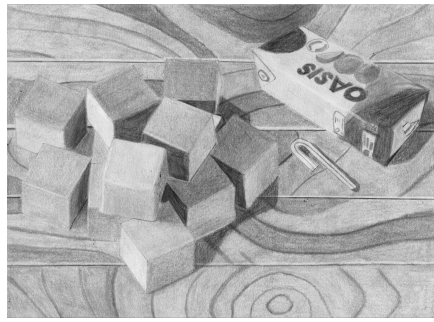


Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



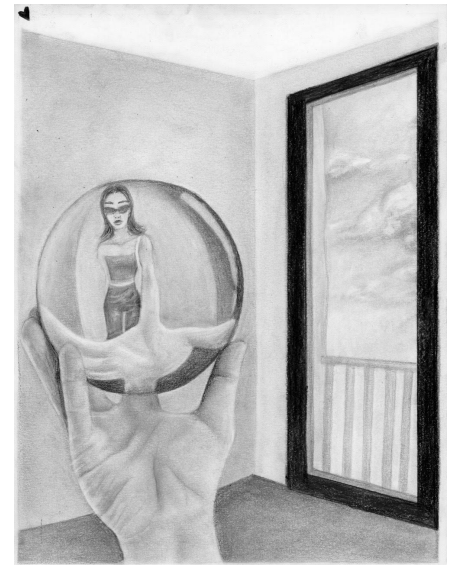
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



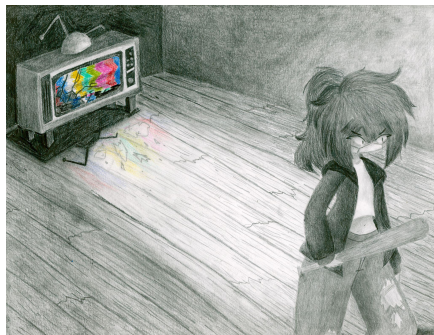
Felix Harpur, Fall 2023



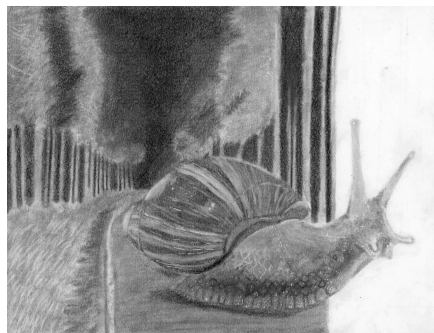
Valeriia Shevchenko, Fall 2023



Lily Webb, Fall 2023



Chloe Snair, Fall 2023



Fatma Yaman, Fall 2023

Depth Drawing

_____ Practiced blurry backgrounds

___/10 **Idea development**

___/10 **Feedback**

Criteria for your finished Depth Drawing:

