## William Lyon Mackenzie C.I. 2015/16 **ASM2O**

GRADE 10 MEDIA ARTS

NAME:

Culminating Activity: Toy Mash-Up

Objectives: The purpose of the ISP is to evaluate what you have studied this year; *photography, composition, conveying meaning through your media art, image manipulation (e.g. Photoshop)…* It should come from your ideas book and be tailored to your interests and strengths.

CHALLENGE: To be inspired by your own childhood imagination and visually represent the daydreams you used to have; or still do!

1a) Outline the main concepts and ideas of your final piece. What were you trying to express/show? /3

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1b) Did your final media artwork achieve the assignment objective? Explain how it did, or did not, achieve the objective. /2

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2) What materials and/or software did you use and why did you choose it over other possibilities? /2

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3) As an artist, where would you take **your final** project next? How would you develop this **theme** into a separate piece of art, or as part of a series? /3

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| CATEGORY | **Level 4** | **Level 3** | **Level 2**  | **Level 1**  |  |
| **Understanding of content** | Clearly defined concept supported by the final film idea. | Mostly defined concept. | Incomplete / not fully realized concept. | Limited concept |    /10 |

4) **Explain what each of the four organizing principles are and give an example of work you have done this year that uses that principle. *Try to make each example a different project.***

Hybridization, Duration, Interactivity & Point of view

 /10

1a) Hybridization

**Example**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Explanation of principle**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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NAME:

1b) Duration

**Example**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Explanation of principle**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1c) Interactivity

**Example** not needed for Interactivity

**Explanation of principle**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1d) Point of view

**Example**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Explanation of principle**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| CATEGORY | **Level 4** | **Level 3** | **Level 2**  | **Level 1**  |  |
| **Knowledge of content** | Four principles of Media Arts accurately defined with strong examples. | Three / Four principles of Media Arts mostly defined with examples. | Two / Three principles of Media Arts somewhat defined. | Limited knowledge demonstrated with little or no examples. |    /10 |