

SET DESIGN EVALUATION GUIDELINES				
CRITERIA	EXEMPLARY	DISTINGUISHED MERIT	HONOR	MERIT
Justification Paper lays out a clear production concept that is supported with artistic choices throughout the design	Paper lays out deeper understanding of the play, indicates the intended focus and discusses how design choices will support the concept	Paper lays out a basic understanding of the play and the intended focus and discusses how design choices will support the concept	Paper lays out some understanding of the play but may lack an intended focus. It discusses some basic design choices that may or may not support that focus	Paper lays out some understanding of the play but lacks focus and does not adequately discuss design choices
Inspiration Board provides examples of elements that represent the concept which can be seen carried into the finished design	Board contains a variety of specific examples of materials and visual references vital to conveying the concept that can be seen applied in the final designs	Board contains some specific examples of materials and visual references vital to conveying the concept and carries some of them into their designs	Board contains a somewhat broad collection of materials and visual references that can possibly be identified in the designs	Board contains a collection of materials that while they may reflect a concept, they do not appear to influence the design choices
The design is workable as an acting space	The design provides the required locales while giving the director adequate space to move actors safely and effectively throughout	The design provides the required locales, but with little creativity as to how actors might use the space	The design provides most of the required locales but may prevent actors from moving easily and safely throughout the space	The design provides locales that are prohibitive to actors interacting with them safely or effectively
The design creates a setting that supports the production concept's "world of the play"	The set provides a habitat that transports the audience to where the conceptualized world of the play believably exists	The set provides a habitat where the conceptualized world of the play could exist	The set is a neutral background with some elements of the conceptualized "world of the play"	The set does not effectively establish the locale for the "world of the play"
The Scenic Thumbnail Storyboard presents a vision for scenic needs throughout the script scene by scene	The thumbnail illustrations show a clear progression for how the stage should change for each of the scenes of the play in some detail	The thumbnail illustrations show a clear progression for how the stage should change for each of the scenes of the play with limited detail	The thumbnail illustrations show a basic progression for how the stage should change for each of the scenes of the play with limited detail	The thumbnail illustrations show an elementary progression for how the stage should change for each of the scenes of the play with little or no detail
The Ground Plan is well drawn by hand or CAD proportionate to the production space, drafted according to USITT Standards	The work is neat, to scale, proportionate and correctly labeled to indicate the set for the given scene	The work resembles most of these characteristics	The work resembles some of these characteristics	The work resembles very few of these characteristics
The Scenic Model or Color Rendering(s) give clear artistic representation of the design that could be used to reproduce the intended design on stage	The model or renderings serve as a clear prototype from which the set could be constructed accurately and in detail	The renderings serve as a reference from which the set could be constructed fairly accurately	The renderings somewhat suggest a set that could be constructed something like the drawing	It is not possible to know how to construct the set based on the information in the rendering

COSTUME DESIGN EVALUATION GUIDELINES				
CRITERIA	EXEMPLARY	DISTINGUISHED MERIT	HONOR	MERIT
Justification Paper lays out a clear production concept that is supported with artistic choices throughout the design	Paper lays out clear understanding of the play, indicates the intended focus and discusses how design choices will support the characters within the concept	Paper lays out a basic understanding of the play and the intended focus and discusses how design choices will support the characters within the concept	Paper lays out some understanding of the play but may lack an intended focus. It discusses some basic design choices that may or may not support that focus	Paper lays out some understanding of the play but lacks focus and does not adequately discuss design choices
Inspiration Board provides examples of elements that represent the concept which can be seen carried into the finished design	Board contains specific examples of materials and visual references vital to conveying the concept that can be seen applied in the final designs	Board contains some specific examples of materials and visual references vital to conveying the concept and carries some of them into their designs	Board contains a somewhat broad collection of materials and visual references that can possibly be identified in the designs	Board contains a collection of materials that while they may reflect a concept, they do not appear to influence the design choices
The designs support the characters by indicating personality, station and relationships within the "world of the play"	Overall, it is evident that the designer has a clear sense of the characters and the role they play in the world of the play and they have artistically supported them with their designs	Overall, it is evident that the designer has a basic sense of the characters and the role they play in the world of the play and they have artistically supported them with their designs	Overall, it is evident that the designer has a clear sense of the characters and the role they play in the world of the play but they have not artistically supported them with their designs	Overall, it is evident that the designer does not have a sense of the characters and the role they play in the world of the play and they have not artistically supported them with their designs
The designs are functional with the production demands	The costumes would enhance the actor's ability to portray the role	The actors could effectively portray their characters wearing the costumes as designed	For the most part, the actors could play the role wearing the costume as designed	The actors would be unable to effectively portray their characters wearing the costumes as designed
The Colored Illustration plate shows artistic design choices applied to support the storytelling for the specific group of characters within a given scene	The illustration shows intentional artistic choices used to support the individual characters as well as how they relate to others in the scene	The illustration shows some basic artistic choices used to support the characters and how they relate to others	The illustration shows some artistic choices, but not as a support for both the character and the story	The illustration shows no intentional artistic choices or support for character or story
The Costume Renderings give a clear artistic representation of the design that could be used to effectively reproduce the intended design on stage.	The renderings serve as a clear prototype from which the costumes could be constructed accurately and in detail	The renderings serve as a reference from which the costumes could be constructed fairly accurately	The renderings somewhat suggest a costume that could be constructed something like the drawing	It is not possible to know how to construct the costume based on the information in the rendering

