VIDEO PROJECT GRADING SHEET

A. SHOOTING VIDEO (20) 1. Shots were correctly framed 2. Appropriate lighting was used 3. Appropriate use of Zoom/Motion	STUE	DENTS:	
1. Shots were correctly framed 2. Appropriate lighting was used 3. Appropriate use of Zoom/Motion		DUE DATE:	
3. Appropriate use of Zoom/Motion	Α.	Shots were correctly framed	<u>GRADE</u>
3. Other elements naturally integrated 4. Creativity in choosing/integrating other elements	B.	 Appropriate use of Zoom/Motion OTHER ELEMENTS (background music, B- roll, etc.) (20) Variety of other elements used 	/20
3. Video and Audio effects used to enhance project 4. Project has overall unity 5. Editing is transparent, leaving final result seamless, not choppy/20 D. EVIDENCE OF ABILITY WITH TECHNOLOGY (20) 1. Technology is transparent 2. Evidence that filming/editing technology was used toward its potential 3. Creative use of technology to enhance project/20 E. OVERALL (20) 1. In keeping with requirements 2. Evidence of Creativity and Initiative 3. Evidence that all team members contributed to the project 4. General impression of overall project/20 TOTAL POINTS/20 LATENESS DEDUCTION	C.	 Other elements naturally integrated Creativity in choosing/integrating other elements EDITING PROCESS (20) 	/20
2. Evidence that filming/editing technology was used toward its potential 3. Creative use of technology to enhance project	D.	 Transitions properly used Video and Audio effects used to enhance project Project has overall unity Editing is transparent, leaving final result seamless, not choppy 	/20
2. Evidence of Creativity and Initiative 3. Evidence that all team members contributed to the project 4. General impression of overall project/20 TOTAL POINTS/100 LATENESS DEDUCTION FINAL POINTS	E.	 Evidence that filming/editing technology was used toward its possible. Creative use of technology to enhance project. OVERALL (20) 	
LATENESS DEDUCTION FINAL POINTS		 Evidence of Creativity and Initiative Evidence that all team members contributed to the project 	/20
FINAL POINTS		TOTAL POINTS	<u>/100</u>
		LATENESS DEDUCTION	
	<u>Comr</u>		