

DRAM 2620 Sound Design Rubric: Project 2 Creating Realism								
	SUPERIOR	EXCELLENT	AVERAGE	POOR	INCOMPLETE	RAW	WEIGHT	TOTAL
<b>Design Statement and Overall Quality</b>								
An articulate and clear design statement is created, named lastnamefirstname_p2 and emailed to the professor before starting project. Paragraph 1 should identify and fully describe the realistic environment and why it was chosen. Are you familiar with this place? Do you want to create the sound of a place you are unfamiliar with? Paragraph 2 should list the perceived challenges for recreating or inventing this realistic environment. Will you need to find sounds that may not be readily available? Will you need to record particular sounds and/or dialogue? At the end of the statement, provide a list of each sound or source material of groups of sound you will need to find to begin.	4	3	2	1	0	4	x 1	4
All selected source material has been manipulated and/or modulated to create a final, coherent and unified realistic sounding soundscape. Each sound been scrutinized to determine its coherence with the whole of the design. There are no noticeable pops or clicks as a result of editing. The beginning and end of the final product indicate attention to purpose.	4	3	2	1	0	4	x 12	48
<b>Project Specifics</b>								
Individual tracks have been mixed at different intensities to achieve realism.	4	3	2	1	0	4	x 1	4
Individual track panning has been employed throughout to realistically spatialize the mix of sounds.	4	3	2	1	0	4	x 3	12
Equalizer plug-in has been employed throughout tracks to alter timbre in order to better achieve realism. Replication of space has been attempted using plugins like reverb, echo, or others to make source materials sound like they exist in the appropriate acoustic space.	4	3	2	1	0	4	x 3	12
All tracks are built on top of a "pad" track or tracks. This could be a room tone track for interior realistic environments or an atmospheric track for exterior environments.	4	N/A	N/A	N/A	0	4	x 1	4
A master fader has been included for monitoring the sum total intensity of all tracks. Sum total of all tracks does not exceed zero or go into the "red." Master fader remains in the default position.	4	N/A	N/A	N/A	0	4	x 1	4
The project meets the time limit of 1:30 to 2 minutes.	4	N/A	N/A	N/A	0	4	x 1	4
Final Digital Performer project only contains data used in edit. All other imported and unused files and/or edits have been removed and deleted from the soundbites window (Shift B.) Tracks have been renamed with shorter more useful names.	4	N/A	N/A	N/A	0	4	x 1	4
Final Digital Performer project folder has been named lastnamefirstname_p2 and uploaded to professor's dropbox (link to drop box on computer.) Final work has been exported as an mp3 named lastnamefirstname_p2 and emailed to professor.	4	N/A	N/A	N/A	0	4	x 1	4
<b>NOTES:</b>						<b>Total Points for this assignment:</b>		<b>100</b>

**CLASS**