

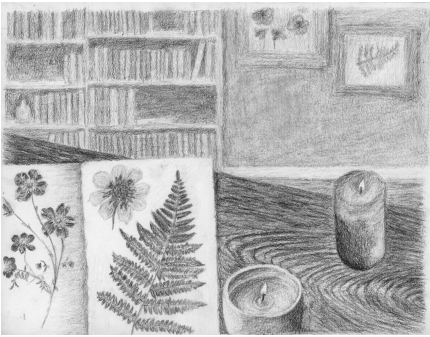
Quinn Ryall, Fall 2024



Cordelia Masuda, Fall 2024



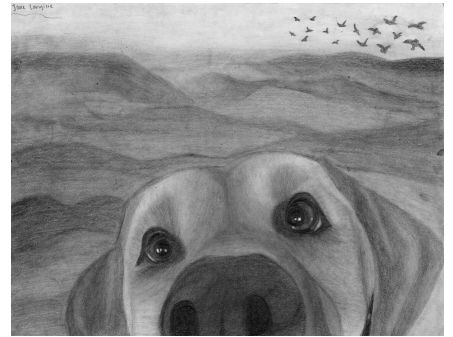
Ana Mihai, Fall 2024



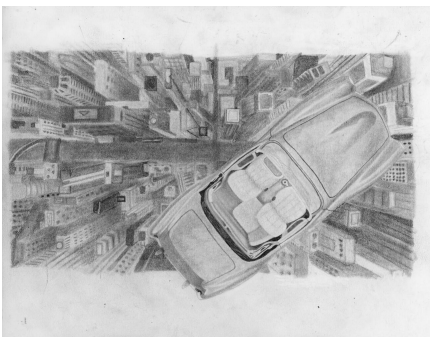
Oliver Jamieson, Fall 2024



Sam Shapiro, Fall 2024



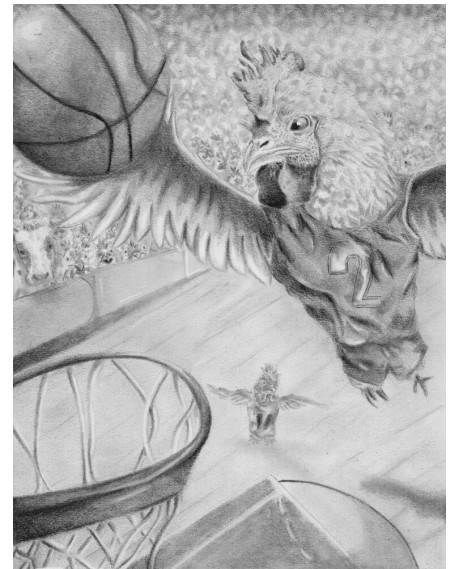
Jane Langille, Fall 2024



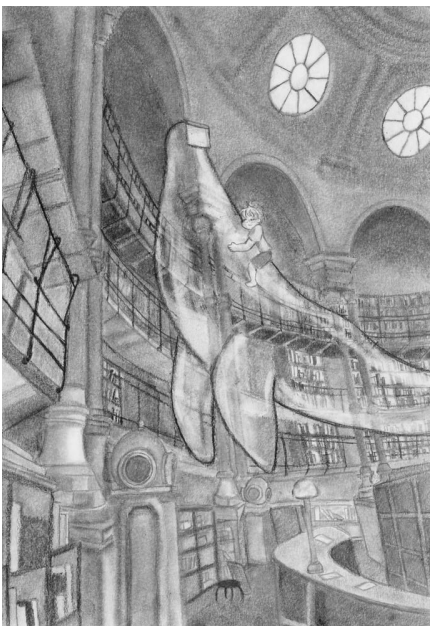
Jule Conrady, Fall 2024



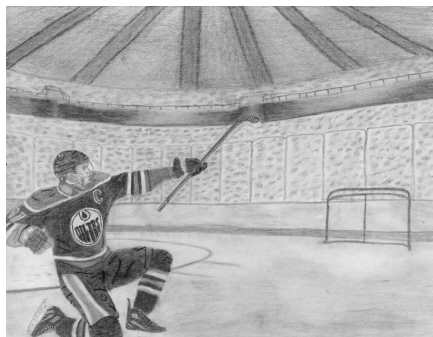
Maddox Nye, Fall 2024



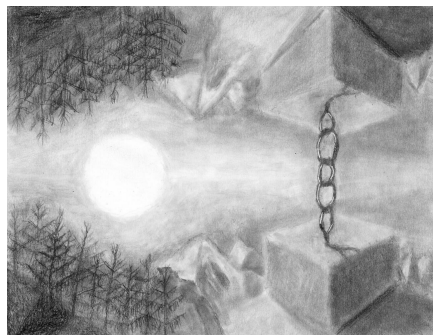
Libby Zhang, Fall 2024



Gabin Lee, Fall 2024



Jacob Ryan, Fall 2024



Anderson Cole, Fall 2024

## Depth Drawing

\_\_\_\_\_ Practiced blurry backgrounds

\_\_\_\_\_ Practiced combining photos

\_\_\_/10 Idea development

\_\_\_/10 Daily goal-setting

### Criteria for your finished Depth Drawing:

#### Technique: Shading & detail

Shape, contour, smoothness, gradients

#### Technique: Sense of depth

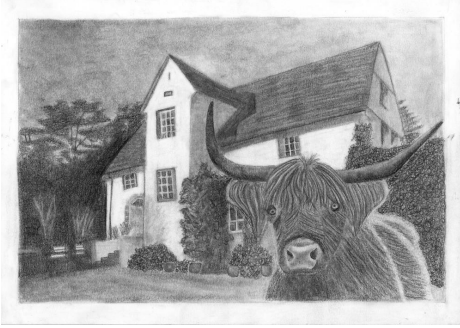
Changing detail & contrast for near/far

#### Composition

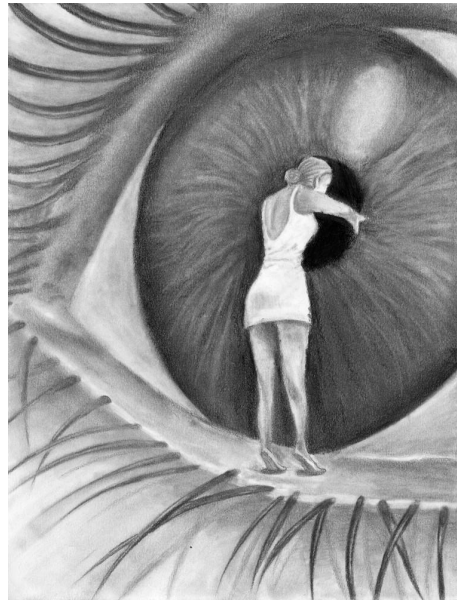
