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| **MATERI DAN KRITERIA**  Materials and Criteria | | cid:image001.png@01D01602.869B3A50 |
| **PROYEK**  ***Project*** | |
| **Jurusan Teknik Informatika**  ***Computer Science Department*** | |
| BERLAKU MULAI SEMESTER GANJIL 2016/2017 ***Valid from Odd Semester Year 2016/2017*** | **Revisi : 0**  ***Revision*** |

**GAME6043 – 3D Modeling for Games**

| **Kriteria**  *Criteria* |  | **Nilai**  *Score* |
| --- | --- | --- |
| |  | | --- | | * Design Compatibility | | * Accessories | | * Scenery | | * Optimized Polygon | | * Modifiers | | * Texturing | | * Rigging | | * Animation | | * Movie | | * Switching Camera | | * Lighting | | * Compatibility | | |  | | --- | |  | |  | |  | |  | |  | |  | |  | |  | |  | | 02 | | 02 |   05 | |  | | --- | | **15** | | **06** | | **05** | | **05** | | **05** | | **15** | | **15** | | **25** | |  | |  | |  | |

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| Tanggal :  *Date* | Tanggal :  *Date* | Tanggal :  *Date* |