3D Modeling

Area	Mastery	Most	Some	None
Presentation: Did the student(s) demonstrate a solid understanding of the software for project development?	Mastery in the use of software. Thorough explanation of all steps involved in completing the project.	Competence in the use of software. Satisfactory explanation of the steps involved.	Some understanding of the basic use of the software. Offered little explanation of the steps involved.	No understanding of the software. Did not explain the steps involved in the completion of the project.
Documentation: Did the student document non-student produced materials?	ALL required permissions present OR no permissions needed.	Most	Some, but not all.	No required permissions present.
Technical Difficulty & Editing Techniques: Does the model demonstrate the use of editing to create a realistic model?	Excellent editing techniques that produce a realistic, advanced skill 3D graphic.	Good editing techniques. Skill level moderate to advanced.	Basic editing techniques. Overall design is simple, skill level basic.	Poor or no editing techniques. Design inappropriate or overly simplistic.
Project Design: Do all elements of the project work together?	Mastery to create realistic images.	Colors, textures and shapes have been carefully chosen to lend realism to the project.	Some attempt has been made to coordinate project.	Colors, textures and shapes do not work well together.
Background Design: How well does the project use lighting and shadow techniques?	Mastery in the use of lighting and shadow techniques.	Student expanded the use of lighting and shadow techniques.	Some attempt has been made.	None present.