Complete, full, finished, balanced



# The depth drawing all time hall of fame



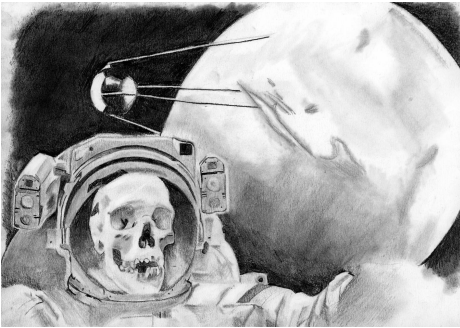
Sarah Regan, Fall 2018



Henry Patel, Spring 2019



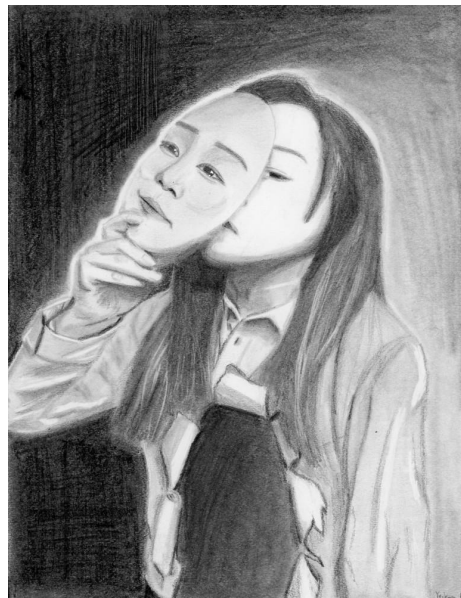
Lungta Boyce, Fall 2019



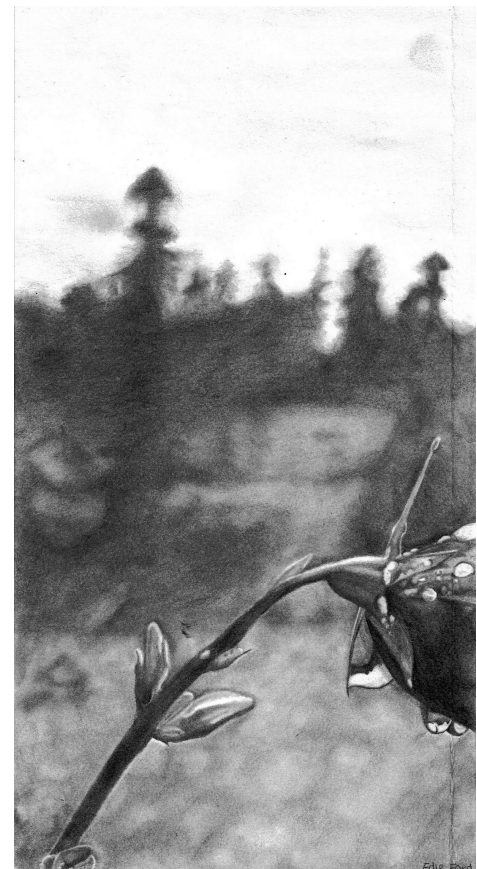
Dylan Smith, Spring 2018



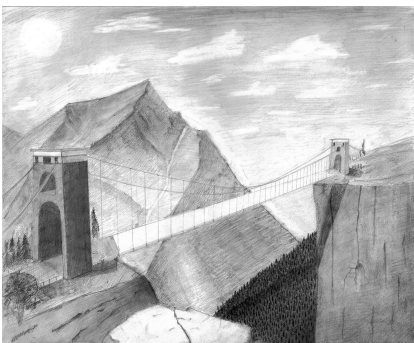
Hayden Coyle, Fall 2017



Choi Yoojeong, Spring 2017



Edie Ford, Fall 2016



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013



# Evaluation criteria for the depth drawing

## *Pamantayan sa pagsusuri para sa depth drawing*

<b>Shading, proportion, detail</b> Shading, proporsyon, detalye	Proportion, contour, deep blacks, smoothness, and blending. Proporsyon, tabas, malalim na itim, kinis, at paghahalo.
<b>Sense of depth</b> Ang lalim ng pakiramdam	Changing focus, contrast, size, and perspective. Pagbabago ng focus, contrast, laki, at pananaw.
<b>Composition</b> Komposisyon	Complete, full, balanced, and non-central. Kumpleto, buo, balanse, at hindi sentral.

