

GRADING POLICY for CREATURE SCULPTING

Creature Sculpting is a SoCalROC course integrated into our “Career Pathway for Film and Video Game Design”. Creature Sculpting compliments the computer based 3D animation and game engine classes in this pathway. Completion of the pathway prepares the student for entry level positions in the industry and/or placement in college and university programs.

Grading - At the completion of this course the student will be awarded one of three certificates. These certificates have value. This value will not be diluted by “grade inflation”.

- Students receiving a “C” are awarded a “Certificate of Completion”
- Students receiving a “B” are awarded a “Certificate of Competency”
- Students receiving an “A” are awarded and “Certificate of Excellence”.

All projects are graded on criteria specific to that project. These are listed on the project sheet and/or discussed in class.

It’s recognized that not all students possess the same skill level. But sculpting is a skill that with practice and study can be improved. There is a path for graduating from a grade of “C” to a “B”.

- If you receive a “C” on a project, ask the instructor how the piece can be improved. Follow the suggestions and resubmit for a new grade.
- Rather doing one example of a project, do two. But remember, quality counts; two poorly sculpted projects do not add up to a “B”.
- Show professional work habits. I teach work habits and sculpting.
- Take the extra credit voluntary “Vocabulary” test.
- Respect the rights of other students to have peaceful working environment. Class clowns should expect to receive a “C” or less.

Instructor – Mr. Schuchman