Lab 1: Planar Composition Grading Sheet

STUDENT NAME:

REALISTIC SELF-ASSESSMENT: What letter grade would you award yourself for this project?

Part 1: 3D-Design Cardboard Project (100 pts)

1. GENERAL REQUIREMENTS: Does the design satisfy all the assignments requirements as articulated in the assignment sheet? **10 points**

2. ATTENTION TO DETAIL: Does the project's execution show attention to detail? Is the design detailed enough, are the forms clean, consistent and well resolved? **5 points**

3. UNITY: Is the design unified? Does the composition seem consistent and intentional? Is there a consistent dynamic in the design (harmony or contrast)? **20 points**

4. BALANCE: Is the design balanced? **10 points**

5. DYNAMISM: Is the design dynamic? Does the design avoid being static? **10 points**

6. PROPORTION/SCALE: Is the relative scale of the constituent elements of the design effectively varied? **10 points**

7. DIMENSIONALITY AND USE OF SPACE: Is the design effectively dimensional (does it avoid flatness and/or frontality)? Is negative space exploited to the maximum extent possible? **20 points**

8. ORIENTATION: Is the orientation in which the design is presented optimal? **5 points**

9. COLOR: Is the color choice appropriate for the specific form? Does it relate well to the form and overall design? If more than one color is used, do the colors work well together? Is the color choice intentional, logical and effective? **10 points**

Total Points:

Other Comments:

Part 2: Computer Implementation (100 pts)

1. TEMPLE TUTORIAL: Is there an image of a completed temple with a light and shadow. **10 points**

2. PROJECT ORGANIZATION: Is the project folder well organized? **10 points**
    a. Everything needed for rendering is in the project folder on cs-render.
    b. Files are in the appropriate folder.
    c. Files have names that are consistent with what they contain.
    d. Old files and images have been deleted**.**

3. SCENE FILE ORGANIZATION: Is the main scene file clean and uncluttered (see lab for what this means)? **10 points**

4. LIGHTING: Are there lights and shadows, and do they contribute to the understanding of the form?
    10 points

5. MODELING QUALITY: Are the shapes surfaces clean and free of holes, lumps, or deformations? **20 points**

6. PHYSICAL AND VIRTUAL CONSISTENCY: Does the virtual model accurately follow the cardboard model? **20 points**

7. VIEWING: Are there two distinct rendered views that provide the viewer with a clear and accurate understanding of the form? **20 points**

Total Points:

Other Comments: