

DRAM 2620 Rubric for Project 4- Design For Scripts								
	SUPERIOR	EXCELLENT	AVERAGE	POOR	INCOMPLETE	RAW	WEIGHT	TOTAL
<b>Design Statement, Cue List and Overall Quality</b>								
An articulate and clear design statement is created, named lastnamefirstname_p4 and emailed to the professor before starting project. Paragraph 1 should identify the name of the script and author. Include information describing why you have chosen this script or a section of the script. Do not chose material that will exceed 10 minutes of presentation time in class. In a second paragraph, list perceived challenges with realizing sound for this work. Include descriptions of the types of sounds you will have to create and how you plan to find them or blend existing sounds to create them.	4	3	2	1	0	4	x 1	4
A cue list is created in a spreadsheet, named lastnamefirstname_p4 and emailed to the professor before starting the project. The cue list contains in sequence the following data: cue number, act/scene, page number, cue description or name, call line, and where the sound will come from in the space.	4	3	2	1	0	4	x 3	12
All selected source material has been manipulated and or modulated to create a final, coherent and unified sounding soundscape appropriate for each moment in the script as identified by the cue list. Each sound been scrutinized to determine its coherence with the whole of the design. There are no continuity errors, drop outs, overly unrealistic fades, etc. Creativity and quality are reflected in the final composition.	4	3	2	1	0	4	x 5	20
<b>Project Specifics</b>								
A minimum of 10, fully realized sound events or cues are created using multiple tracks and/or by blending skills learned from the previous three projects (music editing, realistic environments, abstract soundscapes) in Digital Performer. Each of the ten sound events are sequenced in Qlab and presented in class and in sequence as copies of the script are read aloud by classmates.	4	3	2	1	0	4	x 2	8
The final sound cues represent the use of panning, volume adjustments, and processing (plugins).	4	3	2	1	0	4	x 4	16
The project has been "teched" in the classroom before presentation and is executed using the room's multiple speakers.	4	3	2	1	0	4	x 3	12
Individual tracks have been mixed at different intensities to achieve realism and individual track panning has been employed to realistically specialize a mix of sounds.	4	3	2	1	0	4	x 2	8
Equalizer plug-in has been employed throughout tracks in mixed to modulate original source materials frequency content in order to better achieve realism. Time based plugins like reverb, echo, or other have been utilized to make source materials sound like they exist in the acoustic space of the final realistic environment.	4	3	2	1	0	4	x 2	8
All tracks, sequences (in DP) cues (QLab) and files contain useful names for facilitating workflow.	4	N/A	N/A	N/A	0	4	x 1	4
Final Digital Performer and Qlab folders only contain data used in final design. All other imported and unused files and/or edits have been removed and deleted.	4	N/A	N/A	N/A	0	4	x 1	4
Final Digital Performer folder has been named lastnamefirstname_p4 and uploaded to professor's dropbox (link to drop box on computer.) Included inside is the Qlab folder containing all final sounds and Qlab file named lastnamefirstname_p4.	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>