Technique: Shading & detail

Shape, contour, smoothness, gradients

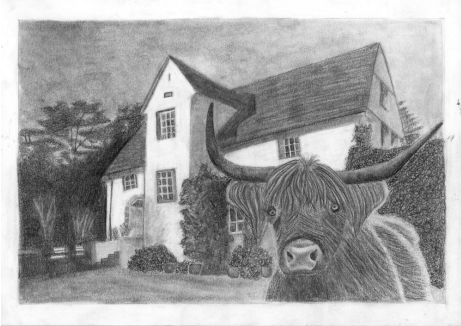
Technique: Sense of depth

Changing detail & contrast for near/far

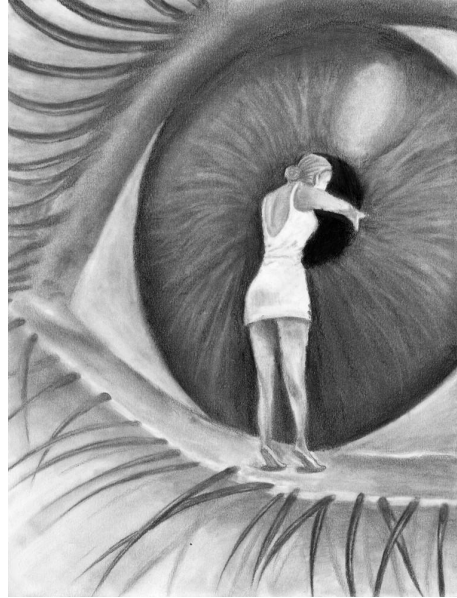
Composition

Complete, full, finished, balanced

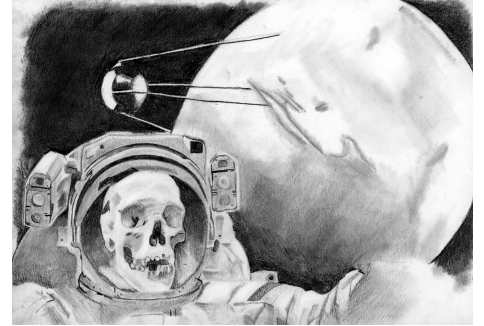
The depth drawing all time hall of fame



Sarah Regan, Fall 2018



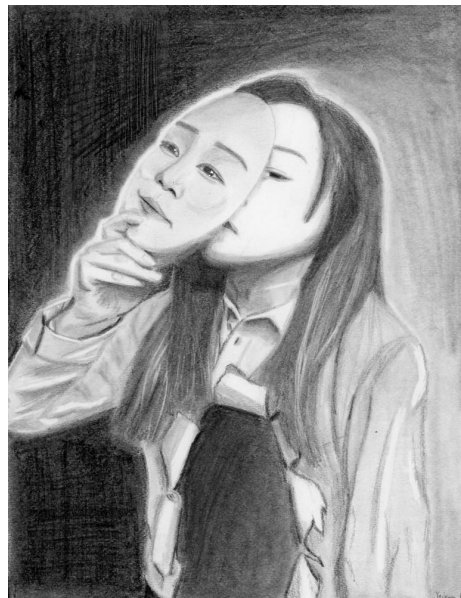
Heny Patel, Spring 2019



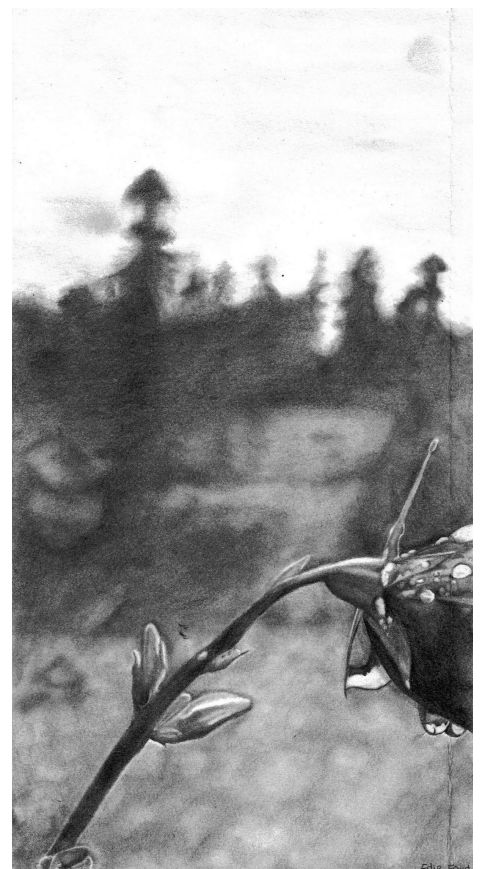
Dylan Smith, Spring 2018



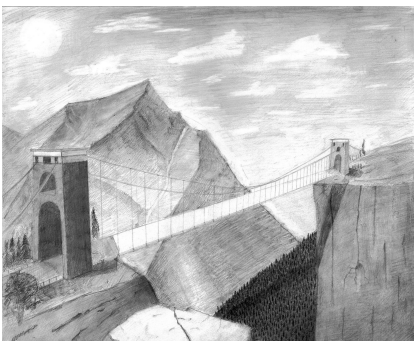
Hayden Coyle, Fall 2017



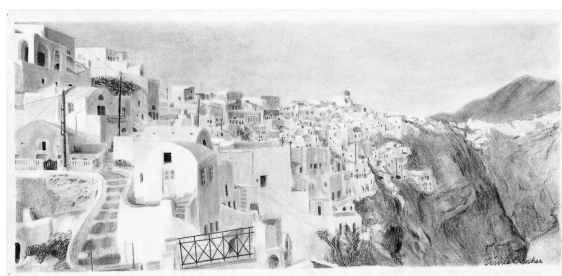
Choi Yoojeong, Spring 2017



Eddie Ford, Fall 2016



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013

Evaluation criteria for the depth drawing

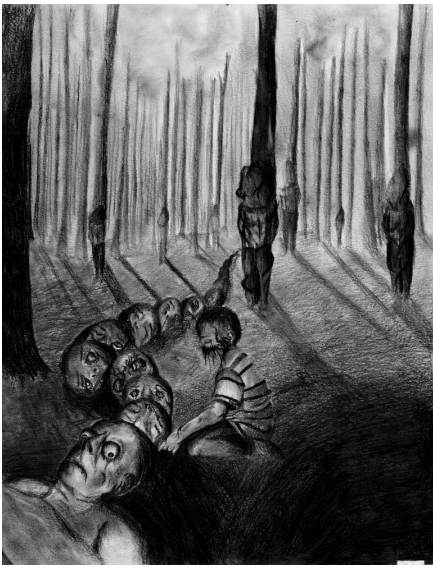
Pîvanên nirxandinê ji bo xêzkirina kûrahiyê

Shading, proportion, detail Siya, nîsbet, hûrgilî	Proportion, contour, deep blacks, smoothness, and blending. Rêje, xêzkirin, reşikên kûr, nermbûn û tevlihevbûn.
Sense of depth Hestiya kûr	Changing focus, contrast, size, and perspective. Guhertina baldarî, berevajî, mezinahî û perspektîfê.
Composition Composition	Complete, full, balanced, and non-central. Temam, tije, hevseng û ne-navendî.

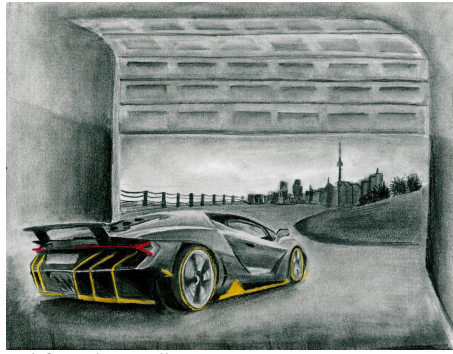
Ferheng ji bo xêzkirina kûr

atmospheric perspective perspektîfa atmosferê	making things that are far away seem blurred and less contrasty çêkirina tiştên ku dûr in nezêl û kêmtir berevajî xuya dikin
background paşî	the part of an artwork that is far away beşa hunereke ku dûr e
blending tevlîhevkirin	in drawing: mixing from light to dark greys; in painting: mixing from one colour to another di xêzkirinê de: tevlihevkirina ji gewrên sivik berbi tarî; di boyaxkirinê de: tevlihevkirina ji rengêkî bo yê din
blurring details hûrguliyên zelal	making small things have less detail so they seem far away çêkirina tiştên piçûk kêmtir hûrgulî ne ji ber vê yekê ew dûr xuya dikin
central composition pêkhatina navendî	an arrangement where the most important thing is in the middle rêkêftinek ku ya herî girîng di navîn de ye
composition pêkhatin	the arrangement of things in an artwork lihevhatina tiştan di berhemeke hunerî de
contrast dijîtî	the difference between the lights and darks ferqa di navbera ronahî û tarî de
creativity afirîneriya	ideas that are useful, unique, and insightful ramanên bikêr, yekta û têgihîştî ne
cropping çandin	cutting off part of a picture qutkirina beşek ji wêneyekî
decreasing contrast kêmkirina berevajî	making the difference between the lights and darks smaller so that things look muddier and far away ferqa di navbera ronî û tariyê de piçûktir dike da ku tişt gemartir û dûr xuya bikin
depth kûrî	the sense that some things are near and others are far away hesta ku hin tişt nêzîk in û yên din dûr in

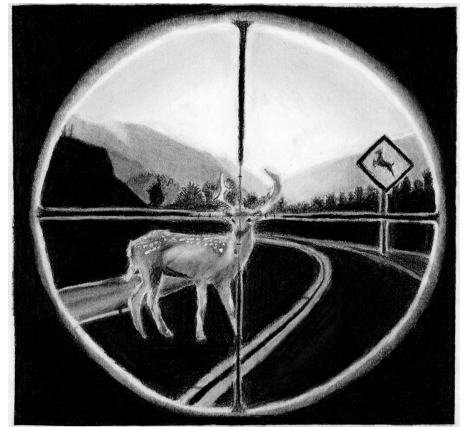
idea development pêşveçûna ramanê	a process that is used to create useful, insightful, and unique ideas pêvajoyek ku ji bo afirandina ramanên kêrhatî, têgihîştî û bêhempa tê bikar anîn
increasing contrast bervajî zêde dibe	making the range between the lights and darks bigger so that things look more intense and near rêgeza di navbera ronî û tariyê de mezintir bikin da ku tişt tundtir û nêzîktir xuya bikin
insightful têgihîştî	something that shows deep thinking tiştek ku ramana kûr nîşan dide
non-central composition pêkhatina ne-navendî	an arrangement where the most important thing is NOT in the middle rêkeftinek ku ya herî girîng NE di navîn de ye
perspective nerrane	using diagonal lines that converge to create a realistic sense of depth bi karanîna xêzên diagonal ên ku digihîjin hev da ku hestek kûrahiyek rastîn biafirînin
rotating dizivire	turning a picture to a new angle veguherandina wêneyek ber bi qonaxek nû
sharpening details hûrguliyên tûj	making small things have more detail so they seem close up çêkirina tiştên piçûk xwedan hûrguliyên pirtir in ji ber vê yekê ew nêzîk xuya dikin
thumbnail drawings xêzên hûrgelê	small drawings that are used to develop the composition of an artwork xêzên piçûk ên ku ji bo pêşdebirina pêkhatina karek hunerî têne bikar anîn
unique yekane	something that is rare, or one-of-a-kind tiştekî ku kême, an yek-ji-cûre
zooming in/zooming out zoomkirin/derxistin	making a picture seem closer (zoom in) or further away (zoom out) çêkirina wêneyek nêzîktir (zoom) an jî dûrtir xuya dike (derxistin)



