Name (s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Intro Rubric**

**Intro Criteria:**

Believable/rounded hero is present 0 2 4 6 8 10

Beginning of story introduces hero/current situation 0 2 4 6 8 10

Middle builds story/shows conflict 0 2 4 6 8 10

Ending of the story gives closure 0 2 4 6 8 10

Length is appropriate (60-90 secs) 0 2 4 6 8 10

Shots show sufficient diversification of frames 0 10 20 30 40 50

Relates to morning announcements/intent clear 0 4 8 12 16 20

Target audience is evident 0 2 4 6 8 10

**Sound: (Dialogue, Ambient, VO, Narration, Sound effects, Score, Soundtrack )**

1. First type of sound is utilized and correctly stated

Sound: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 5

2. Second type of sound is utilized and correctly stated

Sound: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 5

3. Third type of sound is utilized and correctly stated

Sound \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 5

4. Fourth type of sound is utilized and correctly stated

Sound: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 5

***Shots: (EWS, LS, MS, MCU, CU, ECU, POV, OTS, CA, TWO)***

1. Shot one is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2. Shot two is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3. Shot three is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4. Shot four is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5. Shot five is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6. Shot six is correctly stated Actual Shot details \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 0 2.5 5

Shot : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Angle \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Angles:***

13. Low angle is utilized for effect 0 2.5 5

14. High angle is utilized for effect 0 2.5 5

15. Neutral angle is utilized for effect 0 2.5 5

***Effects:***

Video Effect is used to enhance the piece 0 2 4 6 8 10

Video Effect Used : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Explain how it enhances the piece: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Timing Effect is used to enhance the piece 0 2 4 6 8 10

Speed used: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Explain Shot it used on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Standard Expectations:***

Title Screen is present and Catchy 0 1 2 3 4 5

Transitions signal change and create cohesion 0 1 2 3 4 5

Scrolling Credits present 0 1 2 3 4 5

Scrolling credits include all pertinent details 0 1 2 3 4 5

Music is within copyright 0 1 2 3 4 5

Music enhances the piece 0 1 2 3 4 5

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total Number of Points Received

245 Total Number of Points Possible