

DRAM 2620 Rubric for Project 3- Creating Abstract Environments								
	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_p3 and emailed to the professor before starting project. At the top of your statement, insert a jpg image of the chosen work of abstract visual art. Paragraph 1 should identify the name of the work, creator and other identifying information. Describe why this particular work of art has been selected for this project. Paragraph 2 should identify as many of the artistic elements found in the work as possible. Identify and describe the qualities of the lines, shapes, colors, textures, proportion, balance, etc. You will be creating an anti-realistic, sonic timeline based on these qualities. Will you "play" the art from left to right, top to bottom, bottom to top, or all at once? In a third paragraph, provide a description of how you plan to link the contained elements of art to particular sounds, both abstracted sounds from realistic recordings and new sounds inspired by Logic's synthesizers and samplers.	4	3	2	1	0	4	x 2	8
The listener will be able to perceive a relationship between the abstract soundscape and the related visual image. All selected source material has been manipulated and or modulated to create a final, coherent and unified sounding soundscape. 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 sounds created by employing Logic's synthesizers/samplers have been chosen to accurately represent an element or elements or art found within the chosen visual image.	4	3	2	1	0	4	x 1	4
Realistic sound recordings from the sound effect library have been used to represent an element or elements of art found within the visual image. They have been abstracted through sound editing and/or plug-ins like equalizers, reverbs, echoes, modulators, etc. so they are no longer representative of their original meaning or sound.	4	3	2	1	0	4	x 6	24
Individual tracks have been mixed at different intensities to achieve balance and individual track panning has been employed to artistically spatialize the mix of sounds.	4	3	2	1	0	4	x 1	4
Master fader has been observed 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 1:00 to 1:30 minutes and contains useful track names linking each track to the element of art it represents within the chosen image.	4	N/A	N/A	N/A	0	4	x 1	4
Final Logic project folder has been named lastnamefirstname_p3 and uploaded to professor's dropbox (link to drop box on computer.) Final work has been exported as an mp3 named lastnamefirstname_p3 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>

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