

### Submission Guidelines for 3D Models

**Required files must be presented on an FTP site and organized into the appropriate folders.**

**Submit at least four 3D models.**

For each model the following must be presented:

- 3ds max file
- Associated texture maps
- Concept art (model sheets, concept development drawings, etc.). These should be scanned if created on paper, and must be presented as 800 x 600 .jpg files.
- These models do not have to be rigged or animated.

### Submission Guidelines for Animations

**Required files must be presented on an FTP site and organized into the appropriate folders.**

**Submit at least three animations.**

For each animation the following must be presented:

- Rendered animation must be in
  - 1 ) Quick Time format 640 x 480 or 720 x 480. Motion Jpeg-B or Sorenson-3 compression is recommended.
  - 2 ) WMV format. 640 x 480 or 720 x 480
- Models for animation do not have to be textured.

## 6th Quarter Portfolio Modeling Rubric for Online GAD

Category	% of Total Grade	Letter Grade				
		A	B	C	D	F
<b>Polygon Usage and Efficiency</b>	<b>30%</b>	<ul style="list-style-type: none"> <li>• Polygon flow is very clean and organized.</li> <li>• Polygons that are used are essential to the model.</li> <li>• Shows planning and preparation.</li> <li>• Well balanced and justified approach to using smoothing groups and mesh smooth to improve the model.</li> </ul>	<ul style="list-style-type: none"> <li>• Polygon flow is clean and well organized.</li> <li>• Most polygons used are essential to the model.</li> <li>• Smoothing groups and smoothing techniques used to enhance model.</li> </ul>	<ul style="list-style-type: none"> <li>• Polygon flow shows an acceptable degree of organization.</li> <li>• Near even mix between essential polygons and non-essential polygons.</li> <li>• Smoothing groups applied, but only marginally improve the model.</li> </ul>	<ul style="list-style-type: none"> <li>• Polygon usage shows little organization, but manages to convey the desired shape. Many non-essential polygons.</li> <li>• Smoothing groups and mesh smooths are used, but have little justification and do not markedly improve the model.</li> </ul>	<ul style="list-style-type: none"> <li>• Very little to no polygon organization. Mostly non-essential polygons.</li> <li>• Little to no effective use of smoothing groups.</li> <li>• Mesh smooth used to cover poor model.</li> </ul>
<b>Shape and Form</b>	<b>30%</b>	<ul style="list-style-type: none"> <li>• Demonstrates high ability to define shapes and volumes.</li> <li>• Readily apparent what the models presented are.</li> <li>• High fidelity.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates good ability to define shapes and volumes.</li> <li>• Easily apparent what the models presented are.</li> <li>• High fidelity.</li> </ul>	<ul style="list-style-type: none"> <li>• Shapes and volumes are readable on an acceptable level.</li> </ul>	<ul style="list-style-type: none"> <li>• Shapes and volumes can be discerned after examination and/or explanation.</li> </ul>	<ul style="list-style-type: none"> <li>• Shapes and volumes cannot be discerned.</li> <li>• Models are amorphous.</li> </ul>
<b>Model for UV Unwrap and texture.</b>	<b>20%</b>	<ul style="list-style-type: none"> <li>• Shows a high ability to model with the UV Unwrap in mind.</li> <li>• Models can easily be unwrapped.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows a good ability to model with the UV Unwrap in mind.</li> <li>• Models can easily be unwrapped.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows an acceptable ability to model with the UV Unwrap in mind.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows a less than basic ability to model with the UV Unwrap</li> </ul>	<ul style="list-style-type: none"> <li>• Shows little or no ability to model with the UV Unwrap in mind.</li> </ul>
<b>Model for Animation</b>	<b>20%</b>	<ul style="list-style-type: none"> <li>• Shows a high ability to model and organize polygons with the rig and animation in mind.</li> <li>• Models will deform properly.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows a good ability to model and organize polygons with the rig and animation in mind.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows acceptable ability to model and organize polygons with the rig and animation in mind.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows a less than basic ability to model and organize polygons with the rig and animation in mind.</li> </ul>	<ul style="list-style-type: none"> <li>• Shows little or no ability to model and organize polygons with the rig and animation in mind.</li> </ul>

## 6th Quarter Portfolio Animation Rubric for Online GAD

Category	% of Total Grade	Letter Grade				
		A	B	C	D	F
<b>Rigging</b>	<b>30%</b>	<ul style="list-style-type: none"> <li>• Animation systems are efficient and easy to control to a high degree.</li> <li>• The meshes are rigged with the minimum possible or no artifacts.</li> <li>• Correct and purposeful placement of joints.</li> <li>• Joints are functional and appropriately placed.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation systems are efficient and easy to control.</li> <li>• meshes are rigged with very few artifacts.</li> <li>• Correct joint placement and construction.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation systems are readable and usable on a basic level.</li> <li>• The meshes are rigged with an acceptable number of artifacts.</li> <li>• Joints are functional, with minor artifacts.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation systems are usable with difficulty</li> <li>• The meshes are rigged with a significant number of artifacts, but usable.</li> <li>• Joints are barely functional, with significant artifacts.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation systems are not usable.</li> <li>• The meshes are rigged with artifacts and are unusable.</li> <li>• Joints are incorrectly placed and are not functional.</li> </ul>
<b>Timing</b>	<b>20%</b>	<ul style="list-style-type: none"> <li>• Demonstrates a high order understanding of timing.</li> <li>• Correct and dynamic.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a good understanding of timing.</li> <li>• Correct.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of timing.</li> <li>• Average depiction of speed.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a little, but basically functional understanding of timing.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of timing.</li> </ul>
<b>Weight</b>	<b>20%</b>	<ul style="list-style-type: none"> <li>• Demonstrates a complete or near complete functional understanding of weight and movement.</li> <li>• Correct and dynamic.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a good functional understanding of weight and movement.</li> <li>• Correct.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a basically functional understanding of weight and movement.</li> </ul>	<ul style="list-style-type: none"> <li>• a poor but moderately functional understanding of weight and movement.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrates a very little or no functional understanding of weight and movement.</li> </ul>
<b>Quality of Motion</b>	<b>30%</b>	<ul style="list-style-type: none"> <li>• Animation is very smooth.</li> <li>• High attention to applying principles of animation.</li> <li>• Accurate and dynamic depiction of motion.</li> <li>• Animation is expressive and communicates more than just proper motion.</li> <li>• Excellent use of keyframes.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation is smooth.</li> <li>• Good attention to applying principles of animation.</li> <li>• Accurate depiction of motion and/or emotion.</li> <li>• Good use of keyframes.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation is mostly smooth, but shows jerkiness.</li> <li>• Adequate attention to applying principles of animation.</li> <li>• Adequate depiction of motion and/or emotion.</li> </ul>	<ul style="list-style-type: none"> <li>• Animation is jerky and lacks smoothness, but is barely readable.</li> <li>• Rudimentary application of principles of animation.</li> <li>• Poor, but functional, use of keyframes</li> </ul>	<ul style="list-style-type: none"> <li>• Animation is jerky and not readable.</li> <li>• Shows no functional application of principles of animation.</li> <li>• Nonfunctional or no use of keyframes.</li> </ul>