|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Shapes and lines form a professional looking lamp blueprint1.5 | Final lamp render is of a professional standard, where aesthetic choices appear life-like2.5 |  |  | The rendered vehicle integrates shapes, colour, texture and shadows to produce a highly professional FINISHED model5.5 | **18-20** | **Professional** |
|  | Colour blends/tones are interwoven to produce a 3D- looking final product2.4 | Screencast explores a variety of tools/processes used to create elements of a vehicle3.4 | Summary evaluates the effectiveness of processes and tools used4.4 | The rendered vehicle integrates shapes, colour, texture and shadows to produce a highly professional but UNFINISHED model5.4 | **14-17** | **Proficient** |
| Shapes and lines are employed accurately to form a model that is ‘to scale’1.3 | A variety of colours/tones are consistently used, enhancing broad surfaces as well as detailed areas2.3 | Screencast explores a few tools and/or processes used to create elements of a vehicle3.3 | Summary elaborately describes the processes and specific tools used4.3 | Shapes, colour, texture and shadows are combined to accentuate a 3D- looking vehicle5.3 | **9-13** | **Competent** |
|  |  | Screencast captures the basic steps of creating a vehicle3.2 | Summary outlines some processes and some tools4.2 | Shapes, colour and texture are layered to illustrate a vehicle 5.2 | **6-8** | **Advanced Beginner** |
| Shapes and lines are formed to reflect the look of the lamp1.1 | Colour is blocked and appears flat 2.1 | Screencast is completed but specifications not met3.1 | Summary is minimal e.g. dot points of the basic processes/tools4.1 | Shapes and colour are used to depict a vehicle 5.1 | **1-5** | **Beginner** |
| Insufficient evidence | Insufficient evidence | Insufficient evidence | Insufficient evidence | Insufficient evidence | **0** |  |
| **Lamp proportions1** | **Lamp rendering2** | **Screencasting3** | **Screencasting written summary (50 words)4** | **Final rendered drawing5** | **Cut points** |  |
| **GENERATING & PRODUCING** | **PRODUCING** | **EVALUATING** | **PRODUCING** |  |  |