

Ascension Scoring Rubric

Disclaimer:

THIS IS A GENERAL IDEA OF HOW THE JUDGES WILL SCORE AND TO HELP YOU UNDERSTAND THE TERMS USED ON THE SCORESHEETS. JUDGES MAY INTERPRET ENTRIES DIFFERENTLY.

VOCALS

TOTAL : 30

| | 10 | 8 | 6 | 4 | 2 |
|---|---|---|---|---|---|
| Technique Technical capability of the group and the ability to control their voices to produce the best sound possible. This includes elements such as tone quality and breath support. | Flawless tone quality and breath management/support. Singers can produce healthy belts, and no one is straining to sing their part. Perfect control of vibrato and other vocal embellishments/aspects, with little to no blemishes. | Wonderful tone quality and breath management/support. Singers may display unhealthy technique, but these blemishes are very scarce in comparison to the whole performance. May be very slight strain or have a slight lack of control for vibrato and other vocal embellishments, but these mistakes are few. | Tone quality/breath support are satisfactory. Few singers may be hyper/hypo nasal. Few singers struggle to produce healthy belting and/or are straining to sing their parts, but not enough to take away much from the performance. Vibrato and other vocal embellishments are controlled, for the most part. | Tone quality/breath support could use a fair bit of work. Some potentially hyper/hypo nasal. Some singers struggle to produce healthy belting and/or strain to sing their parts, often. Vibrato/vocal embellishments can be controlled but need work. | Tone is lacking in quality. Singers are hyper/hypo nasal. Appears to be lack of breath management. Singers seem to struggle to produce healthy belts and/or strain to sing their parts. Uncontrolled aspirate breaks/voice cracks. Vibrato is uncontrolled, and vocal runs/other embellishments are sloppy/slurred. |
| Style & Expression The characterization, emotion, dynamics, and overall style of each singer and group as a whole | Amazing style and expression. Each vocalist exhibits their own style and can make the performance engaging and captivating. All necessary emotion is portrayed flawlessly. Dynamics help to captivate the listener. Lots of creativity. | Vocalists give off a good amount of style/expression. Emotion is incorporated when necessary but may be lacking with dynamics/vice versa. Entertaining and captivating, but not quite reaching the full potential of the group. | Vocalists have a decent amount of style/expression. Emotion may be incorporated by some of the singers, with little or some dynamic. The group still has potential to grow, but overall still a good performance. | Few vocalists give off style/expression, but not enough to reach the group’s full potential. Vocalists have made an effort to incorporate emotions or dynamics. | Very minimal execution of style/expression. Vocalists are singing the melody flat out, with what appears to be no individuality. Emotions are not exhibited very well, and the performance feels can come across as lifeless. |

| | 5 | 4 | 3 | 2 | 0 - 1 |
|--|--|--|--|--|---|
| Diction The pronunciation/ enunciation of words | Pronunciation is perfect. Singers can keep up with their lines and don’t fumble over words at all. No addition of extra sounds/particles at all. | Pronunciation has a couple vowel/consonant errors but is nearly perfect otherwise. Possibly 1 or 2 extra sounds/particles on really fast lines, but otherwise everything is solid. | Pronunciation has enough vowel/consonant errors to be noticeable, but not enough to completely take away from the performance. Adding in extra sounds/particles rarely, but it still may need work. | Vowels and consonants are often wrong. Singers stumble over their words a bit, and struggle to keep up. Slurred singing/speech. Adding in a couple extra sounds/particles every now and again. | Vowels and consonants are almost completely inconsistent and incorrect. Excessive slurring. Singers fumble over words and add in extra sounds/particles consistently. |
| Song Choice Is the song choice and/or key suitable for all vocalists | Each vocalist sounds comfortable and healthy. All vocalists can perfectly keep up with the intensity and range of the song, while also being able to showcase their voice to its full potential. | There is little struggle to keep up with the intensity/tempo/range of the song, but only at really difficult points. Vocalists have picked a range that is comfortable for everyone but might not show off everyone’s voice to its full potential. | A few vocalists struggle to keep up with the range/intensity of the song, but not everyone. The key might not be the best pick for everyone, whether it be due to being too high/low for some people, or due to it being a little too comfortable and not allowing for singers to break out of their comfort zone. | Most of the vocalists struggle to keep up with the tempo/range of the song most of the time. A decent amount of strain/bottoming out. | Vocalists struggle to keep up with the tempo/range of the song completely. Lots of strain/bottoming out and/or fumbling over lines. |

