**When Toys Come Alive Project Evaluation**

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Please rate yourself on the following (1 = did not demonstrate, 4 = Went above and beyond the average demonstration in the class):**

I spent time brainstorming and planning my images for this project.

1 2 3 4

I used camera and Photoshop techniques we have learned in class to create my project.

1 2 3 4

My compositions are stable and have strong focal points.

1 2 3 4

My images have proper focus and a large value range.

1 2 3 4

My images convey a sense of believability in the idea that the toy is alive.

1 2 3 4

My images convey a clear message and provide a unique way to look at toys.

1 2 3 4

I turned in my images and contact sheet to Dropbox and my website on time.

1 2 3 4

**Out of the whole class, which image stood out to you? Give at least two reasons why.**

**Reflection Text on Website:**

**Explain the purpose of the project. What were you trying to convey in your images? How did you set up your images? What was your strongest part of your project? Why? What is one thing you wish you could have improved upon? Why?**

Teacher:

|  |  |  |  |
| --- | --- | --- | --- |
| Area | Average | Good | Excellent |
| Creative approach to assignment |  |  |  |
| Message and believability in images |  |  |  |
| Camera Technique |  |  |  |
| Photoshop technique |  |  |  |
| Contact Sheet (at least 24 images) |  |  |  |
| Overall engagement with project |  |  |  |

Comments:

Score: \_\_\_\_\_\_\_\_\_\_\_\_\_\_/100