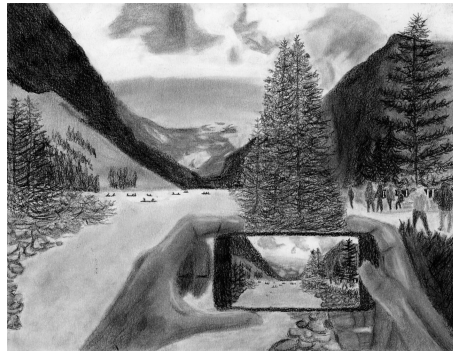
Aresky Novelo Espinosa, Fall 2022



Ashfin Azhar, Fall 2022



Mostafa Mahmoud, Fall 2022



Zoe Radford, Fall 2022



Ocean MacAdam, Fall 2022



Brigid Libadia, Fall 2022



Sadie Buxton, Fall 2022



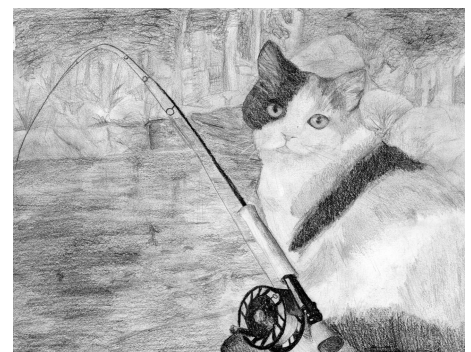
Ashanti Sarmiento, Fall 2022



Navon Situ, Fall 2022

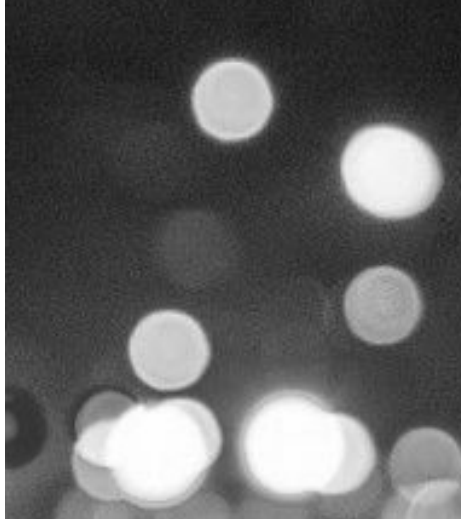
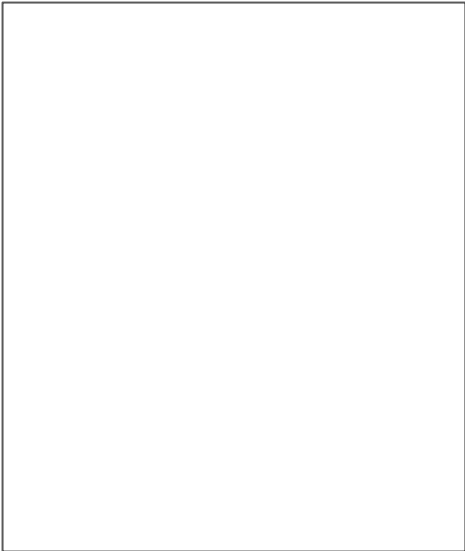


Linnea Brodin, Fall 2022



Sadie Cooke, Spring 2023

Skill builder

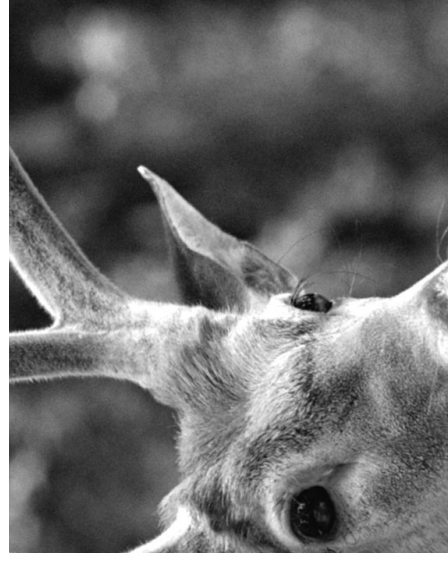
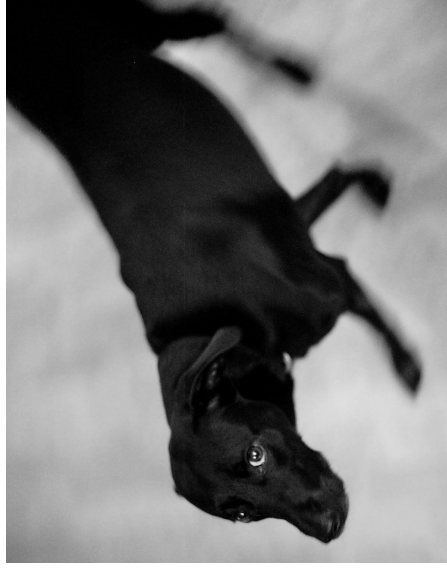
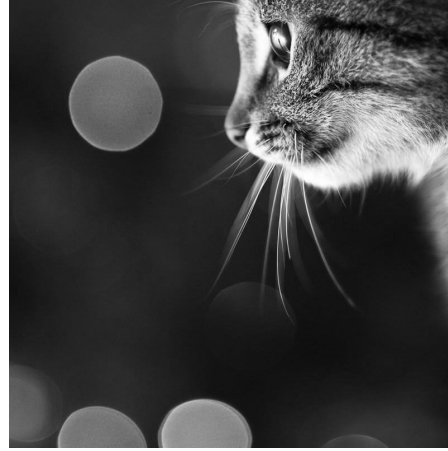


Drawing blurs I

Skill builder

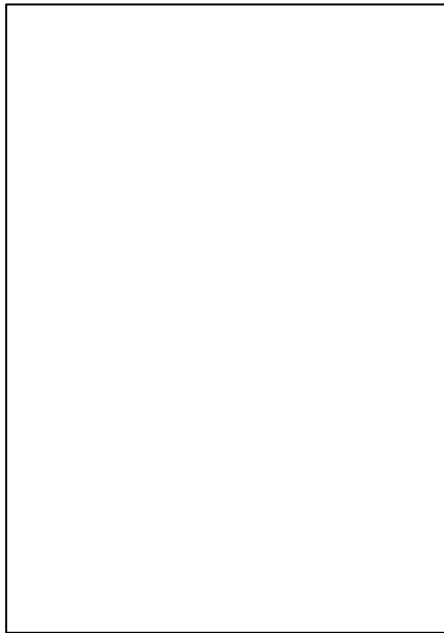


Drawing blurs II

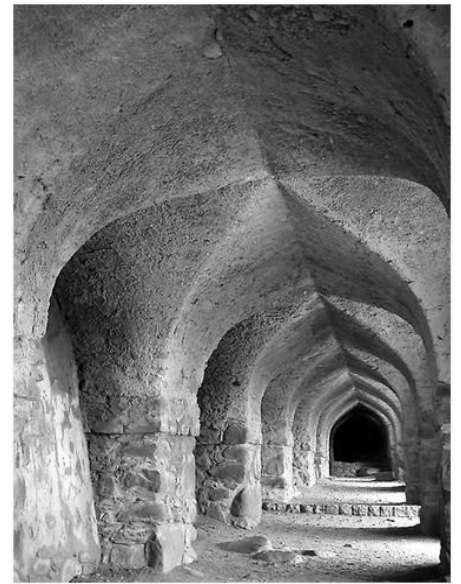


Skill builder **Drawing depth I**

Draw one photo in front, and another in the background.

