# Student Evaluation

## Assignment

<table>
<thead>
<tr>
<th></th>
<th>Focus (4)</th>
<th>Tools (4)</th>
<th>Design (4)</th>
<th>Creativity (4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lighting - Midday</td>
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<tr>
<td>2</td>
<td>Lighting - Sunset</td>
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<td>3</td>
<td>Lighting - Cloudy</td>
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<td>4</td>
<td>Lighting - Moonlight</td>
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<td>5</td>
<td>Lighting - Dappled</td>
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<tr>
<td>6</td>
<td>Lighting - Stained Glass</td>
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<tr>
<td>7</td>
<td>Lighting – Mental Ray Daylight (Lighthouse)</td>
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</tr>
<tr>
<td>8</td>
<td>Atmosphere</td>
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<tr>
<td>9</td>
<td>Camera Effects</td>
<td></td>
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<tr>
<td>10</td>
<td>Apple (extended surfacing)</td>
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<tr>
<td>11</td>
<td>Teapot Unwrap UVW</td>
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<tr>
<td>12</td>
<td>Trench (normal mapping)</td>
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<tr>
<td>13</td>
<td>Pillar (ZBrush)</td>
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<tr>
<td>14</td>
<td>Project 5 – Final Project</td>
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### Project Details

- **Project 1 – Cabin** (outdoor lighting)
- **Project 2 – Bedroom** (indoor lighting)
- **Project 3 – Mad Scientist** (effects)
- **Project 4 - Vehicle** Unwrap UVW
- **Project 5 – Final Project**

## Point Totals

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td></td>
<td>Sub-Total</td>
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## FINAL GRADE

<table>
<thead>
<tr>
<th></th>
<th>0/180</th>
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<tbody>
<tr>
<td>A</td>
<td>(89.5% and up)</td>
</tr>
<tr>
<td>B</td>
<td>(79.5% to 89.4%)</td>
</tr>
<tr>
<td>C</td>
<td>(69.5% to 79.4%)</td>
</tr>
<tr>
<td>D</td>
<td>(59.5% to 69.4%)</td>
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<tr>
<td>F</td>
<td>(59.4% or less)</td>
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</tbody>
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<p>| | |</p>
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>Your Total Points</td>
<td></td>
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<tr>
<td>Percentage</td>
<td></td>
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<tr>
<td>Letter Grade</td>
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</table>
01) Lighting: Basics - MIDDAY
Using the provided scene set up lights to recreate lighting for the different times of day.

Focus
☐ Student worked hard in/out of class
☐ Student completed the work on time
☐ Student followed directions
☐ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☐ Student successfully created a DIRECT light for the sun
☐ Student successfully created a SKY light for the sky
☐ Student successfully modified the intensity and color of the light to create MIDDAY light
☐ Student successfully named all the lights in their scene
☐ Student rendered their scene and posted the image to their blog
☐ Student included a screenshot showing they NAMED all their lights

_______ / 4 points

_______ / 8 points Total

02) Lighting: Basics - SUNSET
Using the provided scene set up lights to recreate lighting for the different times of day.

Focus
☐ Student worked hard in/out of class
☐ Student completed the work on time
☐ Student followed directions
☐ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☐ Student successfully created a DIRECT light for the sun
☐ Student successfully created a SKY light for the sky
☐ Student successfully modified the intensity and color of the light to create SUNSET light
☐ Student successfully named all the lights in their scene
☐ Student rendered their scene and posted the image to their blog
☐ Student included a screenshot showing they NAMED all their lights

_______ / 4 points

_______ / 8 points Total
03) **Lighting: Basics - CLOUDY**
Using the provided scene set up lights to recreate lighting for the different times of day.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

______/ 4 points

**Craftsmanship & Technique**
- Student successfully created a DIRECT light for the sun
- Student successfully created a SKY light for the sky
- Student successfully modified the intensity and color of the light to create CLOUDY light
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the image to their blog
- Student included a screenshot showing they NAMED all their lights

______/ 4 points

______/ 8 points Total

04) **Lighting: Basics - MOONLIGHT**
Using the provided scene set up lights to recreate lighting for the different times of day.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

______/ 4 points

**Craftsmanship & Technique**
- Student successfully created a DIRECT light for the MOON
- Student successfully created a SKY light for the sky
- Student successfully modified the intensity and color of the light to create MOONLIGHT
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the image to their blog
- Student included a screenshot showing they NAMED all their lights

______/ 4 points

______/ 8 points Total
05) Lighting: Basics - DAPPLED
Using the provided scene set up lights to recreate lighting for the different times of day.

Focus
☑ Student worked hard in/out of class
☑ Student completed the work on time
☑ Student followed directions
☑ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☑ Student successfully created a DIRECT light for the sun with a PROJECTION MAP to give the illusion of DAPPLED LIGHT
☑ Student successfully created a SKY light for the sky
☑ Student successfully modified the intensity and color of the light to create DAPPLED light
☑ Student successfully named all the lights in their scene
☑ Student rendered their scene and posted the image to their blog
☑ Student included a screenshot showing they NAMED all their lights

_______ / 4 points

_______ / 8 points Total

06) Lighting: Basics - STAINED GLASS
Using the provided scene set up lights to recreate lighting for the different times of day.

