

**DRAM 2620 Sound Design Rubric: Project 4 Film/Video Soundscape**

	<i>SUPERIOR</i>	<i>EXCELLENT</i>	<i>AVERAGE</i>	<i>POOR</i>	<i>INCOMPLETE</i>	<i>RAW</i>	<i>WEIGHT</i>	<i>TOTAL</i>
<b>Design Statement 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 and fully describe the film clip and why it was chosen. Provide a link to the clip. Are you familiar with this piece? How do you plan to reimagine the original soundscape included with the film? Paragraph 2 should list the perceived challenges for creating the soundscape for this film. Will you need to find sounds that may not be readily available? Will you need to record particular sounds and/or dialogue? How do you plan to address musical underscore? Where will you find it? How will you edit it? At the end of the statement, provide a list of each sound or 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 representative of each scene and/or cut in the film clip. 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 perspective of the created sonic landscape "shifts" when the camera changes perspective.	4	3	2	1	0	4	x 10	40
<b>Project Specifics</b>								
Individual tracks have been mixed at different intensities to achieve realism and Individual track panning has been employed to realistically spatialize the mix of sounds.	4	3	2	1	0	4	x 2	8
Equalizer plug-in has been employed throughout tracks to alter timbre in order to better achieve realism. Those projects representing indoor spaces use 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 5	20
Music was utilized and was edited to fit seamlessly with particular moments.	4	3	2	1	0	4	x 1	4
Track automation (panning, volume, equalization, other plugins etc.) was utilized to achieve realism when sound quality must change because the camera perspective has shifted.	4	3	2	1	0	4	x 1	4
Each new scene or cut within the film's timeline includes a representative track "pad" that other individual sounds are layered on top of. This is 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
Final project contains useful track names for each track.	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
Final project only contains data used in sequence All other imported and unused files and/or edits have been removed and deleted (soundbites window in Digital Performer or Shift B.)	4	N/A	N/A	N/A	0	4	x 1	4
Final project folder has been named lastnamefirstname_p4 and uploaded to professor's dropbox (link to drop box on computer.) Final work has been exported as a movie file with the new soundscape named lastnamefirstname_p4 and uploaded to professor's dropbox.	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>