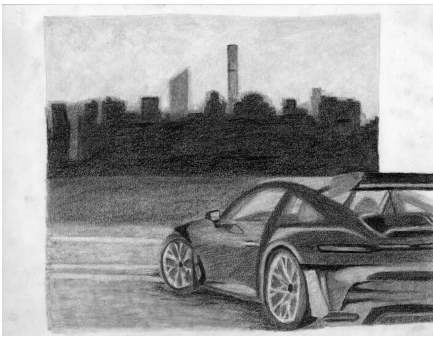
## *Bokabularyo para sa pagguhit ng lalim*

<b>atmospheric perspective</b> pananaw sa atmospera	<b>making things that are far away seem blurred and less contrasty</b> ginagawang malabo at hindi gaanong contrasty ang mga bagay na nasa malayo
<b>background</b> background	<b>the part of an artwork that is far away</b> ang bahagi ng isang likhang sining na malayo
<b>blending</b> paghahalo	<b>in drawing: mixing from light to dark greys; in painting: mixing from one colour to another</b> sa pagguhit: paghahalo mula sa liwanag hanggang sa madilim na kulay abo; sa pagpipinta: paghahalo mula sa isang kulay patungo sa isa pa
<b>blurring details</b> malabong detalye	<b>making small things have less detail so they seem far away</b> ang paggawa ng maliliit na bagay ay may kaunting detalye kaya parang malayo
<b>central composition</b> sentral na komposisyon	<b>an arrangement where the most important thing is in the middle</b> isang kaayusan kung saan ang pinakamahalagang bagay ay nasa gitna
<b>composition</b> komposisyon	<b>the arrangement of things in an artwork</b> ang pagsasaayos ng mga bagay sa isang likhang sining
<b>contrast</b> kaibahan	<b>the difference between the lights and darks</b> ang pagkakaiba sa pagitan ng mga ilaw at dilim
<b>creativity</b> pagkamalikhain	<b>ideas that are useful, unique, and insightful</b> mga ideya na kapaki-pakinabang, natatangi, at nagbibigay-kaalaman
<b>cropping</b> pagtanim	<b>cutting off part of a picture</b> pagputol ng bahagi ng isang larawan
<b>decreasing contrast</b> nagpapababa ng contrast	<b>making the difference between the lights and darks smaller so that things look muddier and far away</b> ginagawang mas maliit ang pagkakaiba sa pagitan ng mga ilaw at dilim upang ang mga bagay ay magmukhang mas maputik at malayo
<b>depth</b> lalim	<b>the sense that some things are near and others are far away</b> ang pakiramdam na ang ilang mga bagay ay malapit at ang iba ay malayo

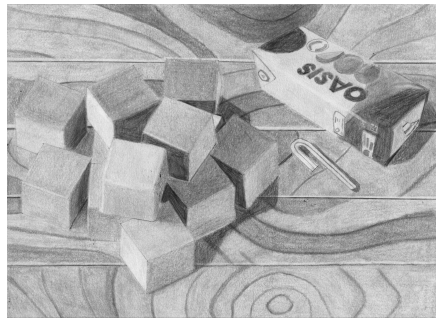


<b>idea development</b> pagbuo ng ideya	<b>a process that is used to create useful, insightful, and unique ideas</b> isang proseso na ginagamit upang lumikha ng kapaki-pakinabang, insightful, at natatanging mga ideya
<b>increasing contrast</b> pagtaas ng contrast	<b>making the range between the lights and darks bigger so that things look more intense and near</b> ginagawang mas malaki ang hanay sa pagitan ng mga ilaw at dilim upang ang mga bagay ay magmukhang mas matindi at malapit
<b>insightful</b> insightful	<b>something that shows deep thinking</b> isang bagay na nagpapakita ng malalim na pag-iisip
<b>non-central composition</b> hindi sentral na komposisyon	<b>an arrangement where the most important thing is NOT in the middle</b> isang kaayusan kung saan ang pinakamahalagang bagay ay HINDI sa gitna
<b>perspective</b> pananaw	<b>using diagonal lines that converge to create a realistic sense of depth</b> gamit ang mga diagonal na linya na nagtatagpo upang lumikha ng isang makatotohanang kahulugan ng lalim
<b>rotating</b> umiikot	<b>turning a picture to a new angle</b> pagpapalit ng larawan sa isang bagong anggulo
<b>sharpening details</b> pagpapatalas ng mga detalye	<b>making small things have more detail so they seem close up</b> ang paggawa ng maliliit na bagay ay may higit na detalye kaya parang malapit
<b>thumbnail drawings</b> mga guhit ng thumbnail	<b>small drawings that are used to develop the composition of an artwork</b> maliliit na guhit na ginagamit sa pagbuo ng komposisyon ng isang likhang sining
<b>unique</b> kakaiba	<b>something that is rare, or one-of-a-kind</b> isang bagay na bihira, o isa-ng-a-uri
<b>zooming in/zooming out</b> pag-zoom in/zooming out	<b>making a picture seem closer (zoom in) or further away (zoom out)</b> paggawa ng isang larawan na tila mas malapit (zoom in) o mas malayo (zoom out)