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MIX

TOTAL : 30

| | 10 | 8 | 6 | 4 | 2 |
|---|--|--|--|--|--|
| Dynamics Includes elements of mixing such as compression, clarity, panning, and volumes | All volume is perfect - the vocalists are balanced perfectly with one another as well as with the instrumental. The compression is executed well, and the panning is executed perfectly. The overall clarity of the mix is perfect with no issues. | Volume balance is executed well, not counting a few instances in the mix where the clarity or panning could use a touch up, or singers appear to be singing slightly over one another or are below/above the instrumental. | There are quite a few instances throughout the mix where the dynamics are off. Singers appear to be singing over one another or the instrumental. Some verses of the song lack clarity and the compression is not executed well at points in the song. | Dynamics are lacking majorly. There are several issues throughout the mix with clarity, making it difficult to understand points of the song. Compression is present but lacks proper technique. | Dynamics are severely lacking. Volumes are off, causing the instrumental to either be too loud or too quiet throughout the entire mix. Vocalists are not balanced with one another or the instrumental. The mix overall is not clear, and compression lacks technique. |
| | 5 | 4 | 3 | 2 | 0 - 1 |
| Tuning The accuracy of the altering of vocalists’ notes and the technique of proper tuning | All notes are tuned with total accuracy and do not have distortion. | Notes are tuned with accuracy, but there are either some notes that are off or there is some distortion. | Notes are mostly tuned accurately, but there are still multiple note errors and distortion can be heard throughout the song. | Tuning needs a lot of revision as there are many note errors throughout the song and/or the distortion is very heavy and distracting. | There are notes that are incorrect throughout the entire song. |
| Timing Ensuring vocalists sing at the same time as one another as well as on pace with the instrumental of the song | Every word and syllable are perfectly timed. Each vocalist sings in complete unison and there are no offbeat notes in the mix. | The timing of words and syllable is generally good, but there are a few parts of the mix that could use some more precise timing. | There are more than a few instances in the mix of words and syllables that require more precise timing either between vocalists singing together or with the instrumental. | Timing is inaccurate through most of the song. Words are offbeat and either come late or early between other vocalists or the instrumental. The errors are distracting. | Vocalists do not sing in unison and consistently sing before or after one another or the instrumental. The errors are very distracting. |
| Vocal Blend The execution of blending vocals together and with the instrumental by use of elements such as, EQ, and de-ess. | Vocals are blended perfectly with each other and the instrumental. The EQ is perfect and works perfectly for the song. | Vocals are mostly blended well together, but there may be one or two instances with elements such as error with the EQ that could be touched on. Elements are generally executed well outside of a few errors. | There are more than a few instances of the vocals not being balanced overall. The EQ is poor at points in the song or requires some touch-ups overall to create better balance in the song. | The vocals lack blend overall, as there is poor execution of mastering elements throughout the song. The EQ may cause the vocals to sit on top of or below the instrumental, and all other mastering elements are not executed well. The overall blend needs revision. | The EQ is poor, and the vocals do not work with the instrumental. |
| Special Effects | Any special effects or lack thereof were used appropriately in the mix and blend well with both the song and vocal structure. | Any special effects or lack thereof in the mix are used well, but there are a few musical errors or sound design related mistakes present. | The mixer has tried creating additional sound effects but lacks technique or there is a lack of effects where it may be necessary. | The mix lacks overall control over special effects but there were attempts at creating them. | The overall mix contains improper or out of place use of special effects. |

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ART

TOTAL : 30

| | 10 | 8 | 6 | 4 | 2 |
|---|---|---|---|--|---|
| Anatomy The technical aspects of the art. Involves the anatomical accuracy of the figure drawn with respect to stylistic choices, perspective, and posing | The anatomy executed in all art is completely accurate in respect to all stylistic choices, perspective, and posing drawn. There are no errors. | Anatomy is executed very accurately in respect to all stylistic choices, although there are maybe one or two errors regarding areas such as perspective and posing. Overall, the anatomy is accurate. | Anatomy is generally correct, however there are more than one or two issues regarding the executed perspective and posing. | The anatomical accuracy of all drawings is generally correct, however, there are several large errors in respect to the perspective and posing executed. | There are errors in all the art regarding areas such as perspective and posing. There is some anatomical accuracy, but overall there are errors. |
| Creativity The creative choices of the art such as posing, outfits, palettes, and overall design | Posing exhibits a creative dynamism, the outfits use elements of design and fashion to create a pleasing result, palettes chosen work very well together and the overall design is very creative. | The overall aesthetics of the creative choices is executed well and exhibits great choice of posing, creative outfit design, and great palettes outside of one or two issues with the overall design. | Overall creativity is great with elements that work very well together, such as the posing, outfits, and palettes, however there are a few areas that there is a clash in the design. | Creativity is generally good, but there are multiple elements that are clashing with one another regarding posing, outfits, palettes and the overall design. There are multiple errors that are distracting, and there could be more push for dynamism and variety of outfits for example. | There is evidence of creativity, however the individual elements do not work cohesively and clash. There could be more dynamism in the posing, variety in the outfits, or different choice of palettes. |

