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| **FINAL ASSESSMENT**Now that you’ve developed a repertoire of modeling techniques within Blender, it’s time to put your skills to the test by modelling a 3D object of your choosing. There are really only 2 restrictions:1. It must be found in a room
2. It must be approximately the same complexity level as the Alarm Clock tutorial
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|  | **Mark (5)** | **Feedback** |
| **Object Quality*** Model contains an appropriate level of complexity (multiple parts, materials, and tool applications)
* Model has been generated via polygonal modelling in Edit Mode
* Model’s overall appearance is neat, polished, and well-proportioned
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| **Tool Usage*** The smoothing tool is used to effectively smooth the object
* Extrude, inset, subdivide, bisect, knife, and loop cut and slide tools have been used to clean up and customize your model
* Modifiers (subdivision surface, bevel, solidify) have been used to enhance the model’s appearance
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| **Material Application*** Materials have been applied and adjusted to add realistic textures, colours, and shading
* Either UV Mapping or Mixed Shading (in the materials panel) is utilized
* Materials enhance the model’s real-life appearance
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| **Rendering Process*** Object is rendered using the Cycles Render and rendering options (samples) have been adjusted to produce a high-quality 2D product
* Emission lighting or point lighting has been applied and adjusted (in terms of brightness and placement) to effectively illuminate the object and produce shadows
* Camera angle is appropriately placed to provide the best possible render (i.e. the entire model appears in the render in an angle that showcases all key characteristics)
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| **Peer Critique*** Relevant, balanced, and detailed peer-assessment has been performed before and after modeling
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| **Self Critique*** Relevant, balanced, and detailed self-assessment has been performed before and after modeling
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| **Total Mark:** |  |  |