

## LEVELS LADDER (VIDEOS)

LEVEL 1	LOWER LEVEL 2	UPPER LEVEL 2	LOWER LEVEL 3	UPPER LEVEL 3	LOWER LEVEL 4	UPPER LEVEL 4
<u>HOLDING A SHOT STEADY</u> No evidence of a tripod being used	<u>HOLDING A SHOT STEADY</u> Many shots are clearly hand held, some use of tripod.	<u>HOLDING A SHOT STEADY</u> Most shots are held steadily. Some inappropriately hand held shots	<u>HOLDING A SHOT STEADY</u> All static shots are held steadily, moving shots wobble	<u>HOLDING A SHOT STEADY</u> All shots are held steadily, some moving shots may wobble slightly	<u>HOLDING A SHOT STEADY</u> All shots are steady, including moving shots.	<u>HOLDING A SHOT STEADY</u> There is a clear relationship between camera movement and other action.
<u>FRAMING A SHOT</u> No sense of composition	<u>FRAMING A SHOT</u> Some composition (low / high angle shots) but not consistently.	<u>FRAMING A SHOT</u> Some composition (low / high angle shots).	<u>FRAMING A SHOT</u> Considering the whole frame for most shots	<u>FRAMING A SHOT</u> Depth of field and rules of thirds used at times	<u>FRAMING A SHOT</u> Framing for visual interest and all elements composed	<u>FRAMING A SHOT</u> Imaginative angles and artistic composition
<u>VARIETY OF SHOT DISTANCES</u> There is no variety in camera distances.	<u>VARIETY OF SHOT DISTANCES</u> MS and LS predominate	<u>VARIETY OF SHOT DISTANCES</u> Some variety of shot distance, but does not cut in to action as necessary	<u>VARIETY OF SHOT DISTANCES</u> Variety is better and cuts in occasionally but not consistently	<u>VARIETY OF SHOT DISTANCES</u> Good variety and cuts in to action / reaction in close-up	<u>VARIETY OF SHOT DISTANCES</u> Wide variety adds visual interest and narrative sense	<u>VARIETY OF SHOT DISTANCES</u> Complete range. Cuts to action / reaction perfectly. Visually engaging
<u>APPROPRIATE TO TASK</u> There are no conventional features	<u>APPROPRIATE TO TASK</u> Few conventional features.	<u>APPROPRIATE TO TASK</u> Several conventional features. Actors have some direction	<u>APPROPRIATE TO TASK</u> Conventional features that reflect form / genre. Actors sustain a role	<u>APPROPRIATE TO TASK</u> Conventional product that mostly reflect form /genre. Actors have positive direction	<u>APPROPRIATE TO TASK</u> Conventional product, clearly reflects genre and form. Actors are very well directed.	<u>APPROPRIATE TO TASK</u> Looks like a professionally produced product
<u>MISE-EN-SCENE SELECTION</u> No consideration given to location, costume, props...	<u>MISE-EN-SCENE SELECTION</u> Does not suggest media form or genre	<u>MISE-EN-SCENE SELECTION</u> Partially reflects form &/or genre	<u>MISE-EN-SCENE SELECTION</u> Some design choices / selections clearly evident	<u>MISE-EN-SCENE SELECTION</u> Design choices reflects form & genre	<u>MISE-EN-SCENE SELECTION</u> Clear and coherent design choices for form / genre	<u>MISE-EN-SCENE SELECTION</u> Every element reflects form, genre, theme(s), tone...
<u>EDITING FOR MEANING</u> Editing does not make sense	<u>EDITING FOR MEANING</u> Some suggestion of story development, but very confusing.	<u>EDITING FOR MEANING</u> Narrative is evident, although some confusion remains.	<u>EDITING FOR MEANING</u> Narrative progression is sound. Pacing is weak. Several continuity errors.	<u>EDITING FOR MEANING</u> Good narrative sense. A sense of pacing. One or two continuity errors	<u>EDITING FOR MEANING</u> Clear narrative sense. Pacing is good. Continuity and montage as appropriate.	<u>EDITING FOR MEANING</u> Complete narrative sense. Excellent visual, rhythmic, space, time relationships.
<u>SHOT TRANSITIONS</u> No attempt to use transitions is evident.	<u>SHOT TRANSITIONS</u> Completely inappropriate transitions used, with no logic to choice	<u>SHOT TRANSITIONS</u> Some attempt to select transitions, but intrusive and sometimes inappropriate	<u>SHOT TRANSITIONS</u> Transitions are consistent, but can be occasionally intrusive	<u>SHOT TRANSITIONS</u> Good selection of transitions which are logical and consistent.	<u>SHOT TRANSITIONS</u> Transitions are logical and well selected. Reflect genre, mood and themes.	<u>SHOT TRANSITIONS</u> Transitions (+ selection) are perfectly judged throughout.
<u>SOUND WITH IMAGES</u> No attempt to include music or sound effects	<u>SOUND WITH IMAGES</u> Sound and visuals bear little relationship to each other	<u>SOUND WITH IMAGES</u> Sync is weak and sound does little to add to narrative / rhythm	<u>SOUND WITH IMAGES</u> Sync has some inaccuracies, some attempts to add to narrative / rhythm	<u>SOUND WITH IMAGES</u> Sync is mostly accurate and there is a clear attempt to add to narrative / rhythm	<u>SOUND WITH IMAGES</u> Sound is very strong, sync is precise, reflects narrative events and rhythm very well	<u>SOUND WITH IMAGES</u> Sound is excellent, synced precisely, works in narrative and edit perfectly
<u>USING TITLES</u> There are no titles evident	<u>USING TITLES</u> Title selection is poor and show no understanding of convention / jobs	<u>USING TITLES</u> Titles show some selection / design, but conventionally flawed. Many jobs missing.	<u>USING TITLES</u> Titles are mostly conventional & include most production jobs in order	<u>USING TITLES</u> Titles are conventional, and include all jobs in order + production company ident	<u>USING TITLES</u> Titles are conventional & effective; echo genre, tone & themes very well.	<u>USING TITLES</u> Titles are visually engaging and reflect genre, tone and themes perfectly.

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