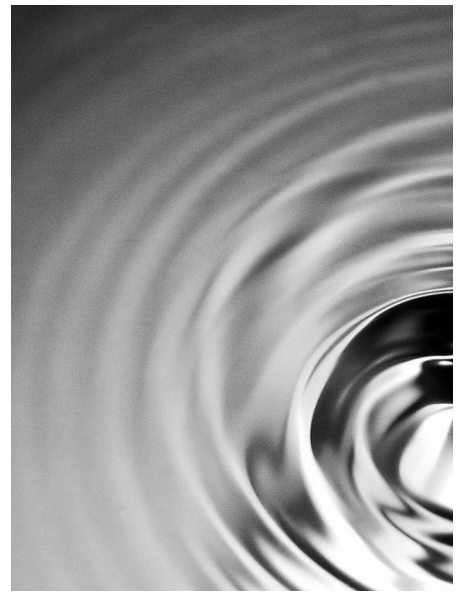


Adobe Stock | #236237541



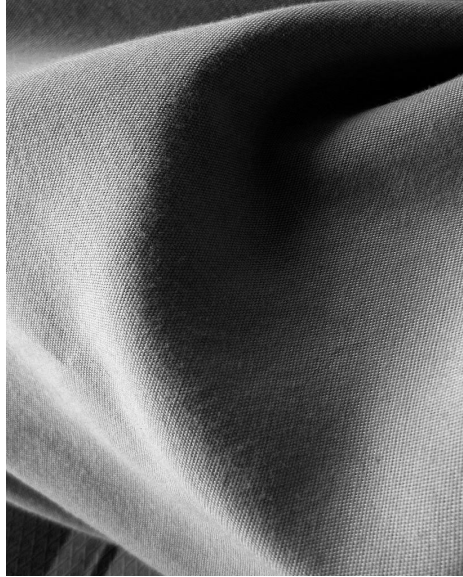
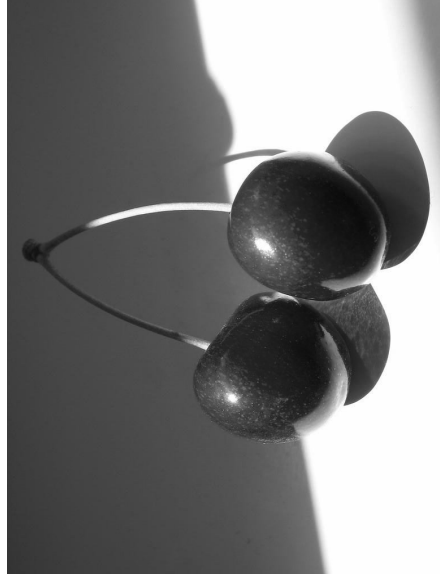
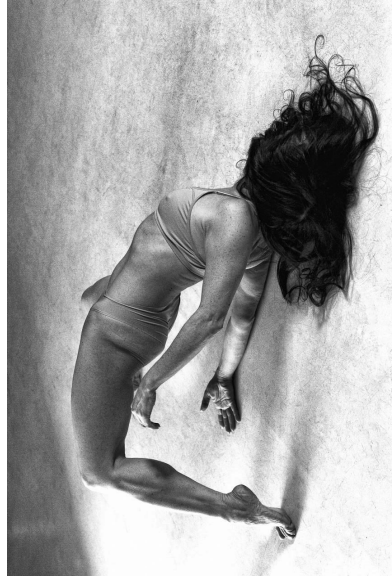
Skill builder **Drawing depth II**

Draw one photo in front, and another in the background.



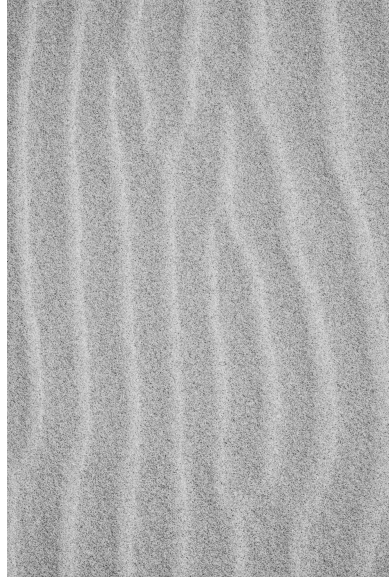
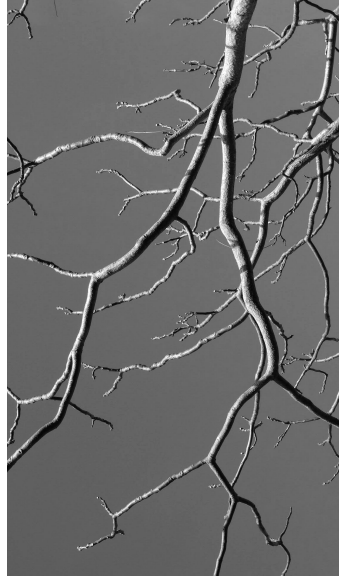
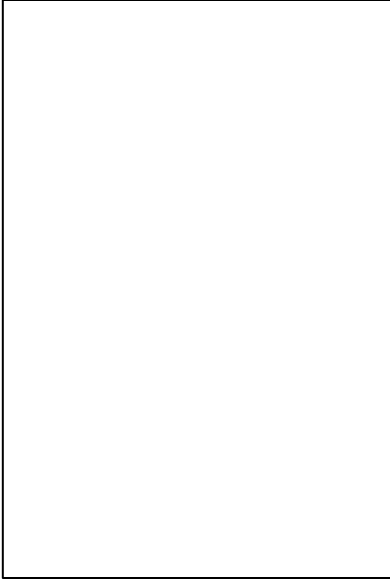
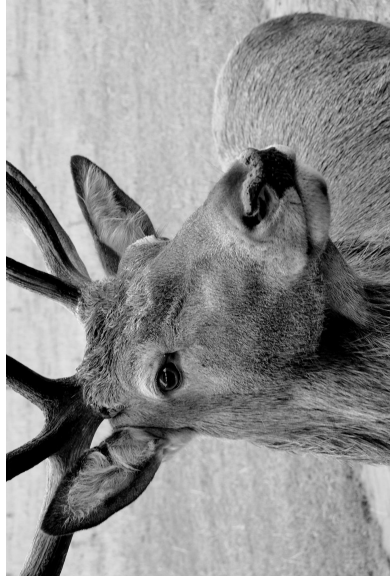
Skill builder Drawing depth III

Draw one photo in front, and another in the background.



Skill builder Drawing depth IV

Draw one photo in front, and another in the background.



Development of Ruby Jangaard's depth drawing

Generate ideas!

Use lists, a web map, or simple drawings to come up with a LOT of ideas! If you already have an idea in mind, choose that as your central theme and expand upon it. Let your ideas wander - one idea leads to another. Drawings can be details of source images, different viewpoints, textures, technical experiments, etc.



Select the best

Draw circles or squares around your best ideas

You have selected the best 3-7 ideas = 5%



Link the best into groups

Draw dashed or coloured lines to link your best ideas into groups that could work well together

You have joined the best ideas with lines = 5%



Ruby Jangaard 6-8 photos for developing your artwork

Insert hand-drawn sketches into the digital classroom



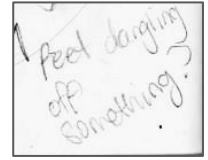
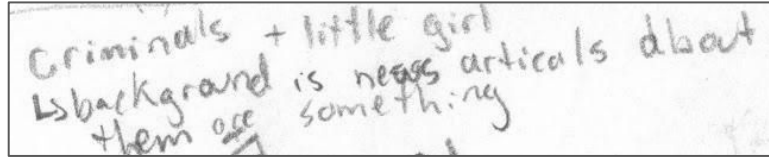
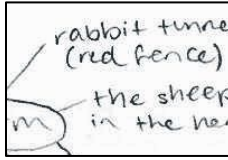
Use the images to develop your artwork. Draw from the photos and sketches to create a story. Use the images to develop your artwork. Use the images to develop your artwork. Use the images to develop your artwork.



