

Graphic Novel Evaluation- Planning, Creation, Slideshow

Categories	Mark/ Comments
Part 1: Storyboard Planning	
Detail of Shots The storyboard effectively selects key shots and moments to communicate camera angles and important events .	/10
Content & Organization The sequence of events is clearly mapped out. The storyboard includes important elements such as plot, characters, setting, conflict, and conclusion. The script or narration adds additional information that focuses on story-telling conventions.	/10
Part 1: Planning- Mark	/20
Part 2: Graphic Novel Creation	
Page Layout and Composition Each page has been designed with a consistent layout , colour scheme, and other unifying design elements.	/10
Variety of Angles and Shot Selection Your frames display a variety of shot types and selection (either drawn or photographed). You have used angles, lighting, and various compositions that create interest for the viewer.	/10
Cover Design and Text The cover illustrates and quickly communicates the content of your book.	/10
Text/ Story The text develops a clear story line or theme that is presented in your photographs/ images.	/10
Part 2: Creation- Mark	/40
Part 3: Slideshow/ Animation	
Movement/ Timing Your slideshow/ animation heightens the visual experience of your graphic novel. It pulls the reader/ viewer into the story by using movement (or action) between slides.	/10
Movie Poster The poster effectively promotes your graphic novel and slideshow.	/10
Titles (or Credits) Audio (Music or Sound Effects) Titles and Audio enhance the visual presentation of your slideshow/ animation.	/10
Part 3: Slideshow / Animation- Mark	/30