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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 | | |
|  | **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 |  |  |
| **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 |  |  |
| **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 |  |  |
| **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) |  |  |
| **Peer Critique**   * Relevant, balanced, and detailed peer-assessment has been performed before and after modeling |  |  |
| **Self Critique**   * Relevant, balanced, and detailed self-assessment has been performed before and after modeling |  |  |
| **Total Mark:** |  |  |