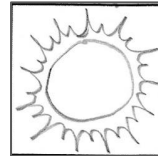
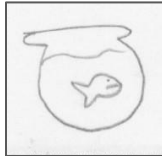
Idea Development

Name/Navê *babetî*:

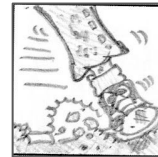
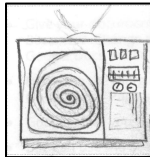
1 **Generate ideas/Çêneke ramanên** maximum of 50%/herî zêde 50%



Number of **words** → ___ ÷ 3 = ___%



Number of **simple sketches/Hejmara rêzikên sade** → ___ × 2% = ___%



Number of **better sketches/Hejmara rêzikên baştir** → ___ × 4% = ___%

2 **Select the best and join together ideas/herî baş ramanên hilbijêre û bi hev re tevî wan**

Circle the **best** ideas

Xeleka herî baş ramanên circled/*dorpêçkirin* = □ 5%

Link into **groups** of ideas

Berve wan nav komên ji ramanên linked/*girêdayî* = □ 5%

3 **Print reference images/Print images referansa** maximum of 8 images/*herî zêde ji 8 images*

___ images x 5% = ___%

4 **Thumbnail compositions/besteyên Thumbnail** maximum of 10 thumbnails

___ thumbnails x 8% = ___%

5 **Rough copy** great quality or better

___ drawing/*odên* x 25% = ___%

Total/Jumla = ___%

NOTE: If you simply copy a picture from the internet, your mark drops to 25%.

Têbinî: Eger tu bi têne kopî a picture ji internet, mark xwe dixife 25%.

Generate ideas/*Çêneke ramanên!*

Use lists, a web map, or simple drawings to come up with a LOT of ideas! If you already have an idea in mind, choose that as your central theme and expand upon it. Let your ideas wander - one idea leads to another. Drawings can be details of source images, different viewpoints, textures, technical experiments, etc.

Bi kar tînin de listeyên, nexşeya web, an nîgar sade ku li ba bi gelek ramanên! Heger tu ji niha ve xwedî raman di hiş de, hilbijêrin ku wek tema navendî te û berfereh li ser wê. Bila ramanên xwe averê - yek idea rêça din. Drawings dikarin details of images source, ruwangeyên cihê, textures, tecrûbeyên teknîkî û hwd.

Adding up points for ideas/*Zêdekirin nuqteyên ji bo ramanên:*

Number of **words** → ____ ÷ 3 = ____ %
Number of **simple** sketches/*Hejmara rêzikên sade* → ____ × 2% = ____ %
Number of **better** sketches/*Hejmara rêzikên baştir* → ____ × 4% = ____ %

Select the best

Draw circles or squares around your best ideas/*Draw derdorên an meydanan li dora best ramanên xwe*

You have selected the best 3-7 ideas = 5%

Tu herî baş 3-7 ramanên hilbijart

Link the best into groups/*Berve baştirîn nav komên*

Draw dashed or coloured lines to link your best ideas into groups that could work well together

Draw xetên hindo an jî reng berve best ramanên te nav komên ku nikaribû baş bi hev re kar bikin.

You have joined the best ideas with lines = 5%

Tu herî baş ramanên bi xetên bûne

Print references/references bo çapkirinê

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking and using your own photographs is preferred, but image searches are also fine.
Print şeş images reference, da ku hûn bi diqet dikarin bişopînin beşên Hereme hunerî ya xwe. Esasgirtina û bikaranîna wêneyên xwe bi xwe re ye, di heman demê de lêgerînê image jî xas in.
- **Do not simply copy a picture that you find.** The idea is to edit and combine source images to create your own artwork. If you simply copy a picture, you are plagiarizing and will earn a zero for your idea generation and any criteria involving creativity in your final artwork.
Ma ne tenê kopî a picture ku hûn jî bibînin. *Fikra e ji bo biguherîne û êlêmêntên images source ji bo afirandina hunerî ji xwe bi xwe de. Eger tu kodên kopî a picture, hûn bi plagiarizing û dê sifir ji bo nifşê fikra xwe qezenc û pîvaneke tevlêkirina afirandinê di hunerî dawî xwe.*
- Up to half of your pictures may be of drawings, paintings, or other artworks of others to use as inspiration. The other images must be realistic photographs.
Up to nîvê pictures te dikarin ji nigar, tabloyên, an din hunerî yê din be to wek inspiration bi kar tînin. Wêneyên din jî divê wêneyên realîst be.
- You must hand in the **printed** copy of the images to earn the marks.
Divê tu di copy çapkirî ji images destê xwe qezenc bikin daxa.

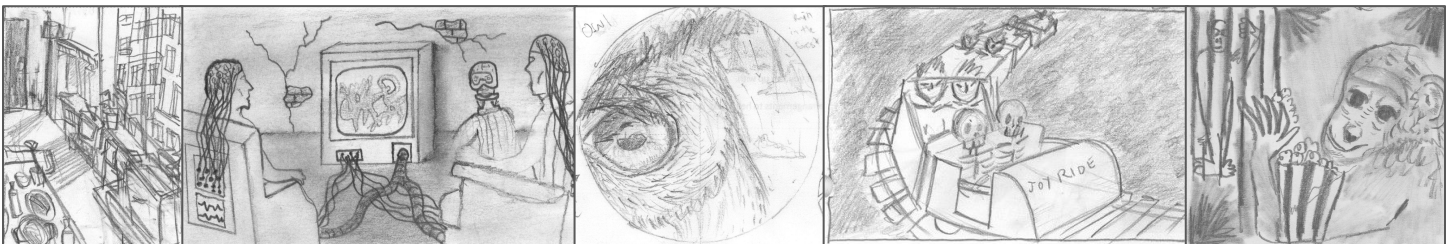
Number of reference photos/Number of photos referansa li → ____ × 5% = ____%

Thumbnail compositions/*besteyên Thumbnail*

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
Create du an jî zêdetir thumbnail nigar derê di beşa bi pêşketina ramana.
- These should be based on combinations of ideas that you come up with. Include your **background**.
Divê em van li ser combinations ji ramanên ku tu hatiyê xwe bi xwe dispêre. Usa jî background xwe.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Experiment bi angles nedîtî, re rabighîne, û amadekarîyên ji bo alîkariyê bide hunerî ji te stand derket.
- Draw a frame around your thumbnails to show the edges of the artwork.
Draw a frame li dora thumbnails xwe nişanî kevîyên hunerî.