| | 5 | 4 | 3 | 2 | 0 - 1 |
|--|--|--|---|---|--|
| Readability Overall use of elements such as contrast, color, and design clarity and how effectively it was integrated within the art | All elements can easy be read even from a distance. There is great contrast, color, overall design clarity executed in the art and all these elements have been effectively and perfectly integrated into the art. | The overall integration of design clarity has been executed well, and there is clear use of contrast and color difference to create great readability outside of maybe one error. | The overall design clarity and integration of all elements is generally good, and there is evidence of contrast and color difference being used in the art, although there are two or more errors. Some of the art may appear to be illegible or unclear. | There is clear attempt at using contrast, color, and push for design clarity, however there is not a stark enough contrast to create well integrated readability, causing the art to come across unclearly. | There is very little contrast and color difference, causing the art to appear flat and unclear. Elements may not have been integrated very well into the art. |
| Quality Treatment of the artwork regarding the image resolution, taking into consideration for how it is going to be used and viewed within the entry (i.e. the image if large enough to be clear, the render itself is clean with no stray spots) | Quality of the art and overall resolution is pristine and clear. There is evident consideration to the resolution the art will be viewed at and there are no errors with the quality. | Quality of the art and overall resolution is clear. There may be one error in the quality, such as some stray spots in the render, or irregular pixels. Overall, the quality is great. | Quality of the art and overall resolution is generally good, however there are some errors with the quality. The render may not be very clean or clear, due to elements such as a smaller resolution size. | There are multiple issues with the overall quality of the art, although the quality still stays clear. There may be errors such as many stray spots in the render, a small resolution size that has been blown up in the entry, or irregular pixels throughout the art. | The quality of the art is not clear. There are errors that may be regarding a small resolution size that has been blown up in the entry, unclear lines, stray spots throughout the render, and irregular pixels. |

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ANIMATION

TOTAL : 30

| | 10 | 8 | 6 | 4 | 2 |
|--|--|--|--|---|--|
| Technique Ability to execute technical aspects such as camera use, video panning, applicable transitions, and timing of the animation | Camera use and panning is executed very well throughout the entire video, allowing the scenes to be legible and easy to follow - scenes do not flash extremely fast or make it difficult on the eyes. Transitions are appropriate and allow scenes to blend well together as the video moves from scene to scene. The timing of the animation is on point with the song chosen and does not miss a beat. | Most scenes are easy to follow, and the camera use has been executed upon well. Transitions are mostly appropriate outside of a few areas that require some improvement. Overall, the timing of the animation is on point. | Some scenes are a little difficult to follow and flash too fast or go too slow, disturbing the pace of the animation. Transitions are good overall, but there are still timing issues. Use of adequate panning is minimal. | Use of panning is very minimal to nonexistent, and the camera has not been used effectively for most of the animation. Scenes are difficult to follow or hard on the eyes. Overall, the scenes do not flow well together, and transitions have not been utilized effectively. | Panning needs to be reviewed as it has not been used or barely used. The timing for much of the video is off, causing scenes to transition either too early, too late, or not at all. Transitions are not appropriate, and scenes do not blend together. |
| Overall Cohesion Ability to blend all elements of the animation together, use of clear and appropriate fonts, and the atmosphere conveyed within the video | All fonts and font sizes are appropriate and legible throughout the video, if used. Scenes work well together and follow similar palettes and design choices that make sense. The atmosphere is engaging, and the overall animation is cohesive. | Fonts and font sizes are appropriate outside of a few instances, if used. Scenes overall work well together and the designs choices are good. Atmosphere is engaging for most of the video. | There are a few instances in the animation where the fonts and font sizes are illegible or inappropriate for the scene, if used. Scenes overall work within one palette but bounce around a little too much with colors that do not flow together. The atmosphere of the animation is mostly engaging. | Fonts are inappropriate for most of the video, making it difficult to read or too overpowering in the scenes, if used. Generally, some scenes work together, but overall scenes mostly clash in the animation. The atmosphere is not cohesive and difficult to become engaged in. | Fonts are completely inappropriate and there are only select few instances where they are appropriate, if used. Not many scenes work together and many elements clash within most of the animation. The atmosphere is unclear and not engaging. |

