

# Evaluation criteria for the depth drawing

<b>Shading, proportion, detail</b>	Proportion, contour, deep blacks, smoothness, and blending.
<b>Sense of depth</b>	Changing focus, contrast, size, and perspective.
<b>Composition</b>	Complete, full, balanced, and non-central.

## Vocabulary for the depth drawing

<b>atmospheric perspective</b>	making things that are far away seem blurred and less contrasty
<b>background</b>	the part of an artwork that is far away
<b>blending</b>	in drawing: mixing from light to dark greys; in painting: mixing from one colour to another
<b>blurring details</b>	making small things have less detail so they seem far away
<b>central composition</b>	an arrangement where the most important thing is in the middle
<b>composition</b>	the arrangement of things in an artwork
<b>contrast</b>	the difference between the lights and darks
<b>creativity</b>	ideas that are useful, unique, and insightful
<b>cropping</b>	cutting off part of a picture
<b>decreasing contrast</b>	making the difference between the lights and darks smaller so that things look muddier and far away
<b>depth</b>	the sense that some things are near and others are far away
<b>idea development</b>	a process that is used to create useful, insightful, and unique ideas
<b>increasing contrast</b>	making the range between the lights and darks bigger so that things look more intense and near
<b>insightful</b>	something that shows deep thinking
<b>non-central composition</b>	an arrangement where the most important thing is NOT in the middle
<b>perspective</b>	using diagonal lines that converge to create a realistic sense of depth
<b>rotating</b>	turning a picture to a new angle
<b>sharpening details</b>	making small things have more detail so they seem close up
<b>thumbnail drawings</b>	small drawings that are used to develop the composition of an artwork
<b>unique</b>	something that is rare, or one-of-a-kind
<b>zooming in/zooming out</b>	making a picture seem closer (zoom in) or further away (zoom out)