Adding up points for THUMBNAIL drawings/*Zêdekirin nuqteyên bo nigar THUMBNAIL*

Number of **thumbnail** drawings/*Hejmara thumbnail nigar* → ____ × 8% = ____%



Rough drawing/odên Rough

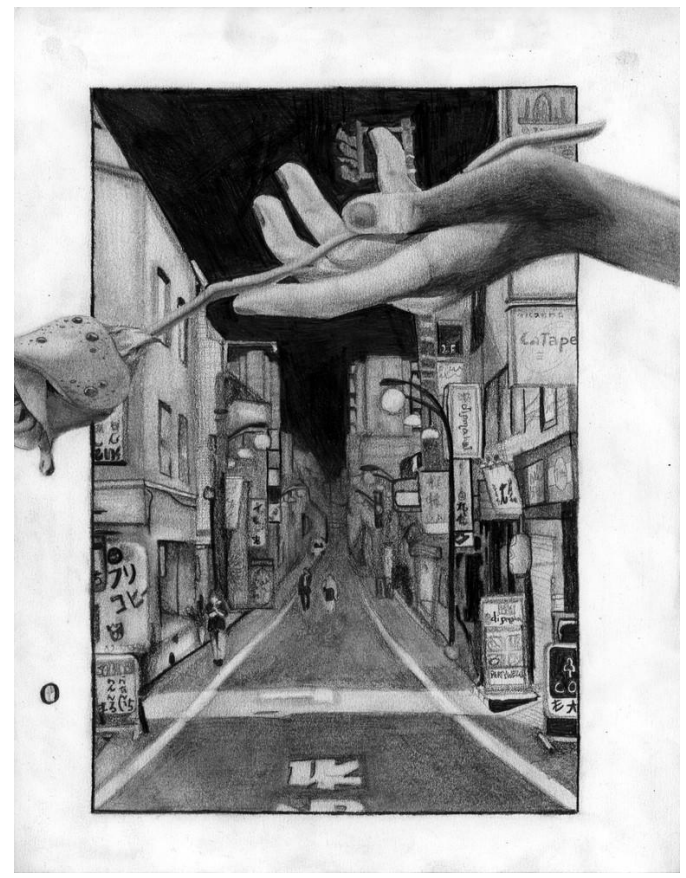
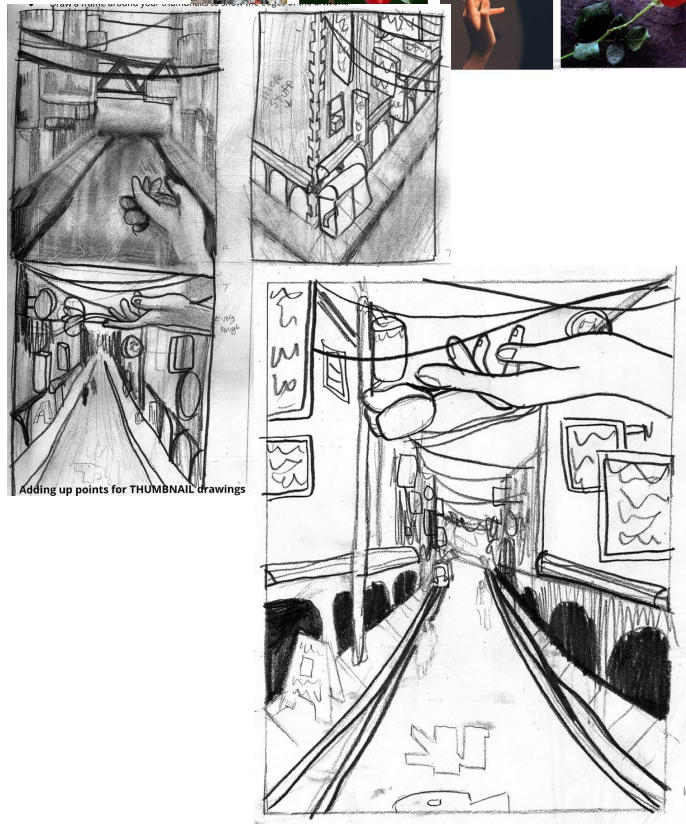
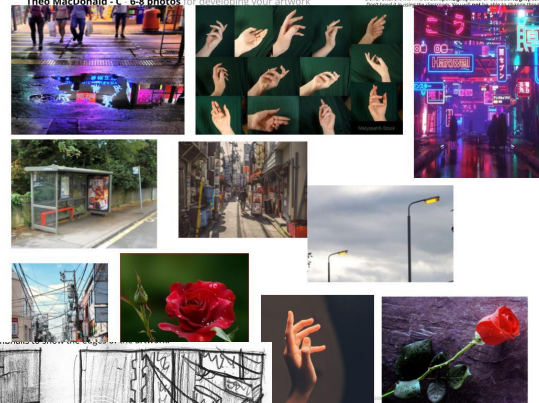
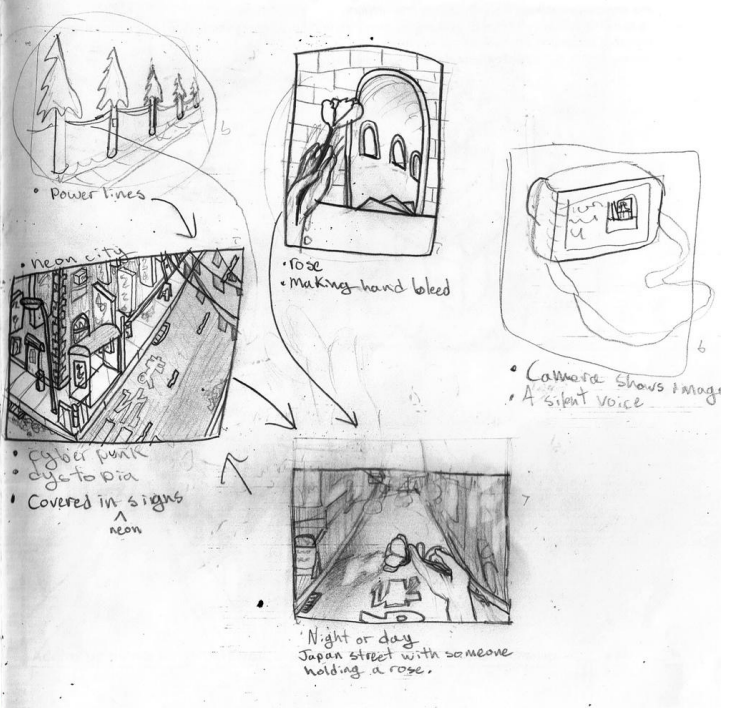
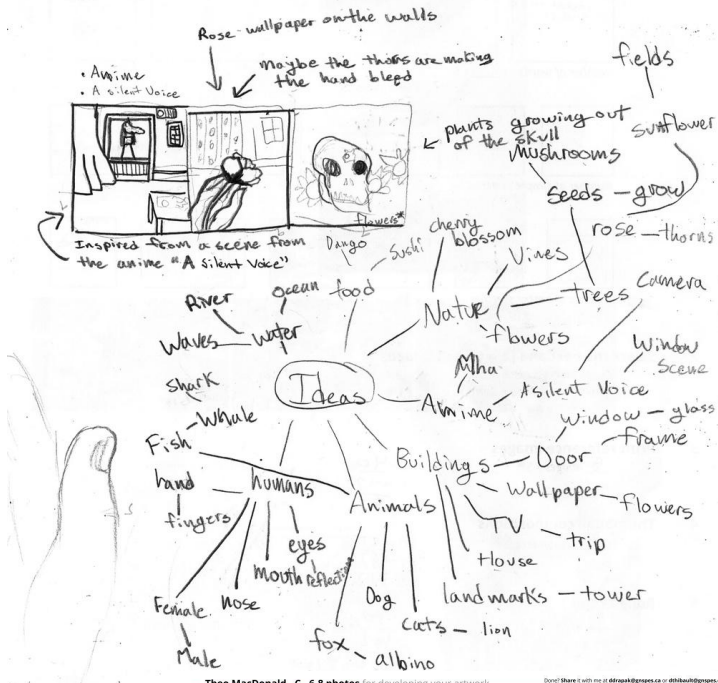
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Take the best ramanên ji thumbnails te û êlêmêntên wan nav an copy asê başkirin.
- Use this to work out the bugs and improve your skills before you start the real thing.
Vê bi kar bîne kar ji bugs û geş kirina te berî ku tu dest tiştê rast.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Eger tu bi bikaranîna color, boyax bikaranîna an pencil bi reng nîşan xaxê color xwe.
- Draw in a frame to show the outer edges of your artwork.
Draw di çarçoveya nîşan keviya derve yên hunerî te.
- **Remember to choose a non-central composition.**
Bînin bîra xwe hilbijêrî a pêkhateyeke ne-navendî.

