Computer Modeling (425)

Judge Number

$\qquad$ Contestant Number $\qquad$

## Technical Scoring Rubric

| Contestant Violated the Copyright and/or Fair <br> Use Guidelines | $\square$ Yes (Disqualification) | $\square$ No |
| :--- | :--- | :--- |
| If yes, please stop scoring and provide a brief reason for the disqualification below: |  |  |


| Items to Evaluate | Below Average | Average | Good | Excellent | Points Awarded |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Complexity/Craftsmanship |  |  |  |  |  |
| Profile (not to exceed 1 page) <br> Developed from research following prompt <br> Goals and artistic vision developed for scene/model <br> Provides rationale for submission <br> Portrays personality, era, appropriate details | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Grammar, Spelling, Punctuation, and Usage Content without errors/No copyright violations | $\begin{gathered} \hline 5 \\ \text { (3+ } \\ \text { errors) } \end{gathered}$ | $\begin{gathered} 10 \\ \text { (2 errors) } \end{gathered}$ | $\begin{gathered} 15 \\ (1 \text { error }) \end{gathered}$ | $\begin{gathered} 20 \\ \text { (0 errors) } \end{gathered}$ |  |
| Concept Art developed to support prototype | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Prototypes developed | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Innovative use of technology, advanced techniques | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Model/Scene is realistic and/or supports goals <br> Model/Scene completed according to established goals for project | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Materials, Lighting, and Finishes support project plan with consistency | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Final model shown at a variety of angles/views | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Accuracy and/or attention to detail was evident | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Graphics developed are original and depict and/or increase dramatic or entertainment value of scenario or prompt given | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Total Complexity/Craftsmanship Points (200 points maximum) |  |  |  |  |  |
| Composition |  |  |  |  |  |
| Execution of Plan <br> Depth of research <br> Goals/Concept art/Prototypes developed and shared | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Artistic Layout/Design Principles <br> Aesthetic consistent use of colors, textures, lighting, and finishes | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Total Composition Points (40 points maximum) |  |  |  |  |  |
| Creativity |  |  |  |  |  |
| Work is original Fresh ideas, innovative, unique | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Model/Scene effectively fulfills project goals | 1-5 | 6-10 | 11-15 | 16-20 |  |
| WOW factor! Model/Scene exceeds expectations | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Model/Scene is visually appealing, has personality, matches profile, and fits prompts/scenario | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Consistent, aesthetic use of colors | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Total Creativity Points ( 100 points maximum) |  |  |  |  |  |
| TOTAL TECHNICAL POINTS ( 340 points maximum) |  |  |  |  |  |

