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## Graphic Design Logo Rubric and Reflection:

| Standards/crite ria | Exceeds -4 | Meets-3 | Developing-2 | Unsatisfactory-1 |
| :---: | :---: | :---: | :---: | :---: |
| Process/planni <br> ng: <br> Use of brainstorming, and thumbnails to develop and refine concept | Developed many different ideas and used 3+ thumbnails to try different versions and refine concept | Developed several different ideas and used a couple thumbnail studies to refine final concept | Went with first idea with some refining | Went with first idea without refining |
| STATEMENT OF EVIDENCE: | Describe how you refined your initial idea through brainstorming and Thumbnail studies: |  |  |  |
| TECHNIQUE/ <br> use and control of learned illustrator techniques | Techniques were used skillfully, and intentionally to create desired effects in final logo. | Most techniques were used intentionally to create desired effects. | Some techniques were used skillfully and intentionally , but design was limited from lack of knowledge of some techniques | Limited use of techniques. Design is simplistic and underdeveloped as a result |
| STATEMENT OF EVIDENCE: <br> Check the boxes and elaborate on the back where and why you used each one. | Pen tool__ Pathfinder__ <br> Clipping mask__ Shape tool__ <br> Gradients__ Type tool__ <br> Opacity of colors___ Brush/pencil tools__  |  | Other tools: Please list other tools you used. Describe where you used them and why? |  |
| DESIGN: Use of intentional design concepts | Intentional use of art elements and design principles. Student can thoroughly articulate how they are used to create desired effect and visual communication of concept | Good use of a couple elements and principles. Good articulation of how they are used. | Some use of elements and principles. Could be more intentional. | No intentional use of design concepts. Concept is not clearly communicated |
| STATEMENT OF EVIDENCE <br> Check the boxes of design concepts you utilized State where and why you used them | Elements: <br> Line $\qquad$ Shape $\qquad$ Texture $\qquad$ Value <br> Color $\qquad$ Space/Form (illusion of 3D) $\qquad$ <br> Positive/ $\qquad$ negative space__ <br> Organice $\qquad$ Geometric $\qquad$ |  | Principles: <br> Balance(symmetrical $\qquad$ asymmetrical $\qquad$ _) <br> Contrast/Emphasis $\qquad$ Movement/Rhythm $\qquad$ <br> Pattern $\qquad$ Layout (rule of 3rds) $\qquad$ |  |