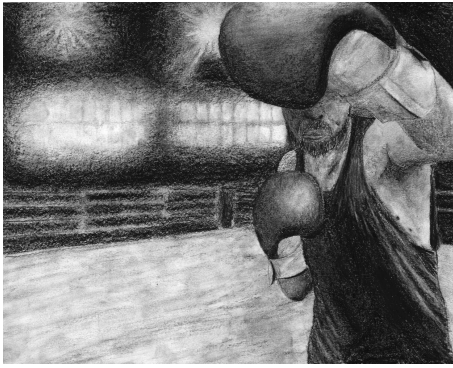
Examples of ROUGH drawings/Wergerandî yên şewekariyê bandera

Rough drawing/odên Rough → up to 25% = ____%



Development of Theo MacDonald's depth drawing





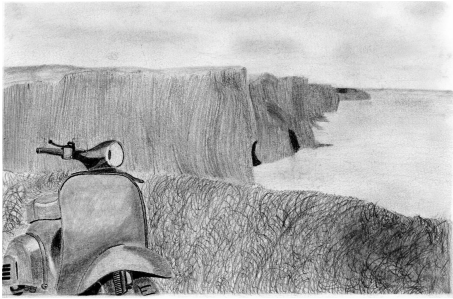
Max Stevenson, Spring 2022



Darragh Nolen, Spring 2022



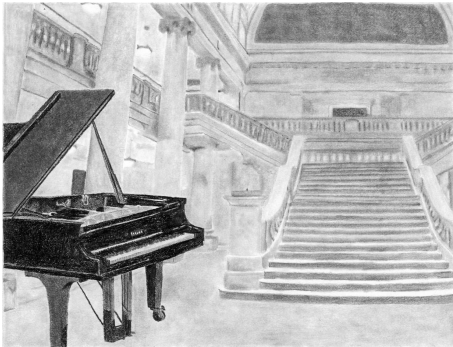
Sophia McCurdy, Spring 2022



Angel Mary Shyji, Spring 2022



Frankie King, Spring 2022



Jordan Daigle, Spring 2022



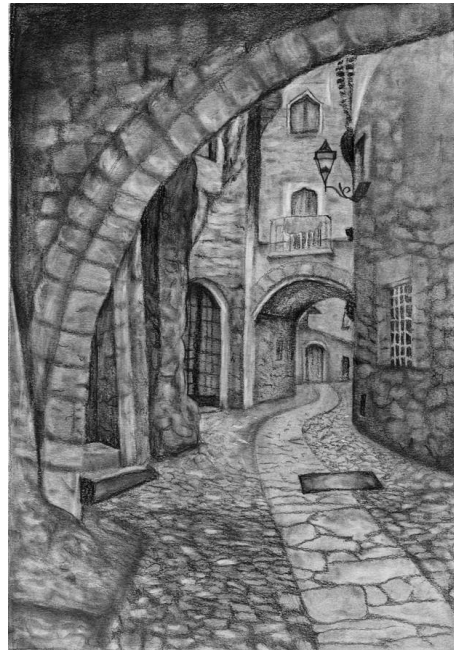
Ray Cleary, Spring 2022



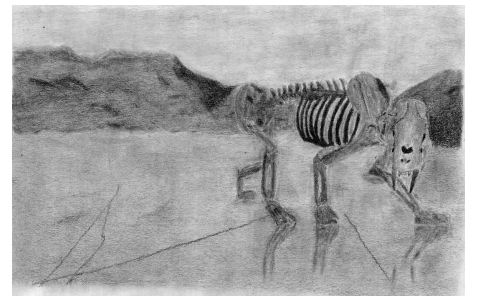
Dhanvi Patel, Spring 2022



Brian Wilson-Dyment, Spring 2022



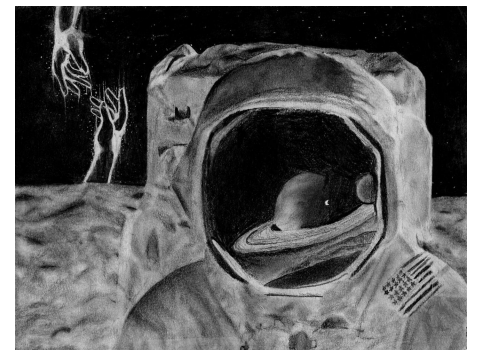
Ella Stockley-Smith, Spring 2022



Dylan Rochon, Spring 2022



Jo Hernandez Ureta, Fall 2022



Brooke Howes, Fall 2022

Mid-project feedback to students – Depth Drawing

Bûyerên projeya navîn ji xwendekaran re - Kîşandina Kûrahiyê

Name: _____

Nav: _____

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.

Ev proje dê li gorî sê pîvanê gelemperî were nirxandin. Ji bo ku ji we re bibe alîkar ku hûn çêtirîn xwe çêbikin, li vir çend pêşniyarên ku di derbarê çêkirina sêwirana xwe de çawa çêtir dibin hene. Min tenê hilbijartiyê ku ez difikirim qeşikên herî girîng ên ji bo we ne. Heke van pêşniyaran ne diyar in, ji kerema xwe ji min bipirsin.

Shading, Proportion, and Detail - Parzûnkirin, Pêşpirtû û Detal

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 bi karanîna tarî û tarî bikar tîne. Ew awayek hêsan e ku meriv tiştan bi renek realist û sê-dimînane xuya bike. Pêşpirtûyê navê jêhatîbûna ku hûn bi renek hêjayî û pîvanan bi baldarî wêne dike.

- **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.
Ji nêz ve çavdêrî bikin. Li wêneyê xwe bînerin. Biceribînin ku hûn li çi digerin, ji bîr bikin, û li ser xêz û pêkanên pêkhatê hûr bibin. Ew xuya dike ku hin hunerên xwe ji bîranînê ve dikişînin, ew kêr realistîk dikin.
- **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.
Guhertinên di pêşnumayê de fikirînin. Pêdivî ye ku por bi renek cûda cûda ji birêk, ewr, av, an kevir. Biceribînin ku strukturên tiştên cuda yên ku hûn dikişînin girtin.
- **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.
Danûstandinên xwe ronî bike. Ji bo bidestgirtina rastgiran hûrgulî pêdivî ye, lê divê hûn piştî ku hûn tahlî kirin dest pê bikin.
- **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.
Tarî darks xwe. Pêkanîna vê yekê, wê bandora giştî ji odên xwe re mezinbûn, û alîkariya wê 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.
Tûran li roniyên xwe zêde bikin. Deverên spî hîştin dibe sedem ku hunera we nîn be. Di şûna de, stûnên şîn ên ronahiyê bibînin ku hûn dikarin li şûna wan zêde bikin.
- **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.
Li ser bîhnfirehiyê dixebite. Grekên xwe bi lêdana qonaxên rêça xeta alternatîf veqetin, bi xetên li ser kevirên dorpeçkirinê (bê gûzek spî ne) xêz bikin, an jî stûnek tevlihevkirinê bikar bînin.
- **Work on blending.** Your shadows are sometimes going abruptly from light to dark, with few or no middle greys. Add greys to the middle areas until you end up with smooth blends instead of sudden jumps.
Li ser tevlihevkirinê xebitîn. Shiyayên we carinan ji nişka ve ji tarî û tarî diçin, bi çend gûrên tarî yên navîn. Grays li deverên navîn zêde bikin heya ku hûn bi şûna nişkavekên ji nişkê ve bi blokên nermik bi dawî bibin.
- **Look carefully at the different greys.** 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.
Bi baldarî li grêdanên cûda bigerin. Hûn dikarin rêzikên bingehîn ên ku bi dirêjahî ve diherikin ava bikin. Lêbelê, dema ku hûn nimûneya ronahî û tarî ya ji cûrên cûrbecûr re vedibêjin, hîn hîn çêtir dibe. Ew bêtir dem digire, lê bandor pir caran pir bihêz e.

Sense of Depth - *Hişmendiya Kûrahiyê*

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

Hûn dikarin gelek teknîkî bikar bînin ku hestek kûrahiyê di hunera xwe de biafirînin.