| | 5 | 4 | 3 | 2 | 0 - 1 |
|---|--|---|--|---|---|
| Effects Deals with the appropriation and execution of effects; Sponsors will be looking at color correction, puppeting, and control of simulated elements that include but are not limited to particles, lens flares, lights, caustics, etc. | The effects used within the video are executed well and are appropriate overall. The effects exemplify the animator's capability to use effects to enhance, rather than hinder, the animation. | There is one or two instances in the animation where the effects are not executed upon completely or an inappropriate. The effects overall still exemplify the animator's capabilities and enhance the animation. | There are three or four instances where the effects are not executed upon well which cause hindrance to the animation. Some effects chosen are inappropriate. | There are several instances where the effects are either not executed upon well, are inappropriate, or a combination of both. Effects do not work to enhance the animation. | There are only one or two instances where the effects chosen are executed well. The overall animation is hindered by the effect choice and execution. |
| Creativity Ability to create balanced scenes throughout the video, use all tools available, and overall design choices | Each scene has a uniqueness and the video avoids consistent repetition of scenes. The animation shows consideration for design and balance. | There are some minor areas of improvement to push for more considerations towards the element of design and balancing out scenes while fully expressing creativity. | There is a balance between great scenes and mediocre scenes throughout the entire video. Some better consideration for the elements of design and the overall balance of scenes and elements is required. Limited tools were used. | Most scenes are off-balance and do not exemplify the creativity of the animation. Scenes are repetitive, and limited tools were used. | There are no solid examples of an array of tools being used to complete the animation. Scenes are generally unbalanced and there is lack of consideration for design elements and creativity. Scenes are very repetitive. |

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COHERENCE

TOTAL : 10

| | 10 | 8 | 6 | 4 | 2 |
|--|--|---|--|---|--|
| Coherence Consideration of how the art and animation work together | Art and animation work in perfect unity in consideration for elements such as: design, color, posing, and effects. Art and animation work together perfectly with no issues. | Art and animation work in unity with each other, although there may be one or two elements that can be improved upon. Overall, the art and animation work cohesively. | Art and animation generally work together, but there are elements that clash together regarding design, color, posing, and effects. Some elements work well together, whereas others do not. | There are one or two areas where the art and animation work very well together, or generally well, but overall the art and animation clash and do not work cohesively in the entry. | Art and animation overall clash regarding elements such as design, color, posing, and effects. |

CREATIVITY

NOTE THAT CREATIVITY WILL NOT BE COUNTED IN YOUR FINAL SCORES;
TEAMS WITH THE HIGHEST CREATIVITY AVERAGE AFTER ALL THREE ROUNDS WILL RECEIVE A SEPARATE PRIZE REGARDLESS OF THE TEAMS’ RANKING IN THE COMPETITION

