The Book of Three Graphic Novel – Assessment Rubric

Aspect	Getting There	Fully Meeting	Exceeding
Prototyping: **Planning and Practicing Visuals**		We found and explored resources with tutorials on how to plan a comic book page We decided who would be responsible for each aspect of the creation of visuals We practiced drawing objects relevant to our section We practiced drawing buildings and structures relevant to our section We practiced drawing aspect of nature relevant to our section We practiced drawing the backgrounds that we will use in our section We practiced drawing clothing, jewelry, adornments, and weaponry relevant to our section We practiced drawing aspects of the characters who are in our section We practiced drawing characters in full, from a variety of angles We practiced drawing characters in various emotional states	

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Prototyping: **Storyboards**		We made a timeline of the action and important plot points of our section, broke the timeline up into logical sections, and planned how many pages each section would need We consulted with the groups before and after us in order to affect a smooth transition between sections We attempted to structure the panels on each page of our story board for purposeful effect and aesthetics We attempted to incorporate the transitions outlined in *Understanding Comics* into our storyboards We attempted to structure our pages so that the last panel on each page would encourage readers to keep reading We attempted to structure our pages in such a way as to direct the readers' eyes from panel to panel We added text to our storyboards We did color-testing for all aspects of our storyboards We edited our storyboards and text, paying attention to meaningful detail, sense, and proper graphic novel technique We recorded important changes made to our script and our storyboards in our Iterations of Prototype log	

What do you want me to notice about your prototyping?

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