MARKING SCHEME

(Mark out of 100)

TASK 1 & TASK 2

- Lighting (mesh should be visible) (30 marks)
- Everything mentioned in the task should be there. (40 marks)
- Right proportions for objects.   (30 marks)

TASK 3

- All the objects should be textured. (40 marks)
- Visual appeal. (30 marks)
- Make sure correct textures are used (like wooden textures should not be used for walls). (30 marks)
- In task 3 the tutorial has a television model, but in the submitted file its okay if there is no such model.