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| **Criteria** | **Mark: 0-5** | **Feedback** |
| Project Proposal   * A brief proposal has been typed up and approved by Ms. Hammond prior to creating your model. This proposal included: * Description of the model * Description of materials you plan to apply * Description of the objects and tools you plan to use | **/5** |  |
| 3D Object (x2)   * A minimum of **3 different Primitive** Mesh objects have been combined logically and creatively within your model * Appropriate **tools and procedures** learned in the Robot tutorial have been applied to your object – such as navigating 3D space, and using the move/scale/rotate commands * The model’s **overall appearance** is neat, polished, and well-proportioned | **/10** |  |
| Materials   * Materials have been applied and adjusted to add eye-catching **colour and shading** to the model * Materials suit either the model’s **real-life appearance**, or enhance its lack of realistic-ness (in the case of a fictional or imaginary model) | **/5** |  |
| Rendering   * Object is rendered using the **Blender Render** rendering engine, and the rendering options have been adjusted to ensure the best 2D product * Best choice of **lighting** has been used, and placed at the appropriate level and angle to illuminate the object in the render * **Camera angle** is appropriate for rendering the best possible 2D image of the model (i.e. the entire model appears in the render, at an angle that showcases all of its key characteristics) | **/5** |  |
| Printability   * Model is watertight – there are no holes * Model is structurally sound – all separate parts of the model overlap significantly, and are thick enough to produce a stable print * There is no significant overhang that could result in breakage during the print | **/5** |  |
| **Total Mark 🡪 /30** | **%** |  |

Object Mode: Primitive Mesh Model Assignment