appropriate type. Most lines are not smooth or straight	No objects beveled, extruded or bevel profiled. Inappropriate number of vertices used. Lines are not smooth or straight
Animation	All animation curves have been appropriately modified. Animation is smooth with good timing. Correct use of camera rig.	All animation curves have been appropriately modified. Animation is mostly smooth with good timing. Correct use of camera rig.	Most animation curves have been appropriately modified. Animation is mostly smooth with good timing. Camera rig is used relatively well	Some animation curves have been appropriately modified. Animation is jerky and too fast or too slow. Camera rig is used incorrectly	No animation curves have been modified. Animation is jerky and too fast or too slow. Camera rig is not used at all
Lighting And Materials	Scene is well lit with no objects over or under lit. Good choice of variety of materials for the lighting conditions. Lighting of objects does not vary through animation	Scene is well lit with no objects over or under lit.. Choice of materials for lighting conditions is mostly appropriate with some variation. Lighting of objects varies slightly through animation	Scene is well lit with some objects over or under lit.. Poor choice of materials for lighting used and little variation in selection of materials. Objects become more or less lit through animation	Scene is poorly lit with objects over or under lit. Materials are poorly chosen; only standard materials are used or are inappropriate for the scene. Lighting of objects varies considerably through the animation	No lights have been added. Standard materials used with no modification. Objects appear flat
Effects	Lens flare curves adjusted and timing matches the animation. Size and growth is appropriate for the scene. Flare has been modified. No banding of flare	Lens flare curves adjusted and timing mostly matches the animation. Size and growth is appropriate for the scene. Flare has been modified. No banding of flare	Lens flare curves adjusted but timing is off. Size and growth is too large or small. Some modifications to flare settings have been made. Some banding of flare	Lens flare curves have not been adjusted or poorly and timing is off. Size and growth is too small or large. Stock flare settings have been used. Banding of flare	No Lens used in the scene or if used flare curves not adjusted. Timing does not match the animation. Size and growth is inappropriate for the scene. Stock flare used

Artistic:

Category	10 - 9	9 - 8	8 - 7	7 - 6	6 - 0
Originality and overall effectiveness	Consistently attempts work that is highly creative and original. Animation, modeling and effects are creative and inventive.	Attempts somewhat challenging work using mostly original ideas. Work shows some new ideas. Aspects of the animation modeling and effects are creative and inventive.	Mimics examples of others in less ambitious work. Few Aspects of the animation and effects are creative and inventive. Model copies the original design.	Uses the ideas of others. Model copies the original design. Animation is predictable.	Plagiarizes the work of others. Model copies the original design. Animation is predictable. The work is mundane, derivative and without imagination
Use of Elements and Principles of design	Makes excellent use of fonts, colors, graphics and effects to enhance animation. Understands higher level art concepts and principles	Makes a good use of font, color, and graphics to enhance the animation. Understands art concepts and principles	Makes a good use of font, color, and graphics to enhance the animation. Attempts to use art concepts and principles effectively	Makes use of font, color, and graphics but occasionally they distract from the presentation of the animation. Lacks adequate understandings of basic art concepts and principles	Use of color, graphics and effects distract from the presentation of the animation. Doesn't understand the most basic art concepts and principles

Class Work:

Class work methods and habits	Very active in class and works attempts to solve all problems independently. Receptive to advice and guidance provided by the instructor. Regularly puts in extra time on work. Work is turned in on time	Active in class and is capable of working and solving most problems independently. Generally receptive to advice and guidance provided by the instructor. Puts in extra time on work as necessary. Two days late	Active in class. Sometimes receptive to advice and guidance provided by the instructor. Puts in extra time on work only as necessary. Four days late	Relatively active in class. Generally unreceptive to advice and guidance provided by the instructor. Sometimes puts in extra time on work. Six days late	Passive in class. The work shows that the student has worked only under supervision, showing little interest or empathy for the project. Seven or more days late
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$0.4 * (\text{Technical}) + 0.3 * (\text{Artistic Grade}) + 0.3 * (\text{Class Work}) = \text{Project Score}$

$0.4 * (\quad) + 0.3 * (\quad) + 0.3 * (\quad) = \underline{\hspace{2cm}}$