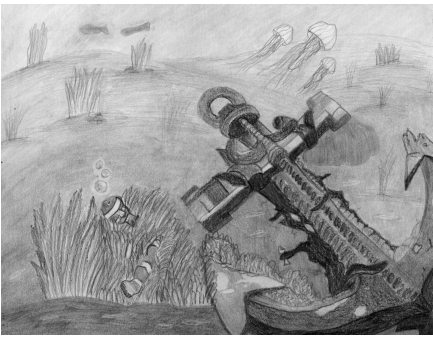
Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



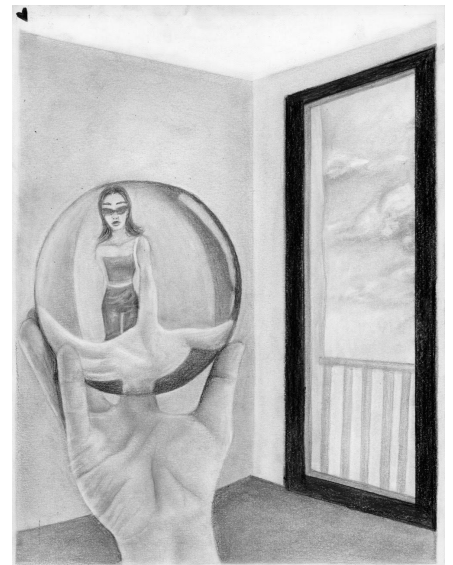
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



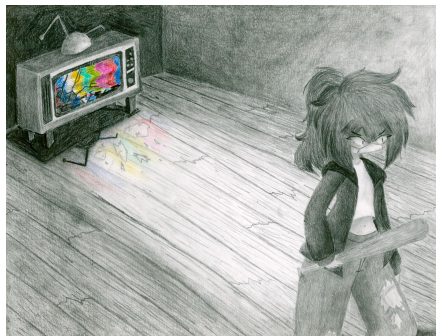
Felix Harpur, Fall 2023



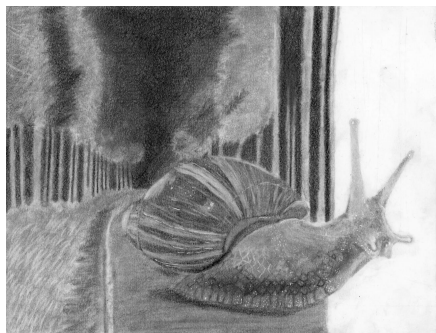
Valeriia Shevchenko, Fall 2023



Lily Webb, Fall 2023



Chloe Snair, Fall 2023



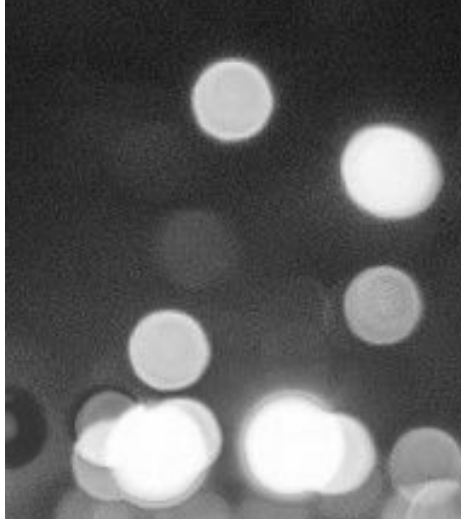
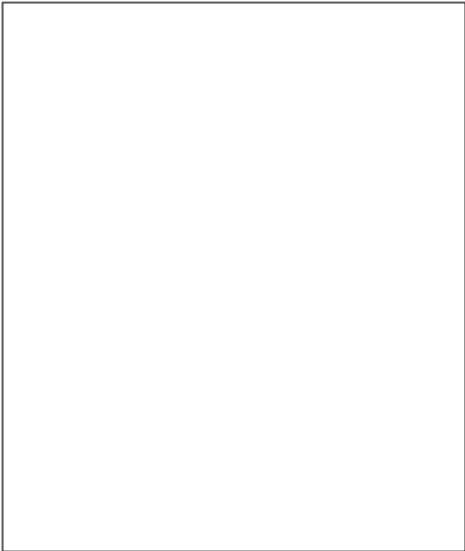
Fatma Yaman, Fall 2023



