ANGD 2341
Period Styles
Project Grading Checklist

Student Name:		Date:
Project Title:		Furniture / Costume / Architecture / Full Scene Project

	Score:	Comments:
Accuracy (Are the proportions or the forms and textures exact? Are the textures accurate to the research? If the project is a costume, are the seams, buttons, stitching, etc. in the appropriate places and an accurate scale? Do the textures reflect color and tactile features (there needs to be color, roughness, etc.)? Is it clear what the fabrics are? Does the wood grain run the right direction? Can we see the story of construction, environment, and use of the piece through the textures)?	___/ 7 (Furniture/Costume) ___/ 10 (Architecture) ___/ 28 (Full Project)	
Presentation Is the project well lit, well rendered, ready for a portfolio?	___/ 2 (Furniture/Costume) ___/ 3 (Architecture) ___/ 8 (Full Project)	
Usability Is the project retopologized to be film/game ready?	___/ 1 (Furniture/Costume) ___/ 2 (Architecture) ___/ 4 (Full Project)	
Total Score		
Complexity Multiplier		
Grade: (Score x Multiplier)		