**PhotoShop Part 2 Grading Rubric**

**Dante’s Inferno – the Game**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **CATEGORY** | **PointsAvailable** | **BarelyEvident** | **Good** | **Very Good** | **Excellent** | **PointsReceived** |
| **PhotoShop Techniques****Use of techniques taught:  Selection tools, use of layers,  layer blends, styles, filters, paste into command, smart objects, replace skies, type effects, masking, textures, adjustment layers, combining images, overlays, blurring, mist, reflections, photo filter, gradients, slow-shutter, straightening, opacity, grouping layers, sepia, day into night, sepia tone, lighten/darken masks, etc.** | **35** | **15-20** | **25** | **30** | **35** |  |
| **Creativity / Design / Layout / Submission****How original and innovative is the work, combining and manipulating several start pictures? There must be several start pictures.****How well does the student apply his/her own problem solving skills? Did student attempt to think “outside” the box?****Does the design have a pleasant effect – how professional?****Does the student submit all files (start and finish) in one folder, with the finished photo in both PSD and JPG format?** | **30** | **15-20** | **23** | **27** | **30** |  |
| **Written Report**1. **Part 1 – Study Questions**
	1. **Well organized, focused and argued, laid out in academic essay format (title, name in header, DS between paras,etc)**
	2. **Logical sequence of ideas**
	3. **Minimum of 3 well-structured paragraphs. Several sentences per paragraph.**
	4. **Few, if any, spelling, punctuation, capitalization, grammar or usage errors.**
2. **Part 2 – Technical Justification**
	1. **Not just a list of which functions you used – more why you chose those techniques, and what effect they had on the file.**

**YOU’LL NEED TO INCLUDE SOME OF THE ART PRINCIPLES IN PRINCIPLES OF ART.PPT TO GET AN A** | **35** | **15-20** | **25** | **30** | **35** |  |
| **TOTAL NUMBER OF POINTS:---->** | **100** |  |  |  |  |  |