

# Visual Arts 11 Peer Feedback for Exam Project

Look at another student's artwork and give specific advice about how to improve it.

Please give **ten** pieces of advice, or if you are allowed specific learning adaptations (please ask if unsure), please give **six** pieces of advice. You may choose which categories are most important to the artwork in front of you. You may answer the same question more than once if you are talking about different parts of the artwork.

**For each recommendation, make sure you include the specific place in which it needs to be done.** Example: *"You should look more closely at your source images in order to capture the texture of the shadows on the clouds on the upper left hand side."*

## Creativity and/or careful observation

Consider: What is the artist trying to communicate? What should they do to make their idea clearer, more thoughtful, or more creative?  
How and where should the artist improve the quality of their observation?

## Technical skills

Consider: How and where can the artist improve the contour, proportion, and detail of the project?  
How and where should the artist improve the contrast, smoothness, and blending of their shading & colour?  
How and where should they improve the application/brushstrokes of their paint?  
How and where should they improve the surface quality and construction of the clay?  
How and where should they improve the quality of their carving?

## Texture

Consider: How and where should the artist vary the kinds of marks, line weights, brushstrokes, and texture they are making?  
How and where should the artist improve the quality of specific areas of texture?  
How and where does the artist need to more carefully observe the texture of their artwork?  
How and where does the artist need to improve the quality and variety of pattern in their artwork?

## Composition

Consider: What can be done to ensure that the composition is non-central?  
How can the background become better developed?  
What can be done to balance the painting in terms of colour? Light and dark? Texture? Shape? 3D?  
Is the artwork too light or too dark? What can be done to improve this?  
What changes can the artist do to make the colour scheme work better?  
Is the artwork behind schedule? What can be done to address this?  
What areas are neglected and what do they need?

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Person giving feedback:

Artist:

1.  Creativity/observation  Technical skills  Texture  Composition

2.  Creativity/observation  Technical skills  Texture  Composition

3.  Creativity/observation  Technical skills  Texture  Composition

4.  Creativity/observation  Technical skills  Texture  Composition

5.  Creativity/observation  Technical skills  Texture  Composition

6.  Creativity/observation  Technical skills  Texture  Composition

7.  Creativity/observation  Technical skills  Texture  Composition

8.  Creativity/observation  Technical skills  Texture  Composition

9.  Creativity/observation  Technical skills  Texture  Composition

10.  Creativity/observation  Technical skills  Texture  Composition