

## **Computer Modeling (425)**

Judge Number \_\_\_\_\_

Contestant Number \_\_\_\_\_

## **Technical Scoring Rubric**

Contestant Violated the Copyright and/or Fair Use Guidelines	□ Yes (Disqualification)	🗆 No		
Free places stop seeming and provide a brief reason for the disquelification below.				

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)						
Developed from research following prompt						
Goals and artistic vision developed for scene/model	1-5	6-10	11-15	16-20		
Provides rationale for submission						
Portrays personality, era, appropriate details						
Grammar, Spelling, Punctuation, and Usage	5	10	15	20		
Content without errors/No copyright violations	(3+	(2 errors)	(1 error)	(0 errors)		
	errors)					
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	1-5	6-10	11-15	16-20		
Model/Scene completed according to established goals for project						
Materials, Lighting, and Finishes support project plan with	1-5	6-10	11-15	16-20		
consistency						
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	1-5	6-10	11-15	16-20		
or entertainment value of scenario or prompt given						
Total Complexity/Craftsmanship Points (200 points maximum)						
Composition		- · ·	-			
Execution of Plan	1-5	6-10	11-15	16-20		
Depth of research						
Goals/Concept art/Prototypes developed and shared						
Artistic Layout/Design Principles	1-5	6-10	11-15	16-20		
Aesthetic consistent use of colors, textures, lighting, and finishes						
	maximum)					
Creativity						
Work is original	1-5	6-10	11-15	16-20		
Fresh ideas, innovative, unique						
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,	1-5	6-10	11-15	16-20		
and fits prompts/scenario	-		-			
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)						
IUTAL LECHNICAL PUINTS (540 points maximum)						