**RUBRIC: Hero / Villain Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class Period: \_\_\_\_\_\_\_\_\_\_**

**Create a portrait, figure or mask based on ideas of hero / villain /culture**

Honors Visual Art 2

Each Section receives a score from 1-10. 10 being the best. You must defend each answer in 1-2 COMPLETE sentences.

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| **Requirements:**  | **Personal Evaluation**  | **Written Response**  | **Teacher Evaluation** |
| 1. Influences are visible.*Receive a 10 if… Culture/ heroes/ villains or other influences of design are clearly visible in the final product.*  |  |  |  |
| 2. Portrait, figure or mask use Elements and Principles to create depth and composition.*Receive a 10 if… The composition works well with the entire space chosen.*  |  |  |  |
| 3. Craftmanship*Receive a 10 if… no smudges, or wrinkles are present and mistakes blend in.*  |  |  |  |
| 4. Mastery of material*Receive a 10 if… material was used in an intentional way that compliments the final image or piece.* |  |  |  |
| 5. Planning/Struggle*Receive a 10 if… you sketched/practiced the piece before you started the final, or you restarted more than once.* |  |  |  |
| 6. Effort*Receive a 10 if… you pushed yourself past what you thought you could do. You didn’t give up. You completed fully and learned something* |  |  |  |
| 7. Follow directions*Receive a 10 if… you pick a number between 1-10 and write down something you have learned since jan.* |  |  |  |
| 8. Creativity *Receive a 10 if… Scholar has taken the technique being studied and applied it in a way that is totally his/her own. The scholar’s personality/voice comes through. This includes the effective addition of color* |  |  |  |
| 9. Time used well*Receive a 10 if… Class time was used wisely. Much time and effort went into the planning and design of the op-art project. It is clear the student worked at home as well as at school.* |  |  |  |
| 10. Piece is completed on time*Receive a 10 if… whole composition is utilized.*  |  |  |  |

**Reflection:**

1. What influenced your choice of hero / villain / culture and how did you choose the details of your final rendering?
2. How does your perspective of good/evil influence your daily choices?
3. Of the projects on display, describe the one you keep wanting to look at and why?

**1st semester theme : Identity**

**2nd semester theme: Culture**

**Write to me…Tell me anything. Or draw me something. Surprise me ☺**