Lab 7: Critique/Evaluation (20 pts)

Name1: _____________                     Name2: _____________ (optional)

1. (8 pts) There is a final typed text version of your story placed on cs-render:
   a. The words should show and not tell.
   b. The story should be doable in about a minute.
   c. The story should be interesting and compelling but also simple enough to produce as an animation.
2. (4 pts) You included with your story, brief answers to each of the questions in the story check list (see below).
3. (8 pts) You have created and pitched your storyboards following the storyboard checklist (see below).

**Story Check List**

1. What is the working title of your story?
2. What is your premise?
3. What is the emotion and tone of your story?
4. What is your theme? (meaning of story)
5. Describe your characters? Include backstory.
6. What is your setting? What is the year/time/season/etc
7. Who is the intended audience?
8. What is the intended lighting style? (e.g. low-key, high-key, high contrast, low contrast, hard/soft, color… see WT - chp 7)
9. Make a graph of the conflict/tension as a function of time. Does the level of conflict and tension vary over the course of the story?
10. How might you use music and sound to help tell the story?

**Storyboard Check List**

*Each* storyboard should:

1. Be done on an 8.5x11 sheet of paper.
2. Be drawn with black/colored pens/markers. Do not use pencil because it is hard to see when scanned.
3. Indicate the camera angle/shot (see WT - chp 3).
4. Indicate camera movement (if any), e.g. crane shot, pan, dolly, etc (see WT chp 3, starting on p. 46).
5. Indicate movement of characters (if any). Keep continuity in mind (WT - chp 8)
6. Be drawn with consideration given to the visual elements, framing, and perspective in each (WT - chp 5 & 6)