

Visual Arts – Exam Project (adapted)
Peer feedback _____/10

Person giving feedback:
Name of artist:

Please give two pieces of advice for each category. Be specific: say **WHERE** it is, and **WHAT they should DO**.

You may answer **any six questions** in this assignment.

Quality of observation

Consider:

- How and where can their level of detail improve?
- How and where can their proportion (shapes and sizes) improve?
- How and where can their overall observation improve?

1.

2.

3.

Quality of drawing/painting technique

Consider:

- How and where can they improve their use of contour, detail, and proportion?
- How and where can they improve their smoothness and blending from light to dark?
- How and where can they mix and/or apply their paint more carefully or complexly?
- How and where can their brushstrokes, pencil lines be more interesting or expressive?
- How and where can they create more effective textures?
- How and where can they improve the quality of the lights and darks in their work?

1.

2.

3.

Remember, you may answer **any six questions** in this assignment.

Clay Technique

Consider:

- How and where can the artist ensure that their project is strong and stable?
- How and where can the artist improve the smoothness or texture of the surface quality?
- How and where can the artist improve how the clay object feels in the hand?
- How and where can the artist improve the quality of their carving?

1.

2.

3.

Composition

Consider:

- How and where can they add more to make the artwork feel more complete?
- What and where does the artist have to improve the fullness of the background or foreground?
- What and where do they have to do things to ensure will finish on time?
- What and where do they have to do things to ensure that their composition is non-central?
- What and where do they have to do things to ensure that their composition is well-balanced with respect to texture, shape, line, light and dark, and colour?
- How and where should they change their colours to match their colour scheme?
- How well-balanced is the project three-dimensionally (if a 3D project)?
- How well-balanced does the object feel in the hand when held and handled (if a 3D project)?

1.

2.

3.

Remember, you may answer **any six questions** in this assignment.

Sense of depth

Consider:

- How and where can the artist use converging lines, single or two-point perspective better?
- How and where can they use warm and cool colours to create a better sense of depth?
- How and where can they use high and low intensity colours to create a better sense of depth?
- How and where can they use high and low contrast to create a better sense of depth?
- How and where can they use high and low detail to create a better sense of depth?

1.

2.

3.

Portraiture

Consider:

- How and where can the artist make their portrait more detailed, realistic, and lifelike?
- How and where can the artist improve the quality of their observation?
- How and where can the artist improve specific parts of the face?
- How and where can the artist show specific parts of their subject's personality?

1.

2.

3.

Remember, you may answer **any six questions** in this assignment.

Pattern and design

Consider:

- How and where can the artist create more detailed, accurate, and life-like patterns?
- How and where can they base their patterns and design in observation and image research?
- How and where can they create a more complex and beautiful designs and patterns?
- How and where can they create a wider variety of patterns and designs?

1.

2.

3.

Texture

Consider:

- How and where can the artist create more detailed, accurate, and life-like textures?
- How and where can they observe realistic textures more closely to improve their artwork?
- How and where can they use a wider variety of textures?
- How and where can they improve the quality of the textures in a specific area?

1.

2.

3.