

# Scenic Design



Student(s):  
Selection:

School:  
Troupe:

SKILLS	4   Superior Above standard	3   Excellent At standard	2   Good Near standard	1   Fair Aspiring to standard	SCORE
<b>Job Understanding and Interview</b> Articulation of the scenic designer's role and specific job responsibilities; presentation and explanation of the executed design, creative decisions, and collaborative process.  <b>Comment:</b>	Articulates a <b>comprehensive understanding</b> of the scenic designer's role and job responsibilities; <b>thoroughly presents and explains</b> the executed design, creative decisions, and collaborative process.	Articulates an <b>understanding</b> of the scenic designer's role and job responsibilities; <b>adequately presents and explains</b> the executed design, creative decisions, and collaborative process.	Articulates a <b>partial understanding</b> of the scenic designer's role and job responsibilities; <b>inconsistently presents and explains</b> the executed design, creative decisions, and/or collaborative process.	Articulates <b>little understanding</b> of the scenic designer's role and job responsibilities; <b>does not explain</b> an executed design, creative decisions, or the collaborative process.	
<b>Design, Research, and Analysis</b> Design, research and analysis addresses the artistic and practical needs (given circumstances) of the script to support the scenic design and unifying concept.  <b>Comment:</b>	A <b>well-conceived</b> scenic design, detailed research, and thorough script analysis <b>clearly addresses</b> the artistic and practical needs of the production and <b>consistently supports</b> the unifying concept.	A <b>complete</b> scenic design, research, and script analysis <b>addresses</b> the artistic and practical needs of the production and <b>supports</b> the unifying concept.	An <b>incomplete</b> scenic design, research, and script analysis <b>somewhat addresses</b> the artistic and practical needs of the production and/or <b>inconsistently supports</b> the unifying concept.	The <b>incomplete</b> scenic design, research, and script analysis <b>rarely addresses</b> the artistic and practical needs of the production or supports the unifying concept.	
<b>Artistic Interpretation</b> Scenic design choices that reflect the mood, style, period, locale, and genre of the play.  <b>Comment:</b>	Scenic design choices <b>powerfully enhance and communicate</b> the mood, style, period, locale, and genre of the play.	Scenic design choices <b>enhance and communicate</b> the mood, style, period, locale, and genre of the play.	Scenic design choices <b>somewhat communicate</b> the mood, style, period, locale, and genre of the play.	Scenic design <b>lacks choices that communicate</b> the mood, style, period, locale, and genre of the play.	
SKILLS	4   Superior Above standard	3   Excellent At standard	2   Good Near standard	1   Fair Aspiring to standard	SCORE
<b>Execution</b> Scenic design and artifact binder convey ideas, products, and choices that support the script and unifying ideas.  <b>Comment:</b>	A <b>comprehensive</b> rendering or model, floor plan, and artifact binder <b>enhance</b> artistic ideas and choices to provide <b>exceptional support</b> for the script and unifying concept.	A rendering or model, floor plan, and artifact binder <b>align</b> with artistic ideas and choices to <b>support</b> the script and unifying concept.	An <b>incomplete</b> rendering or model, floor plan, and artifact binder <b>inconsistently align</b> with artistic ideas and choices to support the script and unifying concept.	An <b>incomplete</b> rendering or model, floor plan, and artifact binder <b>lack alignment</b> with artistic ideas and choices to support the script and unifying concept.	
RATING (Please circle)	4   Superior (16-14)	3   Excellent (13-10)	2   Good (9-6)	1   Fair (5-4)	TOTAL

Judge's name (Please print)

Judge's signature

