

FINAL DIGITAL PORTFOLIO: CERAMICS

95 points

This final project is the culmination of everything you created and learned over the course of the term; this replaces a final exam. Not only are you to photograph each piece you completed (aim for a couple angles), but you are to analyze each piece through a voice over. Have fun with this; this is meant to be a large, put together work that you can “brag” about.

The following projects must be included:

_____ Problem Solving Glaze test piece (from first week)

_____ Culturally Inspired Coil Vessel

_____ Wheel Thrown Cup

_____ Conceptual Slab Container (idea of “containment”)

_____ Final Problem Solving Project

Must also include/be:

_____ a video (use iMovie) 3-6 minutes long

_____ analysis of your artwork as a voice over for each piece (your main projects should receive more attention than the glaze test)

**Remember analysis DOES NOT JUST MEAN “I liked it” or “I did not like this one”. Discuss the elements, how it’s organized, was there a meaning or function to it, what techniques did you use (hand-building, wheel, decorating, etc), and THEN how you thought it turned out. I’m grading you on technical growth as well as knowledge growth. You may want to look back at your two goals you made for the term as well as your Pre-crit/crit forms to help you.*

_____ entertaining

**if you have music, make sure it is not louder than your voice over*

_____ completed on time based on designated performed day the last week of class, **25 points are just for being on time.**

_____ self-evaluate your movie prior to your presentation and submit evaluation to Showbie so I can grade while you present.

NAME _____

DIGITAL PORTFOLIO RUBRIC

1

2

3

4

QUALITY OF ART WORK GROWTH	PROJECTS FINISHED WITH NO ATTENTION TO DETAILS. QUICKLY THROWN TOGETHER.	PROJECTS FINISHED, BUT SOMEWHAT MESSY.	PROJECTS FINISHED WITH MOST DETAILS, MINOR FLAWS PRESENT	PROJECTS IS COMPLETE AND CAREFULLY MADE
CREATIVITY GROWTH	PROJECTS INCOMPLETE OR FINISHED WITH NO EVIDENCE OF EXPERIMENTATION	PROJECTS FINISHED BUT WITH UNORIGINAL IMAGERY/SOLUTIONS. NO EVIDENCE OF EXPERIMENTATION OR ORIGINALITY	PROJECTS FINISHED BUT NOT COMPLETELY ORIGINAL. PROBLEM SOLVED LOGICALLY.	PROJECTS FINISHED WITH TOTAL ORIGINALITY AFTER THOROUGH EXPERIMENTATION. THINKING OUTSIDE THE BOX.
RISKTAKING GROWTH WITH ARTWORK	STUDENT NEEDS WORK IN EXPANDING HER/HER EFFORTS.	STUDENT DID LITTLE TO CHALLENGE HIS/HER SELF.	STUDENT CHALLENGED HIS/HER ABILITIES SOMEWHAT.	STUDENT WENT ABOVE AND BEYOND CHALLENGING HIS/HER ABILITIES.
VOCABULARY KNOWLEDGE GROWTH	NEEDS WORK IN DISPLAYING KNOWLEDGE OF VOCABULARY (EX. ONLY IDENTIFIES MINIMAL TERMS)	USES BASIC VOCABULARY	DISPLAYS KNOWLEDGE OF VOCABULARY LEARNED WITH SOME EXPLANATION	CAN THOROUGHLY NAME AND DESCRIBE ARTWORK USING EXTENSIVE VOCABULARY
ENTERTAINMENT FACTOR OF IMOVIE	NEEDS IMPROVEMENT VIEWERS APPEAR UNINTERESTED THROUGHTOUT	MINIMALLY HOLDS THE VIEWERS ATTENTION	MOVIE DISPLAYS PROFESSIONALISM (KEEPS VIEWERS ATTENTION WITH MINIMAL DISTRACTIONS.)	MOVIE DISPLAYS PROFESSIONALISM ABOVE AND BEYOND EXPECTATIONS.
QUALITY OF IMOVIE	PROJECT FINISHED WITH NO ATTENTION TO DETAILS. QUICKLY THROWN TOGETHER.	PROJECT IS SOMEWHAT PURPOSEFUL, UNIFYING , AND MOST TRANSITIONS ARE CLEAN.	PROJECT IS PURPOSEFUL, UNIFYING, AND HAS CLEAN TRANSITIONS	PROJECT IS COMPLETE AND CAREFULLY MADE BEYOND EXPECTATIONS.
CREATIVITY OF IMOVIE	PROJECT INCOMPLETE OR FINISHED WITH NO EVIDENCE OF EXPERIMENTATION	PROJECT FINISHED BUT WITH UNORIGINAL IMAGERY/SOLUTIONS. NO EVIDENCE OF EXPERIMENTATION OR ORIGINALITY	PRJECT FINISHED BUT NOT COMPLETELY ORIGINAL. PROBLEM SOLVED LOGICALLY.	PROJECT FINISHED WITH TOTAL ORIGINALITY AFTER THOROUGH EXPERIMENTATION. THINKING OUTSIDE THE BOX.
POINTS (70 POINTS POSSIBLE)				

_____ /70 FINAL SCORE