- **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.
Hûrguliyên li deverên herî nêzîk zêde bikin, û di nav dûr de wê kêm bikin. *Rast e, hunera te di guhertinên berfireh de bikar neyîne da ku kûrahiyê nîşan bide. Hûn hewce ne ku hûrguliyên hûrgulî yê heyî di distirê de bişewitînin da ku vê xwezayî bibînin, û hûrguliyên pir hêja li tiştên herî nêzîk bidin.*
- **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.
Di nav deverên herî nêzîk de berevajî zêde bikin û nakokî di nav dûr de kêm bikin. *Tiştên ku spîyên spî û reşikên tarî hene nêzî te dibin. Tiştên ku nakokiya wan hindik e, mîna têkçûyînek di rengê kesk de, pir dûr xuya dibin.*
- **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.
Zêdetir kûrikên kûriyê bi hunera xwe re zêde bikin. *Rast e hunera we xwediyê têtînek kûr a kûr heye. Li pêş û / an li paş tiştêkî tişteke zêde bikin da ku hûrên dûrên jêzê jî hene.*
- **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.
Bi hevra, guhertin di mezinahiyê de, an xêzên gihîştî bikar bînin da ku dûr jî nîşan bidin. *Bê guman, ev rêbazên hêsan in, lê ew bandor in. Pir kes pêşandanên hunera xwe digirin da ku çalakî li hev nekeve. Ev hem texmîn û hem jî xalî ye.*

Composition - *Berhevok*

Composition is the overall arrangement and completeness of your artwork.

Berhevok bi tevahî aramî û temamiya hunera we ye.

- **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.
Pêşketiya xwe pêşve bibin. *Pêşek li kesek an tişteke li cîhek taybetî, rastîn an xeyalî vedike. Li gorî nexşeyên bê paşde, dibe ku hunera we hêsan û bêkêmasî xuya bike.*
- **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.
Dest bi paşpirtika xwe berz bikin. *Hûn li wir çend xêzan hene, lê ew di berhevoka mayî de nexşeya we kêmasiyek e.*
- **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.
Karê we yê hunerî ji hêla navendî ve hatîye berhev kirin. *Xwestin ku tiştên girîng di nav xwe de rast bikin dûr bigirin. Wê ji navendê dûr bikin û li ser wê zoom bikin an berhevoka tilandî bifikirin.*
- **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.
Hûn xuya dikin ku li paş in. *Ji kerema xwe li ser vexwarinê an li pêş an piştî dibistanê li ser projeya xwe bixebitin. An jî, bisekinin ku hûn şopên xwe hildin an dema xwe di dema çînê de pirtir bikar bînin. Heke we pir kiriye, hûn dikarin bipirsin gelo hûn dikarin wê bavêjin mala xwe da ku li ser wê bixebite. Bînin bîra xwe ku ger pir karê we li derveyî dibistanê jî tê de ye ez nikarim wê qebûl bikim.*

Kûrahiya nerînê vebir

Artist - Hunermend:

Person providing feedback - Kesê bersivandinê dide:

Please give **five** pieces of specific advice.

Ji kerema xwe pênc parçeyên şîreta taybetî bidin.

Examples - Nimûne:

→ **What** should be improved and **where** - *Shouldi divê were başkirin û li ku:*

"Look for **more detail** in the **shadows of the trees**"

"Dîtinên bêtir di bin siya daran de bigerin"

→ **What** is going well and **why** - *Welli baş diçe û çima:*

"The **sky is looking far away** because you **lowered the contrast**"

"Ezman ji dûr ve digerin ji ber ku we nakokî kêr kir"

→ **What needs to be added** and **where** - *Needsi divê were zêdekirin û li ku:*

"You should **add some trees** in **front of the lake**"

"Divê hûn hin daran li ber golê zêde bikin"

This advice should be about shading and detail, sense of depth, or composition.

Divê ev şîret di derbarê shading û hûngulî, hesta kûrahiyê, an pêkhatî de be.

•

•

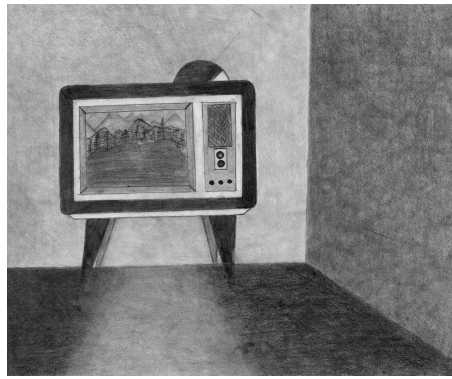
•

•

•



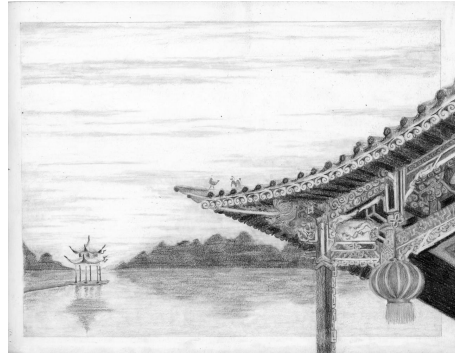
Sophia Tugwell, Spring 2023



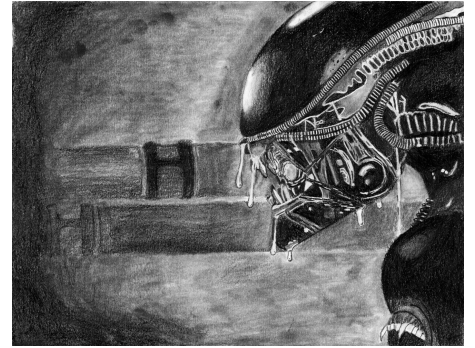
Destiny Mootrey, Spring 2023



Savannah Comeau, Spring 2023



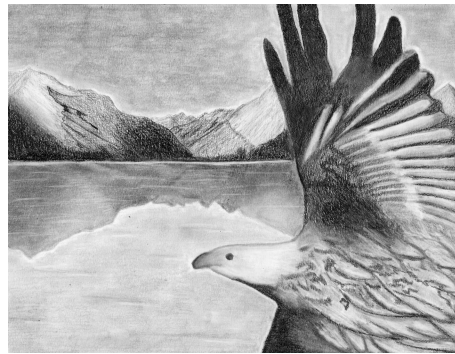
Shiang Liu, Spring 2023



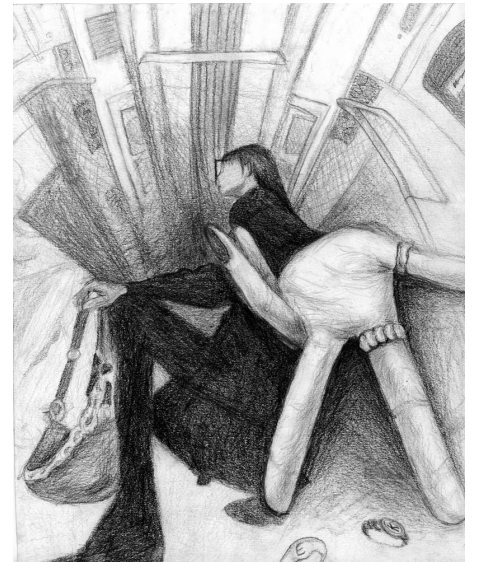
Beck Liu, Spring 2023



Megan MacQuarrie, Spring 2023



Tessa Zhang, Spring 2023



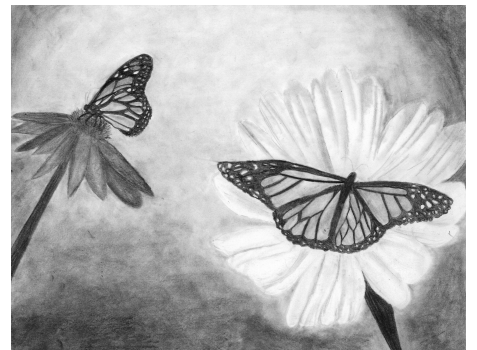
Ellie Kim, Spring 2023



Sophia Di Quinzio, Spring 2023



Avery Comeau, Spring 2023



Rebecca Fraser, Fall 2023