Focus
☑ Student worked hard in/out of class
☑ Student completed the work on time
☑ Student followed directions
☑ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☑ Student successfully created a DIRECT light for the sun with a PROJECTION MAP to give the illusion of light filtering through STAINED GLASS
☑ Student successfully created a SKY light for the sky
☑ Student successfully modified the intensity and color of the light to create STAINED GLASS
☑ Student successfully named all the lights in their scene
☑ Student rendered their scene and posted the image to their blog
☑ Student included a screenshot showing they NAMED all their lights

_______ / 4 points

_______ / 8 points Total
P1) Cabin
Using the provided scene, add a camera and light the cabin with environment lights. Once you've lit the scene, then light it a 2nd time using the DAYLIGHT system.

Focus
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
  - Created ENVIRONMENT lights
  - Created a DAYLIGHT system & re-rendered their scene
- Student made effort to meet objectives

_____ / 4 points

Design
- Student successfully used the Design Principles to communicate the emotional mood and time of day for their lighting

_____ / 4 points

Craftsmanship & Technique
- Student successfully added and transformed the lights in the scene
- Student successfully balanced the color and light intensities to create
- Student successfully managed the shadow's degree of DIFFUSE or SPECULAR edges using the map size and the sample settings
- Student successfully added a DAYLIGHT system and adjusted the settings to get the time of day they wanted
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the images to their blog
  - ENVIRONMENT lights
  - DAYLIGHT light system
- Student included a screenshot showing they NAMED all their lights

_____ / 4 points

Creativity, Independence & Problem Solving
- Student tried a more complex lighting setup
- Student made corrections on their own, independent of the instructor
- Student transferred lecture concepts to the assignment
- Student found a unique solution to their problems

_____ / 4 points

_____ / 16 points Total
07) **Lighting: Mental Ray & Daylight**
Using the provided scene and the MENTAL RAY rendering engine, set up lights to simulate DAYLIGHT.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

**Craftsmanship & Technique**
- Student successfully created a camera
- Student successfully created an ARCH material and applied it to the scene
- Student successfully changed the rendering engine to MENTAL RAY
- Student successfully created a DAYLIGHT system
- Student successfully adjusted the DAYLIGHT settings to change the time of day
- Student successfully adjusted the EXPOSURE settings
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the image to their blog
- Student included a screenshot showing they NAMED all their lights

_______ / 4 points

_______ / 8 points Total
P2) Bedroom
Using the provided scene, add a camera and light the room with environment light. You can use the outside natural light, as well as the the inside artificial lights from the computer screen, the overhead lamp, and the bedside lamp. Once you’ve lit the scene, then using the professional technique of "3-Point" lighting, add "KEY" "FILL" and "RIM/BACK" lights to BOOST light on one of the 3D objects in the scene.

Focus
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
  - Created ENVIRONMENT lights first
  - Created 3-Point Lights to boost the effect of the ENVIRONMENT lights
  - Created a DAYLIGHT system & re-rendered their scene
- Student made effort to meet objectives
  _______ / 4 points

Design
- Student successfully used the Design Principles to communicate the emotional mood and time of day for their lighting
  _______ / 4 points

Craftsmanship & Technique
- Student successfully added and transformed the lights in the scene
- Student successfully balanced the color and light intensities to create
- Student successfully managed the shadow’s degree of DIFFUSE or SPECULAR edges using the map size and the sample settings
- Student successfully added a DAYLIGHT system and adjusted the settings to get the time of day they wanted
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the images to their blog
  - ENV
  - 3pt
  - DAYLIGHT
- Student included a screenshot showing they NAMED all their lights
  _______ / 4 points

Creativity, Independence & Problem Solving
- Student tried a more complex lighting setup
- Student made corrections on their own, independent of the instructor
- Student transferred lecture concepts to the assignment
- Student found a unique solution to their problems
  _______ / 4 points

_______ / 16 points Total
08) Rendering: Atmosphere
Using the provided scene add fog (standard, layered, and volumetric), and volumetric light.

Focus
☐ Student worked hard in/out of class
☐ Student completed the work on time
☐ Student followed directions
☐ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☐ Student successfully created a standard fog effect
☐ Student successfully created a layered fog effect
☐ Student successfully created a gizmo + volumetric fog effect
☐ Student successfully created a volumetric light effect
☐ Student successfully named all of their effects
☐ Student rendered each effect and posted the images to their blog
☐ Student included a screenshot showing they NAMED all the effects & gizmos

_______ / 4 points

_______ / 8 points Total

09) Rendering: Camera Effects
Using the provided scene add fog (standard, layered, and volumetric), and volumetric light.

