

Materials and Lighting Rubric: Hard-Surface Final

	% Weight	1 = Unacceptable	2 = Limited	3 = Developing	4 = Proficient	5 = Exemplary	Your Score
Surface Materials	50%	Surfaces in general look computer generated. Several shading parameters and/or details are untuned or not defined at all.	Many surfaces fall short of hyperrealistic. Shading parameters are defined but not tuned based on real-life counterparts. Several expected details are missing or are unrealistically implemented.	Surfaces approach realism in some areas, but there is a general lack of fine tuning of shading parameters. Some expected details are in place.	Many surfaces are photo-realistic to hyper-realistic. Material parameters are controlled based on real-life counterparts with minor exception on some surfaces. Most expected details are in place.	Surfaces are photo-realistic to hyper-realistic. Color, roughness, shininess, reflectivity, opacity, and other parameters are defined and carefully tuned based on their real life counterparts. All expected details (based on reference images) are in place.	3
Lighting	45%	Lighting is unrealistic throughout and contains several artifacts.	Lighting is generally unrealistic with several distracting artifacts such as overly sharp shadows, out-of-balance dynamic range, splotchy lighting, etc.	Lighting approaches photorealistic in some areas. Artifacts detract from the realism to some extent. The light scheme presents the subject in a plain way.	Lighting is nearly photorealistic with only minor evidence of artifacts (such as splotchy lighting, grainy occlusion, or overly hard shadows). The light scheme presents the subject clearly.	Lighting is photorealistic, incorporating proper indirect illumination, occlusion, etc. The light scheme presents the subject clearly and dynamically.	2
Professionalism	5%	Two or more project requirements are not followed or not all required assets are submitted.		One project requirement is not followed (e.g. folder naming or image file format), though all required assets are submitted (no more, no less).		All project requirements (as specified in the project outline) are adhered to without deviation. This includes submitting exactly the required assets (no more, no less) and following all technical specs.	3

Strengths: The environment has a nightclub feel, through the use of dim and colorful lighting. Some surfaces (such as chrome and vinyl) are taking on visual characteristics of their real-life counterparts. The under-the-bar lighting provides a nice focal point.

Areas for Improvement: The lighting is too dark overall, making the images difficult to read. Some surfaces look overly plastic. It is unclear what material the floor is meant to be. Many glasses/bottles appear to be opaque black. The skyline wallpaper is blurry and stretched and lacks lighting cues, creating a vertigo effect. There are noise artifacts in most of the lighting. The source of the lighting is unclear in many areas. Images are not 1280x720 pixels as specified in the project document.

Rubric score:	2.6
Associated percentage:	70%
Letter grade:	C-