| | ★★★★★ 5 | ★★★★★ 4 | ★★★ 3 | ★★ 2 | ★ 1 |
|---|---|--|---|---|---|
| Song Choice and Script Dynamism of the scripting in relation to vocalists’ tones and strengths, as well as how the song choice was used in correlation to the given theme and how it is showcased through the dynamics of the script. | Song is very original or unexpected. Script is balanced, flows perfectly and follows an interesting dynamic pattern with areas of intensity and calm. The group uses the entirety of the song to display their theme with a unique point of view or perspective and the points of tension or calm within the scripting enforce the message being displayed. | Song is interesting. Script is overall accommodating to the singers’ strengths but lacks a little bit of balance and dynamism. A vast portion of the song backs up the given theme from a cool perspective, and the scripting further emphasizes the message through the points of tension and calm. | Song is safe or an obvious choice; but groups find a way to match it to the given theme in an interesting way. Script is mostly balanced but doesn’t have interesting dynamics or flow. Script is straight forward. | Song is uninteresting. Script does not rise nor fall in a captivating way with the lyrics of the song. Song has been sung many times before, but the group did not bring any new interpretations to the song. Correlation between the meaning of the song and the theme is unclear but teams tried to make it work or is generic and obvious. | Song is unoriginal/has been sung countless times before and the group did not bring any new interpretations to the song. Script is very similar to the original or to another cover. Correlation between the meaning of the song and the theme is very unclear or no attempt was really made to connect the two together. |
| Theme Interpretation and Story | A conscious and detailed effort was made by the team to interpret the given theme in a unique way or with an unexpected point of view. Teams are all integrated into a story or plotline and/or groups create and show a clear backstory for themselves. | There is a lot of thought put into the theme wherein groups carefully chose the elements in their entry to interpret the given theme in an artistic way. Teams showcase their thought process well but at times lack clarity. | There appears to be some thought put into the theme, but groups took an obvious or straight forward approach with some liberties. The story told is interesting, but could have more detail. | There seems to be a lack of thorough considerations of all elements of the theme and uniqueness of interpretation. The theme was possibly interpreted too literally rather than taking personal liberties to tell a story. | There appears to be very little story exhibited in the entry. The theme interpretation is very short and lacks in detail. |

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SCORESHEET EXAMPLE

| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T |
|---|-------------------|------------------------------|----------------|-----------------------|--|---------------|---------------|-----------------------|---------------------------|--|--------------------|--------------------|----------------|----------------------|-----------------|----------------|-------------------|-----------------|------------------|
| | CIRCUIT | | | | | | | | | | | | | | | | | | |
| | Vocals: 18.333/30 | | | | Mix: 19.668/30 | | | | | Art: 19.333/30 | | | | Animation: 19.334/30 | | | | Coherence: 7/10 | |
| | Technique (10) | Style/ Expression (10) | Diction (5) | Song Choice (5) | Dynamics (10) | Tuning (5) | Timing (5) | Vocal Blend (5) | Special Effects (5) | Anatomy (10) | Creativity (10) | Readability (5) | Quality (5) | Technique (10) | Overall (10) | Effects (5) | Creativity (5) | Art (5) | Animation (5) |
| Sky | 6 | 6 | 3 | 2 | | | | | | | | | | | | | | | |
| Kytttee | 7 | 7 | 2 | 3 | | | | | | | | | | | | | | | |
| Snazz | 8 | 6 | 4 | 1 | | | | | | | | | | | | | | | |
| azuma | | | | | 8 | 3 | 3 | 3 | 3 | | | | | | | | | | |
| Chad | | | | | 6 | 3 | 3 | 3 | 2 | | | | | | | | | | |
| Roze | | | | | 6 | 5 | 5 | 3 | 3 | | | | | | | | | | |
| Ena | | | | | | | | | | 6 | 3 | 4 | 4 | | | | | 4 | |
| Eri | | | | | | | | | | 7 | 6 | 4 | 4 | | | | | 4 | |
| Tin | | | | | | | | | | 6 | 6 | 4 | 4 | | | | | 4 | |
| Azuka | | | | | | | | | | | | | | 5 | 5 | 5 | 5 | | 3 |
| hibiki | | | | | | | | | | | | | | 6 | 6 | 3 | 3 | | 3 |
| Sayu | | | | | | | | | | | | | | 6 | 6 | 5 | 3 | | 3 |
| Subtotals: | 7 | 6.333 | 3 | 2 | 6.667 | 3.667 | 3.667 | 3 | 2.667 | 6.333 | 5 | 4 | 4 | 5.667 | 5.667 | 4.333 | 3.667 | 4 | 3 |
| Averages for the corresponding column Color indicates how well you did in that category; Use it to better see where your strengths and weaknesses are. | | | | | Final Score Your team's final score! Calculated by subtracting all deductions from the average of all categories (Vocals,Mix,Art, Animation,and Coherence) | | | | | DEDUCTIONS: -2 GRACE PENALTIES: -1 FINAL SCORE: 82.668/130 | | | | | | | | | |
| Green: Well or Excellent Yellow: Passing or Average Red: Needs Improvement | | | | | | | | | | | | | | | | | | | |

Deductions Section

DEDUCTIONS

Points removed for missing asset list and/or credits.

It's one (1) point per missing element. Make sure you read the submission guidelines and check over everything before you submit. We will not chase after you.

GRACE PENALTIES

Points removed for lateness after deadline/grace period.

See "Grace Period" under the "Rules" section for rates.

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