Focus
☐ Student worked hard in/out of class
☐ Student completed the work on time
☐ Student followed directions
☐ Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
☐ Student successfully created a standard fog effect
☐ Student successfully created a layered fog effect
☐ Student successfully created a gizmo + volumetric fog effect
☐ Student successfully created a volumetric light effect
☐ Student successfully named all of their effects
☐ Student rendered each effect and posted the images to their blog
☐ Student included a screenshot showing they NAMED all the effects & gizmos

_______ / 4 points

_______ / 8 points Total
P3) Mad Scientist’s Lab
Using the provided scene, add a camera and light the room to create an emotional MOOD. Use DOF, BOKEH, and ATMOSPHERE to help tell your story.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
  - Created ENVIRONMENT lights first
  - Created 3-Point Lights to boost the effect of the ENVIRONMENT lights
  - Created a DAYLIGHT system & re-rendered their scene
- Student made effort to meet objectives

_______ / 4 points

**Design**
- Student successfully used the Design Principles to communicate the emotional mood and time of day for their lighting

_______ / 4 points

**Craftsmanship & Technique**
- Student successfully added and transformed the lights in the scene
- Student successfully balanced the color and light intensities to create
- Student successfully managed the shadow’s degree of DIFFUSE or SPECULAR edges using the map size and the sample settings
- Student successfully created a BOKEH effect
- Student successfully created a VOLUMETRIC LIGHT effect
- Student successfully created a FOG effect
- Student successfully named all the lights in their scene
- Student rendered their scene and posted the image to their blog
- Student included a screenshot showing they NAMED all their lights & effects

_______ / 4 points

**Creativity, Independence & Problem Solving**
- Student tried a more complex lighting setup
- Student made corrections on their own, independent of the instructor
- Student transferred lecture concepts to the assignment
- Student found a unique solution to their problems

_______ / 4 points

_______ / 16 points Total
10) **Surfacing - APPLE**
Using the provided scene create surfaces for each object using blending, vertex paint, and tiling textures.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

**Craftsmanship & Technique**
- Student successfully used the VERTEX PAINT modifier
- Student successfully used the VERTEX COLOR map to use the VPaint info
  - Student successfully used BLEND material to blend the materials together
- Student successfully created a TILING TEXTURE in Photoshop & used it in their scene
- Student rendered the scene and posted the image to their blog
- Student included a screenshot showing they NAMED all the materials and maps

_______ / 4 points

_______ / 8 points Total

11) **Surfacing – TEAPOT UNWRAP**
Unwrap a TEAPOT primitive and create a texture map for it using photographs, masking and layers in PHOTOSHOP

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

**Craftsmanship & Technique**
- Student successfully unwrapped the teapot model
- Student successfully created an AO map for the teapot
- Student successfully used Photographs of materials in PHOTOSHOP to mask the images into all areas of the teapot
- Student rendered the scene and posted the image to their blog
- Student included a screenshot showing they NAMED all the materials and maps

_______ / 4 points

_______ / 8 points Total
Student Evaluation

12) Surfacing - TRENCH
Create a high resolution model and project it onto the provided low resolution model to generate Ambient Occlusion and Normal maps. Apply the new maps to the low resolution model.

Focus
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
- Student successfully unwrapped the low resolution model
- Student successfully created high resolution geometry
- Student successfully projected the high model to the low model to create AO and Normal Maps
- Student successfully applied the AO and NORMAL maps to the low resolution model
- Student rendered the scene and posted the image to their blog
- Student included a screenshot showing they NAMED all the materials and maps

_______ / 4 points

_______ / 8 points Total
P4) **Surfacing – VEHICLE (TRUCK)**
Using the provided model & scene, create one final image. Surface the CYCLOPS using ZBrush or PAINTED TEXTURES or both. Pose him, add a camera and light the scene for the maximum emotional impact.

**Focus**
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

**Design**
- Student successfully used the Design Principles to communicate the emotional mood and time of day for their character’s scene

_______ / 4 points

**Craftsmanship & Technique**
- Student successfully surfaced their character
- Student successfully added and transformed the lights in the scene
- Student successfully balanced the color and light intensities to create mood
- Student successfully created rendering effects to create mood
- Student successfully named all the lights, effects, materials and maps in their scene
- Student rendered their scene and posted the image to their blog
- Student included a screenshot showing they NAMED all their lights & effects

_______ / 4 points

**Creativity, Independence & Problem Solving**
- Student tried a more complex surface & lighting setup
- Student made corrections on their own, independent of the instructor
- Student transferred lecture concepts to the assignment
- Student found a unique solution to their problems

_______ / 4 points

_______ / 16 points Total
Student Evaluation

13) Surfacing - ZBRUSH
Using the provided model, generate displacement and diffuse maps using ZBrush.

Focus
- Student worked hard in/out of class
- Student completed the work on time
- Student followed directions
- Student made effort to meet objectives

_______ / 4 points

Craftsmanship & Technique
- Student successfully used the VERTEX PAINT modifier
- Student successfully used the VERTEX COLOR map to use the VPaint info
  - Student successfully used BLEND material to blend the materials together
- Student successfully created a TILING TEXTURE in Photoshop & used it in their scene
- Student rendered the scene and posted the image to their blog
- Student included a screenshot showing they NAMED all the materials and maps

_______ / 4 points

_______ / 8 points Total