Catherine Fraser, Spring 2024



# Skill builder

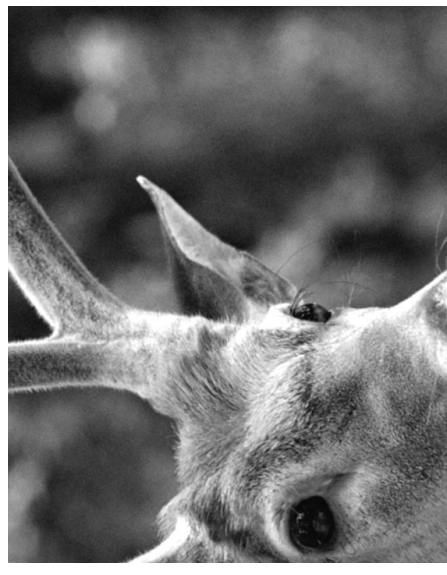
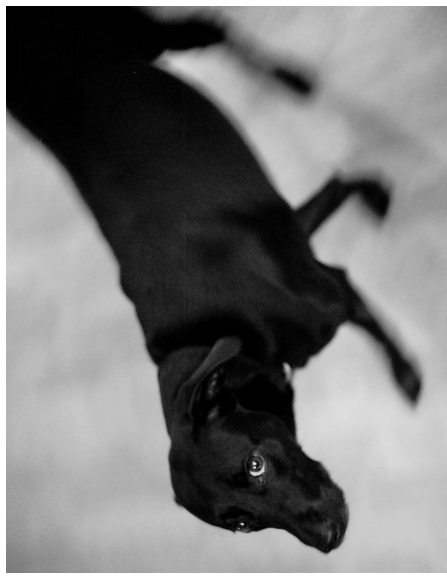
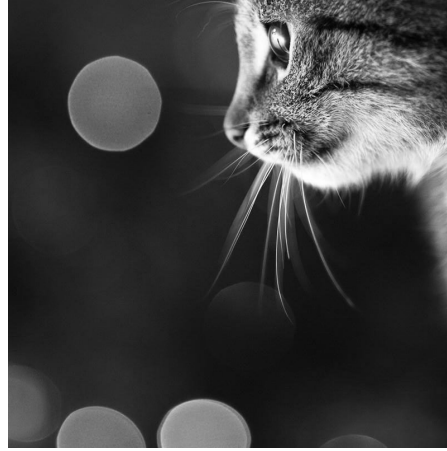


# Drawing blurs I

# Skill builder

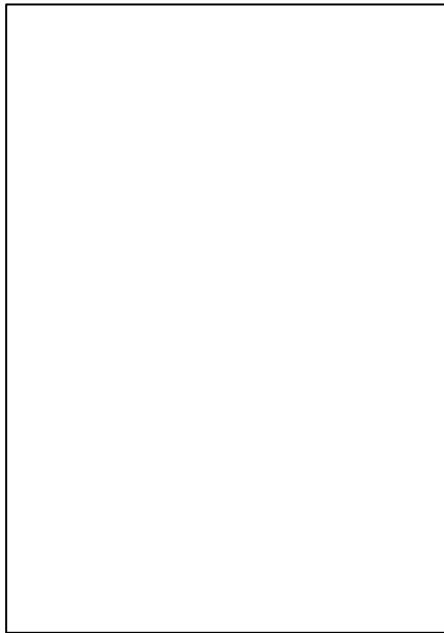
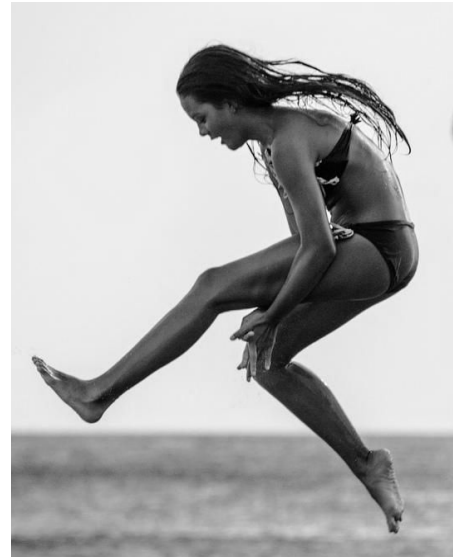


