

Depth drawing evaluation & Creating your artwork step-by-step

Evaluasi gambar jero & Nyiptakeun karya seni anjeun léngkah-léngkah

Shading, proportion & detail: Proportion, contour, deep black colours, smoothness, and blending.
Shading, proporsi & jéntré: Proporsi, kontur, kelir hideung jero, smoothness, sarta blending.

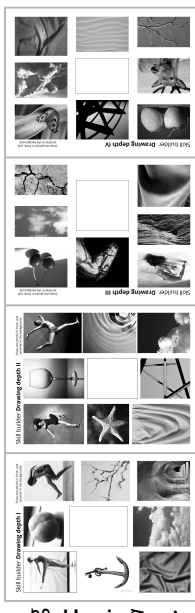
Sense of depth: Changing focus, contrast, size, and perspective.
Rasa jero: Ngarobih fokus, kontras, ukuran, sareng sudut pandang.

Composition: Complete, full, balanced, and non-central.
Komposisi: Lengkep, pinuh, saimbang, sareng henteu sentral.

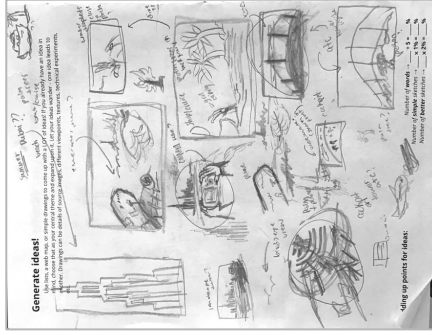
- ☐ 1. Practice drawing blurs to show depth.
Prakték ngagambar blur pikeun nunjukkeun jerona.



- ☐ 2. Practice drawing two photos put together.
Latihan ngagambar dua foto babarengan.



- ☐ 3. Generate a large number of ideas that you could combine.
Ngahasilkeun sajumlah ageung ide anu anjeun tiasa gabungkeun.



- ☐ 4. Choose the best ideas and possible combinations.
Pilih ideu pangsaéna sareng kombinasi anu mungkin.

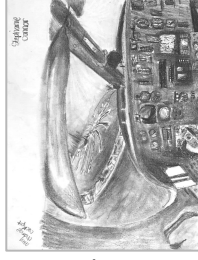
- ☐ 5. Collect photographs and alternates that you could combine for your ideas.
Kumpulkeun foto sareng alternatif anu anjeun tiasa gabungkeun pikeun ideu anjeun.



- ☐ 6. Make thumbnails, putting photos together in a non-central composition.
Jieun gambar leutik, nempatkeun foto babarengan dina komposisi non-central.



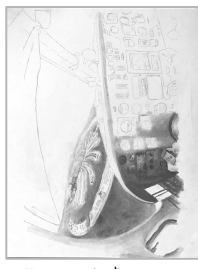
- ☐ 7. Draw a rough copy.
Ngagambar salinan kasar.



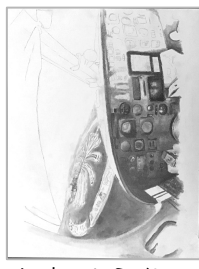
- ☐ 8. Optionally make a digital collage.
Opsional ngadamel kolase digital.



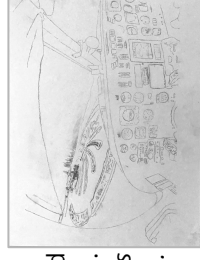
- ☐ 11. Move to the sharper, high contrast parts in front, and write a goal.
Pindah ka bagian anu langkung jelas, kontras anu luhur di payun, sareng tuliskeun tujuan.



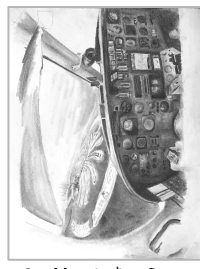
- ☐ 12. Keep looking at your reference photos for improvement, and write a goal.
Tetep ningali foto rujukan anjeun pikeun perbaikan, sareng tulis tujuan.



- ☐ 9. Trace a light outline and write a goal.
Lacak outline cahaya sareng tulis tujuan.



- ☐ 13. Keep moving between the front and background to connect them, and write a goal.
Terus pindah antara hareup jeung tukang pikeun nyambungkeun aranjeunna, jeung nulis gol.



- ☐ 14. Keep building up layers of drawing to refine it, and write a goal.
Tetep ngawangun lapisan gambar pikeun nyaring éta, sareng nyerat tujuan.