HAIR/MAKEUP DESIGN EVALUATION GUIDELINES

CRITERIA	EXEMPLARY	DISTINGUISHED MERIT	HONOR	MERIT
Justification Paper lays out a clear production concept that is supported with artistic choices throughout the design	Paper lays out clear understanding of the play, indicates the intended focus and discusses how design choices will support the concept	Paper lays out a basic understanding of the play and the intended focus and discusses how design choices will support the characters within the concept	Paper lays out some understanding of the play but may lack an intended focus. It discusses some basic design choices that may or may not support that focus	Paper lays out some understanding of the play but lacks focus and does not adequately discuss design choices
Inspiration Board provides examples of elements that represent the concept which can be seen carried into the finished design	Board contains specific examples of materials and visual references vital to conveying the concept that can be seen applied in the final designs	Board contains some specific examples of materials and visual references vital to conveying the concept and carries some of them into their designs	Board contains a somewhat broad collection of materials and visual references that can possibly be identified in the designs	Board contains a collection of materials that while they may reflect a concept, they do not appear to influence the design choices
The designs support the characters by indicating personality, station and relationships within the "world of the play"	Overall, it is evident that the designer has a clear sense of the characters and the role they play in the world of the play and they have artistically supported them with their designs	Overall, it is evident that the designer has a basic sense of the characters and the role they play in the world of the play and they have artistically supported them with their designs	Overall, it is evident that the designer has a clear sense of the characters and the role they play in the world of the play but they have not artistically supported them with their designs	Overall, it is evident that the designer does not have a sense of the characters and the role they play in the world of the play and they have not artistically supported them with their designs
The designs are functional with the production demands	The hair/makeup would enhance the actor's ability to portray the role	The actors could effectively portray their characters wearing the hair/makeup as designed	For the most part, the actors could play the role wearing the hair/makeup as designed	The actors would be unable to effectively portray their characters wearing the hair/makeup as designed
The Hair/Makeup Renderings give a clear artistic representation of the design along with a complete list of products required and notes that could be used to effectively reproduce the intended design on stage.	The renderings serve as a clear roadmap from which the makeup could be applied accurately and in detail	The renderings give an adequate roadmap from which the makeup will likely be applied accurately	The renderings provide a reference with some instruction as to how to achieve the design	The renderings do not provide enough information to apply the makeup design effectively
The Realized Application of the makeup/hair model the intended design showing exactly what is expected of the artist executing it	The finished makeup application is exactly as rendered	The finished makeup application strongly resembles the rendering	The finished makeup application suggests elements of the rendering	The finished makeup application does not reflect the rendering

