

DRAM 3640 Rubric for Project 3- Metaphor in Sound								
	SUPERIOR	EXCELLENT	AVERAGE	POOR	INCOMPLETE	RAW	WEIGHT	TOTAL
<b>Subjective Grading (Qualitative Measurements)</b>								
<i>Design Statement: a coherent design statement is provided. The designer's goal is apparent (one paragraph). A proposed plan for accomplishing the goal is provided (one paragraph). A list of potential effects and content is included (one paragraph).</i>	4	3	2	1	0	4	x 4	16
<i>Quality of the Final Design- The listener will be able to perceive a relationship in the design to the related image. Creativity and quality are reflected in the final composition.</i>	4	3	2	1	0	4	x 5	20
<b>Objective Grading (Quantitative Measurements)</b>								
<i>Original soundscape is invented using original recordings and/or alteration of source material.</i>	4	3	2	1	0	4	x 6	24
<i>The final mix represents the use of panning, volume adjustments, and processing (plugins).</i>	4	3	2	1	0	4	x 5	20
<i>The final project is free of audio defects such as pops, clicks, and other unintended distortions.</i>	4	3	2	1	0	4	x 1	4
<i>All tracks, sequences, and files contain useful names for facilitating workflow.</i>	4	3	2	1	0	4	x 1	4
<i>All unused sounds have been removed and deleted from the project.</i>	4	3	2	1	0	4	x 1	4
<i>The project meets the time requirement of 1:00-1:30.</i>	4	N/A	N/A	N/A	0	4	x 1	4
<i>Final media is functional and properly labeled according to content.</i>	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>