Rubric for Assessing Design in 3-D Modeling Software

STUDENT NAME _____ **DATE** _____

CATEGORY	EXCELLENT	GOOD	PROFICIENT	NEEDS IMPROVEMENT
ORIGINALITY 10 points	Product shows a large amount of original thought. Ideas are creative and inventive.	Product shows some original thought. Work shows new ideas and insights.	Uses other people's ideas (giving them credit), but there is little evidence of original thinking.	Uses other people's ideas, and does not show original concept.
OBJECTS IN PLACE 10 points	Project has all prescribed elements in place.	Project has most prescribed elements in place.	Project has some prescribed elements in place.	Many elements are lacking.
LIGHTING 10 points	Project makes use of light and shadow for dramatic or artistic effect.	Project uses light and shadow in appropriate angles and directions.	Project uses light to provide enhanced views of objects.	Lighting is random or misplaced. Objects are obscure or overlit.
MATERIALS 10 points	Project uses materials for artistic effect as well as realism.	Project uses materials to achieve realism.	Project makes use of standard materials.	Project uses no materials and relies on flat shading.
COMPOSITION 10 points	Objects achieve dramatic and artistic realism through placement as a total composition.	One or more objects dominate the composition.	Objects are clearly separated and present in view.	Some objects are obscured by others or are out of view.
COLOR CHOICE 10 points	Colors provide dramatic effect or realism.	Colors are appropriate to the mood and effect demanded by the scene.	Project makes use of color to vary the scene.	Colors seem random or they clash.
CAMERA PLACEMENT 10 points	Camera placement provides a dramatic angle and artistic view of the scene.	Camera placement is dramatic or artistic, but not both.	Camera placement provides a complete view of the scene.	Camera does not provide complete or accurate view of the scene.

TOTAL POINTS _____