

Computer Modeling (S) (425)

Judge Number	Contestant Number	
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Technical Scoring Rubric

Contestant Violated the Copyright and/or Fair Use

Guidelines Copyright and/or Fair Use		☐ Yes (Disqualification)		□ No			
If yes, please stop scoring and provide a brief reason for	For the disqualification below:						
if yes, please stop scoring and provide a orier reason to	or the disquain	neation below	•				
Contestant followed topic	ed topic			☐ No (Disqualification)			
Contestant form we topic		☐ 1 <i>C</i> 3		□ No (Disquai		ileation)	
Items to Evaluate		Below Average	Average	Good	Excellent	Points Awarded	
Contestant submitted the correct information and in the	correct forma	ıt.					
• <u>Individual Entry Form</u> (must be keyed but does not have to be signed for pre-submission) AND <u>Release</u>							
Form(s) (must be keyed but does not have to be signed for pre-submission) in one combined .pdf							
document							
All points or none are awarded by the technical judge.							
Complexity/Craftsmanship							
Profile (not to exceed 1 page)							
Developed from research following prompt			. 10		1.5.20		
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		(3+ errors)	(2 errors)	(1 error)	(0 errors)		
Concept Art developed to support prototype		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		1-3	0-10	11-13	10-20		
Model/Scene completed according to established goals fo	r project	1-5	6-10	11-15	16-20		
Materials, Lighting, and Finishes support project plan wit							
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 increas	e dramatic or	1.5	c 10	11 15	16.20		
entertainment value of scenario or prompt given		1-5	6-10	11-15	16-20		
Total Complexity/Craftsmanship (180 points maximum)							
Composition				F			
Execution of Plan			1	1	1		
Depth of research		1-5	6-10	11-15	16-20		
Goals/Concept Art/Prototypes developed and shared		1 3	0 10	11 13	10 20		
Artistic Layout/Design Principles					44.50		
Aesthetic consistent use of colors, textures, lighting, a	and finishes	1-5	6-10	11-15	16-20		
Total Composition Points (40 points maximum)							
Creativity							
Work is original		1.5	6.10	11 15	16.20		
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, match	es profile,	1-5	6-10	11-15	16-20		
and fits prompts/scenario				11.15	10 20		
Total Creativity Points (80 points maximum)							
TOTAL TECHNICAL POINTS (310 points maximum)							