# Drawing blurs II

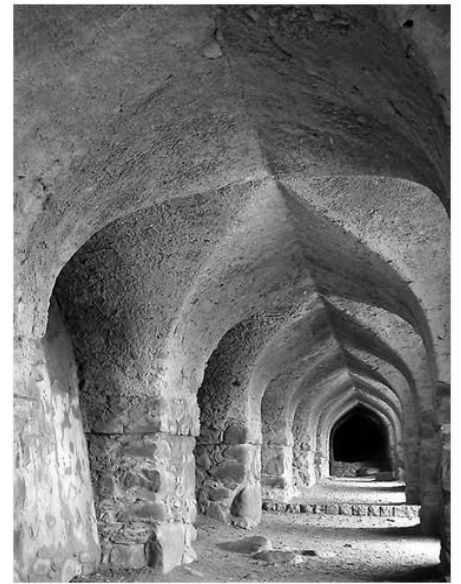


# Skill builder **Drawing depth I**

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



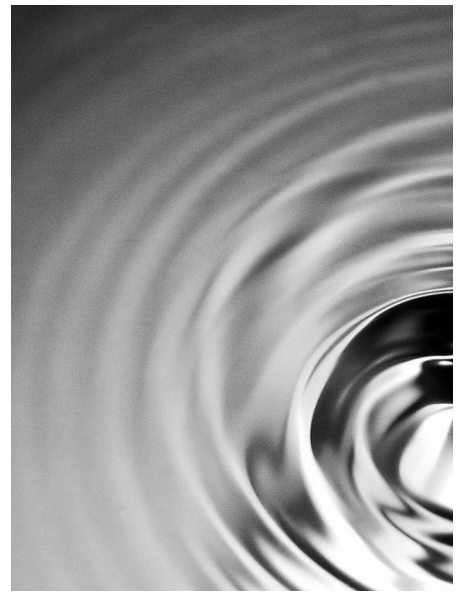
Adobe Stock | #236237541





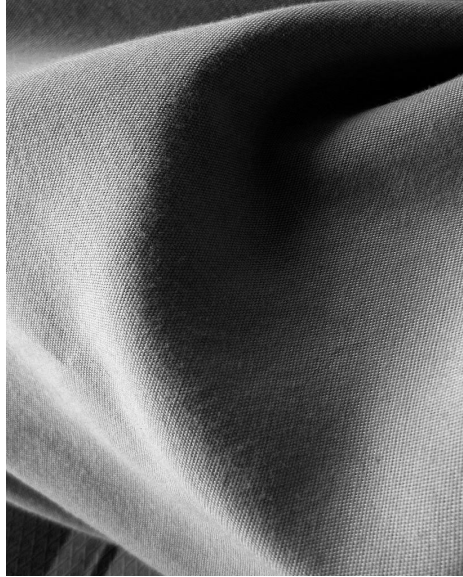
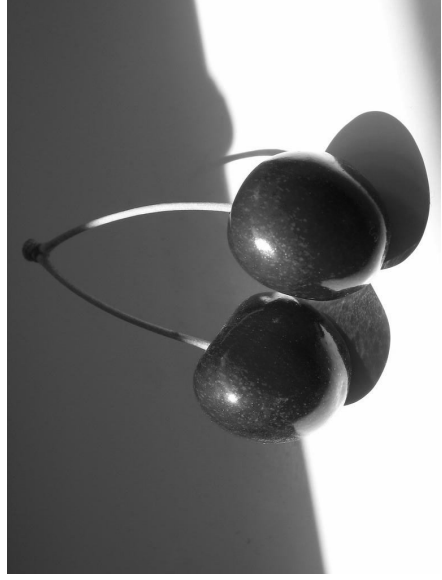
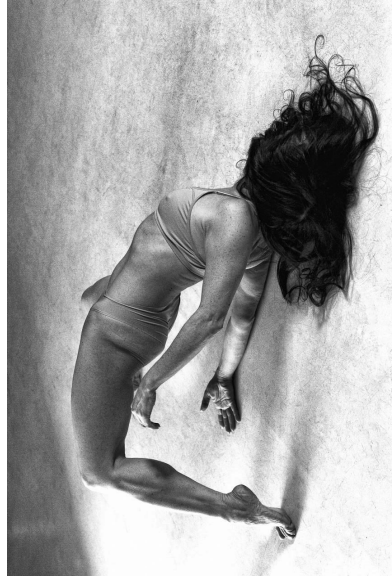
# Skill builder **Drawing depth II**

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



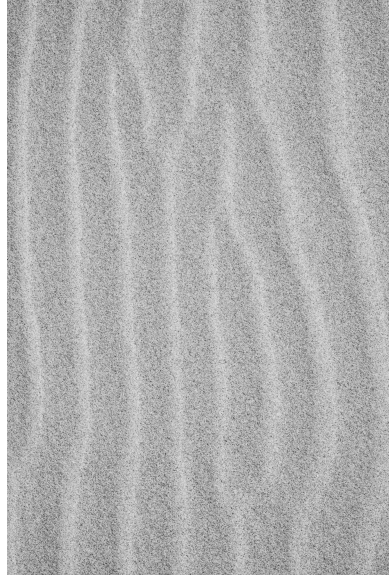
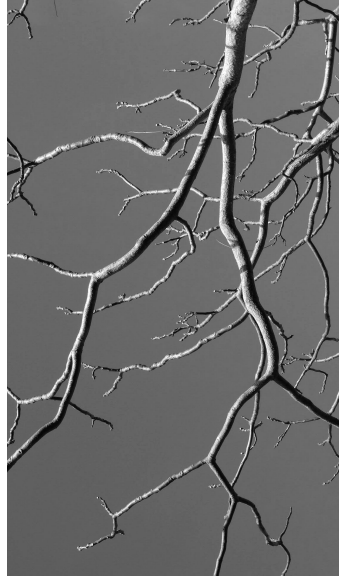
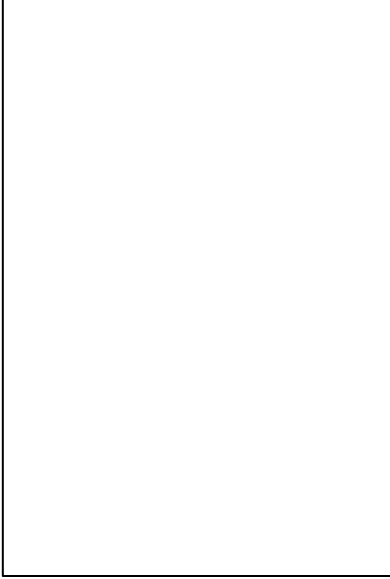
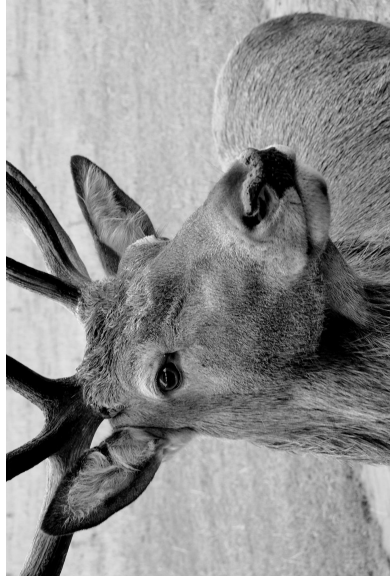
# Skill builder Drawing depth III

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.



Adding up points for ideas:

## 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%

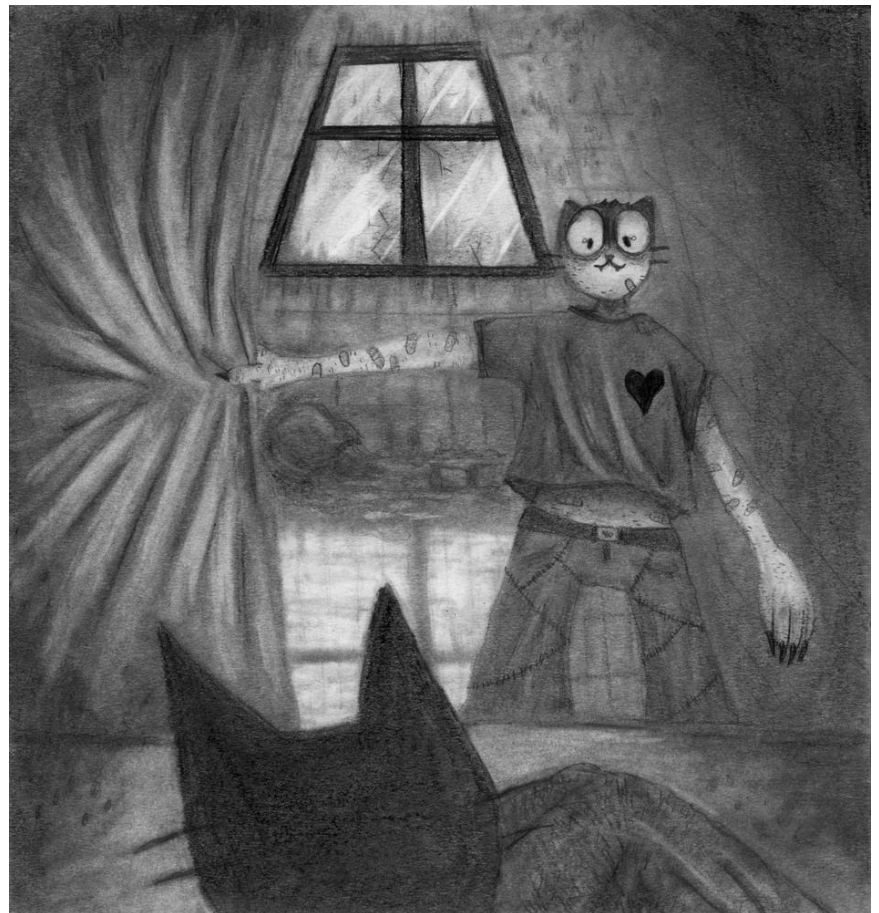


Ruby Jangaard 6-8 photos for developing your artwork

Insert hand-drawn sketches into the digital classroom

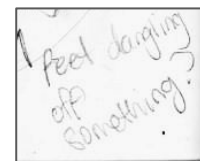
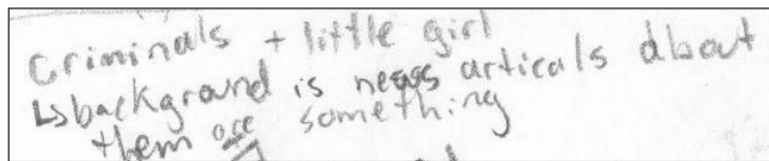
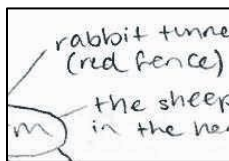


Use the images to develop your artwork. Draw from the photos and sketches to create a story. Use the photos to develop your artwork. Use the photos to develop your artwork. Use the photos to develop your artwork.



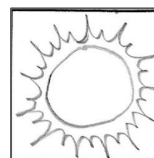
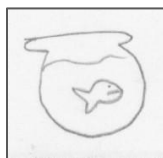
1 Generate ideas / Bumuo ng mga ideya

maximum of 50%/maximum na 50%



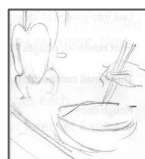
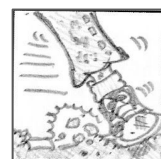
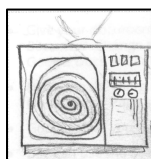
Number of **words**/Bilang ng mga salita → \_\_\_ ÷ 3

= \_\_\_ %



Number of **simple** sketches/Bilang ng mga simpleng sketch → \_\_\_ × 2%

= \_\_\_ %



Number of **better** sketches/Bilang ng mas mahusay na sketch → \_\_\_ × 4%

= \_\_\_ %

2 Select the best and join together ideas / Piliin ang pinakamahusay at pagsama-samahin ang mga ideya

**Circle** the **best** ideas/Bilugan ang pinakamagandang ideya

Circled/Nakabilo

= 5%

**Link** into **groups** of ideas/Mag-link sa mga grupo ng mga ideya

Linked/Naka-link

= 5%

3 Print reference images / Mag-print ng mga reference na larawan

maximum of 8 images

images/mga larawan \_\_\_ × 5%

= \_\_\_ %

4 Thumbnail compositions / Mga komposisyon ng thumbnail

maximum of 10 thumbnails

+1 thumbnail for rough collage/+1 thumbnail para sa magaspang na collage

= 8%

thumbnails/mga thumbnail \_\_\_ × 8%

= \_\_\_ %

5 Rough copy / Magaspang na kopya

great quality+/mahusay na kalidad +

drawing/pagguhit \_\_\_ × 25%

= \_\_\_ %

**Total / Kabuuan = \_\_\_ %**

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

**TANDAAN:** Kung kumopya ka lang ng larawan mula sa internet, bababa ang marka mo sa 25%.

## Generate ideas / *Bumuo ng mga ideya*

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.