MARKETING DESIGN EVALUATION GUIDELINES

CRITERIA	EXEMPLARY	DISTINGUISHED MERIT	HONOR	MERIT
Justification Paper lays out a clear production concept supported with artistic choices, lays out a thorough marketing campaign and pitches the expected effectiveness	Paper indicates a clear understanding of the chosen concept of the production and lays out a plan for how the designer will artistically set the tone and strategically bring in an audience	Paper indicates a basic understanding of the chosen concept of the production and lays out a plan for how the designer will artistically set the tone and strategically bring in an audience	Paper indicates a basic understanding of the chosen concept of the production but either fails to lay out a plan for how the designer will artistically set the tone or how they will strategically bring in an audience	Paper may indicate a basic understanding of the chosen concept of the production but may fail to lay out a plan for how the designer will artistically set the tone and/or how they will strategically bring in an audience
Inspiration Board provides examples of elements that represent the concept which can be seen carried into the finished design	Board contains specific examples of materials and visual references vital to conveying the concept that can be seen applied in the final designs	Board contains some specific examples of materials and visual references vital to conveying the concept and carries some of them into their designs	Board contains a somewhat broad collection of materials and visual references that can possibly be identified in the designs	Board contains a collection of materials that while they may reflect a concept, they do not appear to influence the design choices
Marketing materials effectively communicate the production concept throughout	All marketing materials are unified in their appearance with key details from the inspirations and concept	Most marketing materials are unified in their appearance with key details from the inspirations and concept	Some marketing materials are unified in their appearance with key details from the inspirations and concept	Marketing materials are not unified in their appearance with key details from the inspirations and concept
Marketing strategy is plotted effectively on the production calendar	All marketing events and the deadlines required to implement them are listed on the calendar	All marketing events and some of the deadlines required to implement them are listed on the calendar	All marketing events are on the calendar but no deadlines to complete them are present	Some marketing events are on the calendar
Poster effectively communicates the necessary information and is artistically well produced	All required information is included in an eye-catching poster that sets the tone for the production	Most required information is included in an eye-catching poster that sets the tone for the production	Most required information is included in a poster that sets the tone for the production but fails to catch the eye	Most required information is included in a poster that fails to set the tone for the production and/or catch the eye
Program is coordinated to the poster, includes the required elements and is artistically well produced	All required information is included in a well produced program that coordinates with the artistry of the poster	Most required information is included in a well produced program that coordinates with the artistry of the poster	Most required information is included in a less than well produced program that may or may not coordinate with the artistry of the poster	Only some required information is included in a program that fails to coordinate with the artistry of the poster and/or is not adequately well produced
Specialty Event is clearly explained and promotes the show effectively	The event is thematically tied to the production, so as to promote the show in a broader sense through the activity and effectively advertised with details	The event is loosely tied to the production, so as to promote the show in a somewhat broader sense through the activity and effectively advertised with details	The event is loosely tied to the production, so as to promote the show in a somewhat broader sense through the activity but not effectively advertised with details	The event does not tie to the production and/or is not effectively advertised with details
OR				
Study Guide clearly relates educational goals to the production through activities provided	The guide ties learning to the production through a collection of activities to enrich specific areas of the production experience for a student audience and is effectively produced	The guide ties learning to the production through a collection of activities to enrich specific areas of the production experience for a student audience and is somewhat well produced	The activities, though somewhat well produced do not support specific areas of the production or enrich the audience experience	The activities are not well produced and/or support specific areas of the production or enrich the audience experience

GROUP DESIGN EVALUATION GUIDELINES

CRITERIA	EXEMPLARY	DISTINGUISHED MERIT	HONOR	MERIT
Costume Design rating according to rubric				
Set Design rating according to rubric				
Hair/Makeup Design rating according to rubric				
Marketing Design rating according to rubric				
All the designs exemplify the group's overall production concept	In looking at all the work together, the designs all clearly reflect the same overall production concept	In looking at all the work together, most of the designs basically reflect the same overall production concept	In looking at all the work together, some of the designs basically reflect some common concept	In looking at all the work together, the designs fail to reflect a common concept
All the designs are unified artistically to create the "world of the play" together as a whole	All of the designs serve to create a clearly cohesive world that exemplifies the "world of the play"	All of the designs serve to create a somewhat cohesive world that exemplifies the "world of the play"	Most of the designs serve to create a somewhat cohesive world that suggests the "world of the play"	Some of the designs fail to create a cohesive world that suggests the "world of the play"
All the designs can function together to serve the overall needs of the production	All of the designs work together to enhance the actor's performance and the overall storytelling	All of the designs work together to support the actor's performance and the overall storytelling	Most of the designs work together to support the actor's performance and the overall storytelling	The designs don't work together and/or fail to support the actor's performance or the storytelling