Name:	
i taino.	

Expanded 3d Space and Lights: Part Two

Content: cityscape, park, jungle, forest, under the sea, fantasy (castles, dragons), surreal (wierd, Dali)

Expanded 3D Space and Lights (Applying your own theme) lastname_expanded 3d_part two	Level One	Level Two	Level Three	Level Four
Application - Compositing Using Chroma Key or Graphics	10 11	12 13	14 15	16 18 20
 talent is consistently integrated into the image throughout the production, making appropriate use of available layers background is consistently keyed out throughout the production the integrity of the acting talent is not compromised throughout the production 				
Application - Use of 3D Lights	10 11	12 13	14 15	16 18 20
 lights are purposely applied to the 3d scene 3d lights enhance the overall production 				
Application - Use of the 3D Camera	10 11	12 13	14 15	16 18 20
 effective use of camera camera commands, focal length camera movements effectively applied to move throughout the space 				
Application - Expanded 3D Space	10 11	12 13	14 15	16 18 20
 proper use of motion tile to cover the expanded space 3d space properly set up to apply good motion parallax 3d space encompasses all action that will take place in that space 				
Thinking - Theme	10 11	12 13	14 15	16 18 20
Theme is consistent throughout the entire production				
Thinking - Composition and Coordination of Multiple Layers	10 11	12 13	14 15	16 18 20
All elements are purposely and effectively placed within the video frame; All elements are well coordinated to achieve the overall effect				
Communication - Overall Impact	10 11	12 13	14 15	16 18 20
Content is engaging				

Expanded 3D Space and Lights (Applying your own theme) Proper File Name, Proper Upload	
Communication Part Two	/5
 file folder is properly named as per naming convention the After Effects file is properly named as per the naming convention mp4 is exported to the correct length and named as per the naming convention files are properly organized in the folder files are properly uploaded to the Halton Cloud in the proper location 	