PASS – You have made a basic start on your pre-production. Presentation could certainly be clearer and more helpful to the reader. The content is somewhat superficial, and it might help to actually think through your choices about cinematography and narrative in rather more detail. As it stands, this standard of work might lead you towards achieving a Pass grade. To get to a merit, I suggest you add more frames to your storyboard with considerably more detail about shot choice, blocking, set design, sound and so on. It would also be a good idea to divide your screenplay into eighths and to annotate it with ideas about editing, sound, camera use and so on.

MERIT – Your pre-production to date demonstrates a competent grasp of what is required. Presentation is reasonably clear and helpful and you are going into some detail about your cinematography and narrative choices, though this is inconsistent. At the minute, it looks like your work is heading for a Merit grade. Your basic ideas are good, though, so it would be a really good idea to elevate your grade by going back and adding detail, or even annotating your existing work, with further, more developed ideas. Keep an eye on presentation also – it is not explicitly marked, but it is most definitely taken into consideration. There are many more pieces of pre-production which we can add; location scouting, dubcharts and shotlists are the most important, so make sure they are completed at distinction level.

DISTINCTION – There is some good work here which offers evidence of detailed thinking and planning about your film work, and it seems that you are going to be in a position to produce an excellent piece of film. Your work appears to be heading towards distinction, so well done for that. There is always room for more detailed thinking and annotation of screenplays and storyboards, and these are the things which tend to suggest a student who is thinking deeply and in detail. There are many more pieces of pre-production which we can add; location scouting, dubcharts and shotlists are the most important, so make sure they a e completed at the same high level.