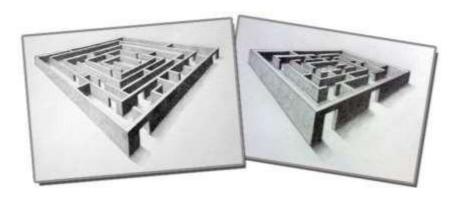
Name

3D Maze in Two Point Perspective



 $\mathsf{A1.2,\,A1.3,\;A2.1,\,A1.4,\,B1.1,\,B1.3,\,B2.2,\,C2.1}$

Criteria	Level 1 (50-59%)	Level 2 (60-69%)	Level 3(70-79%)	Level 4 (80-100%)
Knowledge and Understanding (Demonstrates understanding of twopoint perspective principles and shading techniques)	Limited understanding of perspective and shading concepts; significant errors or omissions.	Basic understanding of perspective and shading; some errors or inconsistencies.	Clear understanding of perspective and shading with minor inaccuracies.	Thorough and accurate understanding of perspective and shading concepts, demonstrating precision.
Thinking (Ability to plan and develop a creative and logical maze design using two-point perspective.)	Minimal evidence of planning or creativity; maze design is underdeveloped or lacks logic.	Some evidence of planning and creativity; maze design is basic but functional.	Effective planning and creativity evident; maze design is logical and visually interesting.	Exceptional planning and creativity; maze design is complex, innovative, and highly logical.
Communication (Clarity and accuracy of labeling, lines, and shading in representing the 3D maze)	Labels, lines, and shading are unclear or inconsistent, affecting overall presentation.	Labels, lines, and shading are somewhat clear but inconsistent, requiring improvement.	Labels, lines, and shading are clear and accurate, contributing to the overall clarity of the maze.	Labels, lines, and shading are exceptionally clear, precise, and professional, enhancing the presentation.
Application (Use of two-point perspective and shading techniques to create depth and realism).	Limited application of two-point perspective and shading; little depth or realism achieved.	Basic application of two- point perspective and shading; depth and realism are somewhat evident.	Effective application of two-point perspective and shading; depth and realism are convincingly achieved.	Advanced application of two-point perspective and shading; depth and realism are highly effective and visually striking.