

Peer feedback for textural explorations 纹理探索的同行反馈

Name of artist:
艺术家姓名:

___/10

Material technique 材质工艺

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.

考虑观察、准确的线条细节、形状、混合和阴影。还要考虑不同类型的标记制作、保持介质清晰和动态、颜色混合等。

Texture 质地

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

考虑纹理的多样性、纹理每个区域的质量、真实纹理的观察质量等等。

Composition 作品

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.

考虑它们是否具有完整的整体基础层，背景的开发效果如何，它们是否具有清晰的配色方案，以及艺术品中纹理、颜色、明暗的平衡程度如何。还可以考虑提供有关如何完成项目的建议。

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*”

具体：说明它在哪里，以及他们应该做什么/什么进展顺利

例如：“你可以通过观察明暗的形状来改善头发的质感”

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

您应该提供五条正面和负面反馈。

1.

2.

3.

4.

5.