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| Category | Excellent – 5 | Good – 4 | Average – 3 | Below Average 2-0 |
| Blender Basics | Demonstrates excellent understanding and use of basic blender skills | Demonstrates very good understanding and use of basic blender skills | Demonstrates average understanding and use of basic blender skills | Demonstrates below average understanding and use of basic blender skills |
| Modeling Techniques | Uses various shapes and modifications to create interesting and realistic models | Uses various shapes and modifications to create interesting and but not overly realistic models | Uses few shapes and modifications to create models. Model is either uninteresting or unrealistic | Uses little to no modifications in creating model |
| Materials/Textures | Excellent use of materials. Colors are well chosen and applied throughout model. Textures are used very well to enhance quality of model | Good use of materials. Some different colors are used throughout the model. Attempts are made at using textures | Average use of materials. Only one or two materials are used in total. Textures are not used | Materials are not used. Object is left as default grey. |
| Animation | Animation is very well done and uses different techniques. Attempts are made at animating lights or other objects | Animation is well done and uses some different techniques. | Animation is very basic. Only simple techniques are used. Does not meet required time frame. | Animation is not attempted or is very poor |
| Lighting | Lighting is used exceptionally well to enhance quality of scene | Lighting is used well to enhance quality of scene | Lighting is used but not done very well. Scene quality is worsened. | Lighting is not used beyond default lamp. |
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