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| **AREA** | **NOT PROFICIENT** | **PROGRESSING** | **PROFICIENT** | **MASTERY** |
| **Presentation and understanding (25%)**  Did the student(s) demonstrate a solid understanding of the software for project development? | No understanding of the software for project development.  (nerves do not count against the student) | Some understanding of the basic use of the software for project development.  (nerves do not count against the student) | Competence in the use of software for project development.  (nerves do not count against the student) | Mastery in the understanding of use of software for project development. |
| **Documentation (10%)**  Did the student document non-student produced materials? | No required permissions present. | Some required permissions included, but not all. | Most required permissions included. | **ALL** required permissions present **OR** no permissions needed. |
| **Software Usage (5%)**  Was the software suitable for the project? | Software used was not appropriate for the project. | Some of the software used was appropriate for the project. | Software used was appropriate and enhanced the project. | Mastery in the choice and use of software to enhance the project. |
| **Project Design and Purpose (40%)**  Do all elements of the project work together for intended purpose?  How well does the project use lighting and shadow techniques? | Colors, textures and shapes do not work well together. Could be missing lighting or shadows needed. | Some attempt has been made to coordinate colors, textures and shapes. Some attempt has been made to use lighting and shadow techniques to highlight the project. Needs more realistic effect. | Colors, textures and shapes have been carefully chosen to lend realism to the project. Student expanded the use of lighting and shadow techniques in their project but could use more for effect. Project is close to realism. | Mastery in the choice of colors, textures and shapes to create realistic images. Mastery in the use of lighting and shadow techniques in the project. Realistic model as finished product. |
| **Creativity (20%)**  Did student(s) use a higher level of  creativity throughout the design process  and oral presentation? | Minimal levels of creativity  shown in the project design  and oral presentation. | Students display lower levels of creativity in the design  process | Student displays a higher level of creativity throughout the entire design process. The overall development is  well-planned  and creative. | Student displays a highest level of creativity throughout the  entire design process. The overall development is unique,  well-planned,  and creative. |
| **Comments:** | | | | |

This category is defined as any original artwork that has been created and can be modeled in three dimensions. Software may include, but not limited to, Maya, AutoCad, Sketch Up, GollyGee Blocks and Light Wave.