## **Lab 2: Linear 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	Part 1:	3D-Design	Cardboard	<b>Project</b>	(100 p)	ts
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art 1	: 3D-Design Cardboard Project (100 pts)
1.	GENERAL REQUIREMENTS: Does the design satisfy all the assignments requirements as articulated in the assignment sheet? <b>10 points</b>
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? <b>5 points</b>
3.	UNITY: Is the design unified? Does the composition seem consistent and intentional? Is there a consistent dynamic in the design (harmony or contrast)? <b>20 points</b>
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? <b>20 points</b>
8.	ORIENTATION: Is the orientation in which the design is presented optimal? <b>5 points</b>

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

**Total Points:** 

**Other Comments:** 

choice intentional, logical and effective? 10 points

## Part 2: Computer Implementation (100 pts)

1.	TUTORIALS: Are there three (optionally four) images, one for each of the completed: glass, head, saltshaker, and (optional)hand. <b>20 points</b>
2.	LIGHTING: Are there lights and shadows, and do they contribute to the understanding of the form?  20 points
3.	MODELING QUALITY: Are the shapes surfaces clean and free of holes, lumps, or deformations?  20 point
4.	STILL IMAGES: Are there two distinct rendered views that provide the viewer with a clear and accurate understanding of the form? <b>20 points</b>
5.	CAMERA: Is there an animation that moves <u>smoothly</u> around the sculpture? Is it placed at a distance and an angle where the sculpture can be clearly seen? <b>20 points</b>
	Total Points:
	Other Comments: