

Mid-project feedback to students – Depth Drawing

Name:

Eupan balik pertengahan proyék ka siswa – Depth Drawing Nami:

This project will be evaluated according to three general criteria. In order to help you do your best, here is some feedback with suggestions about how to improve your drawing. I have only chosen what I think are the most important pieces of advice for you. If these suggestions are unclear, please ask me or a friend.

Proyék ieu bakal dievaluasi dumasar kana tilu kriteria umum. Dina raraga mantuan Anjeun ngalakukeun pangalusna anjeun, ieu sababaraha eupan balik kalawan saran ngeunaan kumaha carana ningkatkeun gambar Anjeun. Kuring ngan ukur milih naon anu kuring pikir mangrupikeun naséhat anu paling penting pikeun anjeun. Upami bongbolongan ieu teu jelas, mangga taroskeun ka abdi atanapi ka rereancangan.

Shading, Proportion, and Detail / *Shading, Proporsi, sareng Detil*

Shading is using light and dark to draw. It is an easy way to make things look realistic and three dimensional.

Proportion is the name of the skill where you accurately portray shapes and sizes.

Shading ngagunakeun lampu sareng poék pikeun ngagambar. Ieu mangrupikeun cara anu gampang pikeun ngajantenkeun hal-hal anu réalistik sareng tilu diménsi. Proporsi mangrupikeun nami kaahlian dimana anjeun ngagambarkeun bentuk sareng ukuran anu akurat.

- ☐ **Observe closely.** Keep looking at your photograph. Try to forget what you are looking at, and focus on the component lines and shapes. It appears that some of your artwork is drawn from memory, making it less realistic.
Titénan taliti. Terus ningali poto anjeun. Coba hilap naon anu anjeun tingali, sareng difokuskeun garis sareng bentuk komponén. Nembongan yen sababaraha karya seni anjeun dicokot tina memori, sahingga kirang realistis.
- ☐ **Consider changes in texture.** Hair needs a different kind of drawing than bark, clouds, water, or rock. Try to capture the texture of the different things you are drawing.
Mertimbangkeun parobahan tékstur. Bulu peryogi jinis gambar anu béda ti babakan, méga, cai, atanapi batu. Coba néwak tékstur tina rupa-rupa hal anu anjeun gambar.
- ☐ **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.
Lighten outlines Anjeun. Outlines penting pikeun meunangkeun proporsi bener, tapi maranéhanana kudu leungit sanggeus Anjeun ngamimitian shading.
- ☐ **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.
Poékkeun poék anjeun. Lakukeun kitu bakal ngaronjatkeun dampak sakabéh gambar anjeun, sarta bakal ngabantu eta pop.
- ☐ **Add tone to your lights.** Leaving areas white tends to leave the impression that your artwork is unfinished. Instead, look for light shades of grey you can add instead.
Tambahkeun nada kana lampu anjeun. Ninggalkeun wewengkon bodas condong ninggalkeun gambaran yén karya seni anjeun tacan beres. Gantina, néangan nuansa lampu tina kulawu Anjeun bisa nambahkeun gantina.
- ☐ **Work on smoothness.** Build up your greys by stacking layers of alternating line directions, use lines with overlapping lines (no white gaps), or use a blending stump.
Gawé dina smoothness. Ngawangun abu anjeun ku tumpukan lapisan arah garis bolak-balik, make garis kalawan garis tumpang tindih (euweuh sela bodas), atawa make tunggul blending.
- ☐ **Work on blending.** Your shadows are sometimes going abruptly from light to dark, with few or no middle grays. Add grays to the middle areas until you end up with smooth blends instead of sudden jumps.
Gawé dina blending. Kalangkang anjeun kadang ngadadak ti caang ka poék, kalawan sababaraha atawa euweuh abu tengah. Tambahkeun grays ka wewengkon tengah nepi ka anjeun mungkas nepi ka blends lemes tinimbang jumps dadakan.
- ☐ **Look carefully at the different grays.** You can get basic hair texture by creating lines that flow along the length. However, it works even better when you replicate the pattern of light and dark of the different strands. It takes more time, but the impact is many times stronger.
Tingali taliti dina grays béda. Anjeun tiasa kéngingkeun tékstur rambut dasar ku nyiptakeun garis anu ngalir sapanjang panjangna. Nanging, éta tiasa dianggo langkung saé nalika anjeun niron pola terang sareng poék tina untaian anu béda. Butuh langkung waktos, tapi dampakna sababaraha kali langkung kuat.

Sense of Depth / Rasa Jerona

You can use many techniques to create a sense of depth in your artwork.

Anjeun tiasa nganggo seueur téknik pikeun nyiptakeun rasa jero dina karya seni anjeun.

- ☐ **Add detail to the closest areas, and reduce it in the distance.** Right now, your artwork does not use changes in detail to show depth. You may have to blur some of the existing detail in the distance to make this look natural, and add very precise detail to the closest objects.
***Tambahkeun detil ka daérah anu pangdeukeutna, sareng ngirangan jarakna.** Ayeuna, karya seni anjeun henteu nganggo parobihan sacara rinci pikeun nunjukkeun jerona. Anjeun panginten kedah ngaburkeun sababaraha detil anu aya di kajauhan pikeun ngajantenkeun ieu katingalina alami, sareng nambahan detil anu tepat pisan kana objék anu pangdeukeutna.*
- ☐ **Add contrast to the closest areas and reduce contrast in the distance.** Things that have brighter whites and darker blacks appear to be closer to you. Things that have low contrast, such as fading into a grey background, appear further away.
***Tambahkeun kontras ka daérah anu pangdeukeutna sareng ngirangan kontras dina kajauhan.** Hal-hal anu bodas langkung terang sareng hideung anu langkung poék sigana langkung caket ka anjeun. Hal-hal anu kontrasna rendah, sapertos luntur kana latar kulawu, muncul langkung jauh.*
- ☐ **Add more layers of depth to your artwork.** Right now your artwork has a narrow sense of depth. Add something in front and/or behind so that there are additional layers of distance.
***Tambahkeun lapisan langkung jero kana karya seni anjeun.** Ayeuna karya seni anjeun boga rasa sempit jero. Tambahkeun hal di hareup jeung / atawa tukangeun ambéh aya lapisan tambahan jarak.*
- ☐ **Use overlap, changes in size, or converging lines to show distance as well.** Sure, these are the easy methods, but they are effective. Most people stage their artworks so that the action does not overlap. This is both predictable and flat.
***Anggo tumpang tindih, parobahan ukuran, atanapi garis konvergen pikeun nunjukkeun jarak ogé.** Pasti, ieu mangrupikeun metode anu gampang, tapi aranjeunna efektif. Kalolobaan jalma panggung karya seni maranéhanana ambéh aksi teu tumpang tindih. Ieu duanana bisa diprediksi tur datar.*

Composition / Komposisi

Composition is the overall arrangement and completeness of your artwork.

Komposisi mangrupikeun susunan sareng kasampurnaan karya seni anjeun.

- ☐ **Develop your background.** A background puts a person or object in a particular place, real or imaginary. Compared to drawings without backgrounds, your artwork may look simple and incomplete.
***Ngembangkeun latar tukang anjeun.** Latar nempatkeun hiji jalma atawa objék dina tempat nu tangtu, nyata atawa imajinér. Dibandingkeun sareng gambar tanpa latar, karya seni anjeun tiasa katingali sederhana sareng teu lengkep.*
- ☐ **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.
***Mimitian ngiuh latar anjeun.** Anjeun gaduh sababaraha garis di dinya, tapi lacks zat di ngabandingkeun kana sesa gambar anjeun.*
- ☐ **Your artwork is centrally composed.** Avoid having important things right in the middle. Move it away from the center and consider zooming in on it or creating a tilted composition.
***Karya seni anjeun disusun sacara sentral.** Hindarkeun hal-hal penting anu aya di tengah. Pindahkeunana ti tengah sareng pertimbangkeun ngagedeukeun atanapi nyiptakeun komposisi anu condong.*
- ☐ **You seem to be behind.** Please consider working on your project at lunch or before or after school. Or, try to pick up your pace or use your time more effectively during class. If you have enough done, you can ask if you can take it home to work on it. Remember that if too much of your work is done outside school I cannot accept it.
***Anjeun sigana aya di tukangeun.** Punten mertimbangkeun damel dina proyék anjeun nalika tuang siang atanapi sateuacan atanapi saatos sakola. Atawa, coba pikeun nyokot laju Anjeun atawa ngagunakeun waktu Anjeun leuwih éféktif salila kelas. Upami anjeun parantos cepap, anjeun tiasa naroskeun upami anjeun tiasa dibawa ka bumi pikeun ngerjakeunana. Émut yén upami seueur padamelan anjeun dilakukeun di luar sakola kuring henteu tiasa nampi.*