

Material technique

Consider observation, accurate line detail, shapes, blending, and shading. Also consider different kinds of mark-making, keeping the medium crisp and dynamic, colour mixing, etc.

Texture

Consider the variety of textures, the quality of each area of texture, the quality of observation for realistic textures, and so on.

Composition

Consider whether they have a complete all-over base layer, how well the background is developed, do they have a clear colour scheme, and how well balanced the textures, colours, lights and darks are in the artwork. Also consider providing advice on how to complete the project.

Be specific: say **WHERE** it is, and **WHAT** they should **DO/WHAT** is going well

Example: *“You can make the texture in his hair better by observing the shapes of the lights and darks”*

You should offer **EIGHT pieces** of positive and negative feedback.

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