NAME OF ARTIST :   **Grade: Letter (percent)**

_____

Criteria: 80, then marks added if extra extensions, taken away for requirements not meet
         -20 if missing vop version or missing vex snippet version
         -5 if vex snippet code is not commented
_____

Requirements (please note, now that we are using vex snippets and vops the requirements have been modified)

✓ - **easy to compare a single shell created with vops and one created with vex (switch node)**
✓ - able to produce more than one type of seashell (attempt 3-5)
✓ - hipnc included)
✓ - right handed as stated in class, growth rates above 1
✓ - working code in point wrangle is commented in your own words to show understanding
✓ - vop nodes neatly organized
✓ - renders are highly encouraged

Comments: these comments are not intended to be all inclusive of the results discussed in class

Extras can include: creating thickness, ridges, bumps, producing an aesthetic render, taking the shells into a game engine (Unity or Unreal), integrating it into a scene