

SFX Quality Check and Revision Plan - No-Workbook Route

NAME _____ DATE _____ PERIOD _____

Use this expanded sheet only when you cannot write on FYF p. 131 or need the enlarged revision route. Do not complete both.

1. Rate the evidence, not the effort

CRITERION	MASTERS	MEETS	APPROACHES	NEEDS IMPROVEMENT	MY RATING
Texture reads clearly	clear from 3 feet; details support it	main texture is clear	texture is partly clear	texture is hard to identify	
Layers or pieces hold	all remain aligned or attached	most remain aligned or attached	some shift or flatten	most shift, flatten, or detach	
Plan matches build	build follows the map and labels	most choices match	several choices changed without notes	plan and build do not yet connect	

2. Show the evidence

Word bank: evidence = what can be seen or measured · cause = why the problem happened · revise = change the plan after testing

What is one specific place where the texture works? Describe what a viewer can see.

What was the biggest build problem? What caused it?

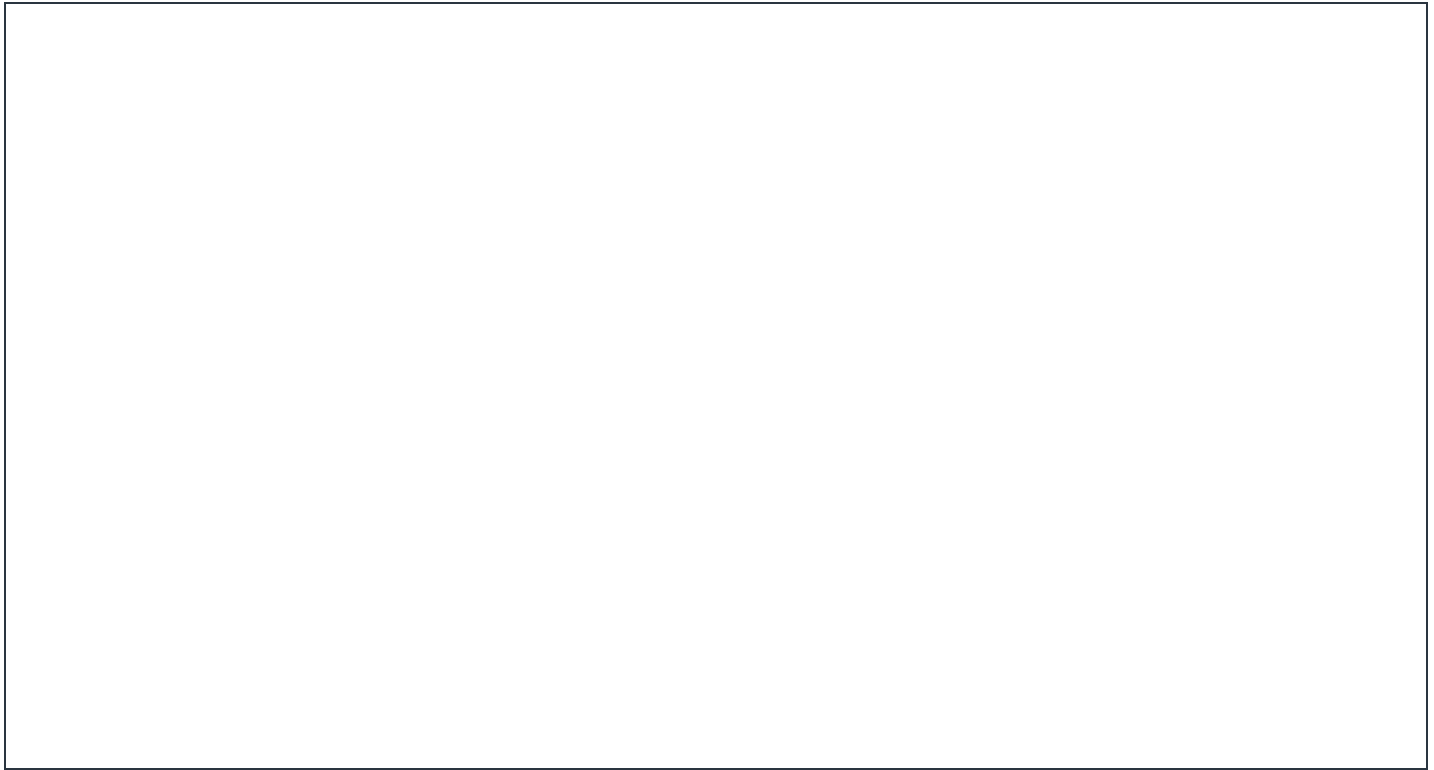
3. Revise the plan

Change 1: What would you change in the material, layer, size, color, placement, or tool?

Why would that change improve the texture or stability?

4. Draw the revision

Label at least three changes. Use arrows to show movement, overlap, or layer order.



5. Connect the work to a career

Choose one professional who would work with the SFX artist: costume designer, lighting technician, camera operator, actor, director, production designer, or another valid role.

Professional: _____

What information would the SFX artist need to share with this person?

How could that person's needs change the revised design?

Use this frame if helpful: The [professional] needs to know [information]. I would revise [design choice] because [reason].