MARKING SCHEME

(Mark out of 100)

TASK 4 [Animation]

- Motion for objects. (30 marks)
- Motion for camera. (30 marks)
- Rendered video should have fairly good quality resolution (20 marks).
- Improvisations from the animation given in the tutorial (20 marks)

TASK 5 [Rapid scene creation]

- Use of HDRI (sky shouldn't be a plane color , it should be HDRI (looks like 360 image)) (20 marks)
- Proper placement of assets . (shouldn't look duplicated) (20 marks)
   import of other Megascan assets not mentioned in the video can also be permitted .
- Proper lighting (20 marks)
- Overall Visual Appeal (40 marks)

TASK 6 [Compositing]

- Compositing output should have an effect on the rendered output from TASK 5 (both should be differentiable).(40 marks)

- Use of new compositing nodes not mentioned in the video (30 marks)

- Overall Visual Appeal (30 marks)