## **Movie Trailer Rubric**

Names:,,,, Cinemato			, Dgrapher Editor				
RE: 30 POINTS	Needs Im	provement	Devel	oping	Profi	cient	RESPONSIBLE
lves anything so it teases the	0	6.5	7.5	8.5	9.5	10	w
acle. Act 3 takes the viewer	0	6.5	7.5	8.5	9.5	10	w
o create a fresh tone that rest. s, slams, flutter-cuts, double	0	6.5	7.5	8.5	9.5	10	w
	RE: 30 POINTS ler's proposed story is plyes anything so it teases the e. the character and situation. Act acle. Act 3 takes the viewer <i>hinted</i> resolution. ses, remixes, and/or omits o create a fresh tone that rest. s, slams, flutter-cuts, double , audio rises, audio drones, audio	ler's proposed story is   0     blves anything so it teases the   0     e.   0     he character and situation. Act   0     acle. Act 3 takes the viewer   0 <i>hinted</i> resolution.   0     ses, remixes, and/or omits   0     o create a fresh tone that   rest.     0   0     s, slams, flutter-cuts, double   0	RE: 30 POINTS   Needs Improvement     ler's proposed story is olves anything so it teases the e.   0   6.5     he character and situation. Act acle. Act 3 takes the viewer 0   6.5     hinted resolution.   0   6.5     ses, remixes, and/or omits o create a fresh tone that rest.   0   6.5     s, slams, flutter-cuts, double , audio rises, audio   0   6.5	RE: 30 POINTS Needs Improvement Development   ler's proposed story is blves anything so it teases the e. 0 6.5 7.5   he character and situation. Act acle. Act 3 takes the viewer 0 6.5 7.5   hinted resolution. 0 6.5 7.5   ses, remixes, and/or omits o create a fresh tone that rest. 0 6.5 7.5   0 6.5 7.5	RE: 30 POINTS Needs Improvement Developing   ler's proposed story is blves anything so it teases the e. 0 6.5 7.5 8.5   he character and situation. Act acle. Act 3 takes the viewer hinted resolution. 0 6.5 7.5 8.5   ses, remixes, and/or omits o create a fresh tone that rest. 0 6.5 7.5 8.5	RE: 30 POINTS Needs Improvement Developing Profi   ler's proposed story is blves anything so it teases the 0 6.5 7.5 8.5 9.5   e. 0 6.5 7.5 8.5 9.5   he character and situation. Act acle. Act 3 takes the viewer 0 6.5 7.5 8.5 9.5 <i>hinted</i> resolution. 0 6.5 7.5 8.5 9.5 <i>ses</i> , remixes, and/or omits o create a fresh tone that rest. 0 6.5 7.5 8.5 9.5   s, slams, flutter-cuts, double , audio rises, audio drones, audio 0 6.5 7.5 8.5 9.5	RE: 30 POINTS Needs Improvement Developing Proficient   ler's proposed story is blves anything so it teases the e. 0 6.5 7.5 8.5 9.5 10   he character and situation. Act acle. Act 3 takes the viewer 0 6.5 7.5 8.5 9.5 10   hinted resolution. 0 6.5 7.5 8.5 9.5 10   ses, remixes, and/or omits o create a fresh tone that rest. 0 6.5 7.5 8.5 9.5 10

Names: \_\_\_\_\_

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TECHNICAL CRAFT: 60 POINTS	Needs Improvement		Developing		Proficient		RESPONSIBLE	
<b>Framing &amp; Composition:</b> Headroom, look-room, and lead-room fit the narrative moment. The view of the subject(s) in respect to their background compliment the narrative purpose.	0	6.5	7.5	8.5	9.5	10	С	
<b>Shot Control:</b> Shots are white balanced, properly exposed, steady, and smooth if panned, tilted, or zoomed.	0	6.5	7.5	8.5	9.5	10	С	
<b>Audio Control:</b> External microphones record undistorted, clean dialogue, production audio, and foley.	0	6.5	7.5	8.5	9.5	10	С	
<b>Visual Editing:</b> The trailer has a flowing motion with a sense that every editing decision plays off from the one that came before it, to propel the viewer through the experience of the film.	0	6.5	7.5	8.5	9.5	10	E	
<b>Audio Editing:</b> Various audio layers immerse the audience. They smoothly enter and exit the edit without competing against each other. The overall mix doesn't peak above -6 db.	0	6.5	7.5	8.5	9.5	10	E	
<b>Final Polish:</b> The colorization represents the scene's mood, the protagonist's state of mind, or juxtaposes one or the other (a bright colorization for a dark story) to amplify the story's meaning. Graphics work enhances the message.	0	6.5	7.5	8.5	9.5	10	E	

PRODUCTION SCOPE: 10 POINTS	Needs Improvement	Deve	loping	Profi	cient	RESPONSIBLE
<b>Scope of Production:</b> The trailer's scope isn't grander than its budgetary and locational constraints.	6.5	7.5	8.5	9.5	10	ALL

TOTAL: 35 POINTS	WRITER POINTS:	x	3	=	/ 120	=	%	=	
	CINEMATOGRAPHER POINTS:	x	3	=	/ 120	=	%	=	
	EDITOR POINTS:	x	3	=	/ 120	=	%	=	
		-		-	fraction of total points possible		percentage		letter grade