

**CMP2003 3D Modelling Assessment 2 "Character Modelling" Weighting 50%**

Learning Outcomes	Assessment Criteria	Fail	3	2.2	2.1	1
[LO2] employ appropriate modelling methods in the production of a prescribed scene;	Produce an Economical, Efficient and Animation-Ready 3D Character Model	The solution fails to meet the basic brief requirements and has failed to recognised the technical restrictions.	The model is posed and reasonably textured but there are several issues due to impractical construction methods and polygon levels. There is a poor distribution of polygons and an imbalance to the model.	The model uses the polygon count efficiently and uses textures effectively in areas. Some animation constraints are evident in the rigging and the character may appear to be disproportional.	The model meets the majority of the requirements of the brief but there are some issues of economy, efficiency and animation constraints.	The model meets all of the requirements of the brief. It is constructed efficiently within the 1500-3000 polygon limit. Quality textures are employed throughout the model. There is a clear relationship between the initial design and completed model. The character is well proportioned, fully rigged and weighted. The character is animation-ready.
[LO3] apply textures and lighting effects to objects within a 3D scene;						