



The 3D modeling Challenge Scoring Rubric

Name: _____ Level: I or II (circle one) School: _____

Dream It; Create It; a 3D Model of a “Future Vehicle” or “future form of transportation”. The competition is designed to promote the creation of new and innovative graphic representation of an innovative new form of transportation (land, sea or air) using any 3D modeling software at their disposal.

Rules: Entries may create their model using any 3D modeling software at their disposal, kick in their imagination, creativity and originality and create a 3d model that meets the criteria stated in the current theme. The model must be created specifically for the challenge and of your own creation, this also means you may NOT use existing components, standard shapes or models from a library or 3D warehouse.

Requirements

The model should include some sort of ground plane, or optionally a more complicated ground surface or solid showing site topography.

Entries should print at least 2 - 8-1/2”x11” perspective views of their model (e.g. bird's-eye views or Worms - eye views) Color or Black and white. Hidden lines should removed for clarity and shall be mounted securely on a Matte Board

A CD with the file in its original format and in .Jpg format should be included with the prints. (Inventor, Sketch-up, Maya, etc.)

Judging:

1 st Glance Value - Overall Impression	(20 – 25)	_____
Creativity - Originality	(20 – 25)	_____
Visual appeal; - Context - Use Of Color - Light	(20 – 25)	_____
Presentation and Appearance:	(10 – 15)	_____
Choice of Subjects: Compelling	(7 – 10)	_____
Symmetry - Composition - Framing - Perspective - Proportions	(7 – 10)	_____
Composition - Use Of Lines - Angles	(7 – 10)	_____
Print Quality -	(7 – 10)	_____
Point of View: Common - Unusual	(7 – 10)	_____
Background/Foreground/Sky: Enhancing - Distracting - Minimal	(7 – 10)	_____
Rules Violations: Deduction (<i>varies based on severity</i>)	(0 to -25)	_____

Total _____ / 150 pts. possible