*Gumamit ng mga listahan, isang web map, o simpleng mga guhit upang makabuo ng MARAMING ideya! Kung mayroon ka nang ideya sa isip, piliin iyon bilang iyong pangunahing tema at palawakin ito Hayaan ang iyong mga ideya na gumala - ang isang ideya ay humahantong sa isa pa. Ang mga guhit ay maaaring mga detalye ng pinagmulang larawan, iba't ibang viewpoint, texture, teknikal na eksperimento, atbp.*

## Adding up points for ideas / *Pagdaragdag ng mga puntos para sa mga ideya*

Number of **words** / *Bilang ng mga salita* → \_\_\_ ÷ 3 = \_\_\_ %

Number of **simple** sketches / *Bilang ng mga simpleng sketch* → \_\_\_ × 2% = \_\_\_ %

Number of **better** sketches / *Bilang ng mas mahusay na sketch* → \_\_\_ × 4% = \_\_\_ %



## Select the best

### ***Piliin ang pinakamahusay***

Draw circles or squares around your best ideas  
*Gumuhit ng mga bilog o parisukat sa paligid ng iyong pinakamahusay na mga ideya*

- You have selected the best 3-7 ideas = 5%
- Napili mo ang pinakamahusay na 3-7 ideya = 5%*

## Link the best into groups

### ***I-link ang pinakamahusay sa mga grupo***

Draw dashed or coloured lines to link your best ideas into groups that could work well together  
*Gumuhit ng mga putol-putol o may kulay na mga linya upang maiugnay ang iyong pinakamahusay na mga ideya sa mga pangkat na maaaring magtulungan nang maayos*

- You have joined the best ideas with lines = 5%
- Sumali ka sa pinakamagandang ideya na may mga linya = 5%*

## Print references / *Mag-print ng mga sanggunian*

- 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.  
*Mag-print ng ANIM na reference na larawan upang tumpak mong maobserbahan ang mga mapaghamong bahagi ng iyong likhang sining. Mas gusto ang pagkuha at paggamit ng sarili mong mga larawan, ngunit ayos din ang mga paghahanap ng larawan.*
- **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.  
***Huwag basta-bastang kumopya ng larawan na makikita mo.*** *Ang ideya ay i-edit at pagsamahin ang mga pinagmulang larawan upang lumikha ng iyong sariling likhang sining. Kung kumopya ka lang ng larawan, nangongopya ka at makakakuha ka ng zero para sa pagbuo ng iyong ideya at anumang pamantayang kinasasangkutan ng pagkamalikhain sa iyong huling likhang sining.*
- 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.  
*Hanggang sa kalahati ng iyong mga larawan ay maaaring mga guhit, painting, o iba pang mga likhang sining ng iba upang gamitin bilang inspirasyon. Ang iba pang mga larawan ay dapat na makatotohanang mga larawan.*
- You must hand in the **printed** copy of the images to earn the marks.  
*Dapat mong ibigay ang naka-print na kopya ng mga imahe upang makuha ang mga marka.*

**Number of reference photos / *Bilang ng mga reference na larawan*** → \_\_\_\_ × 5% = \_\_\_\_%

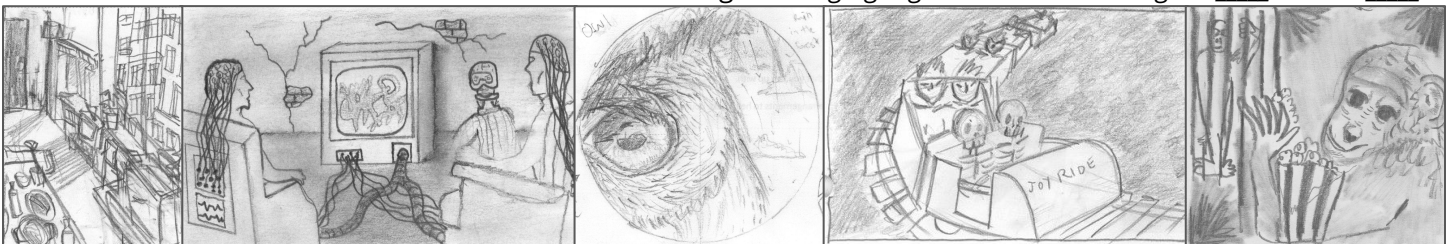


## Thumbnail compositions / *Mga komposisyon ng thumbnail*

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.  
*Gumawa ng DALAWA o higit pang mga thumbnail na guhit saanman sa seksyon ng pagbuo ng ideya.*
- These should be based on combinations of ideas that you come up with. Include your **background**.  
*Ang mga ito ay dapat na nakabatay sa mga kumbinasyon ng mga ideya na iyong naisip Isama ang iyong background.*
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.  
*Mag-eksperimento sa mga hindi pangkaraniwang anggulo, pananaw, at pagsasaayos upang makatulong na gawing kakaiba ang iyong likhang sining.*
- Draw a frame around your thumbnails to show the edges of the artwork.  
*Gumuhit ng frame sa paligid ng iyong mga thumbnail upang ipakita ang mga gilid ng likhang sining.*

## Adding up points for THUMBNAIL drawings / *Pagdaragdag ng mga puntos para sa mga guhit ng THUMBNAIL*

Number of **thumbnail** drawings / *Bilang ng mga thumbnail drawing* → \_\_\_\_\_ × 8% = \_\_\_\_\_ %



## Rough drawing / Magaspang na pagguhit

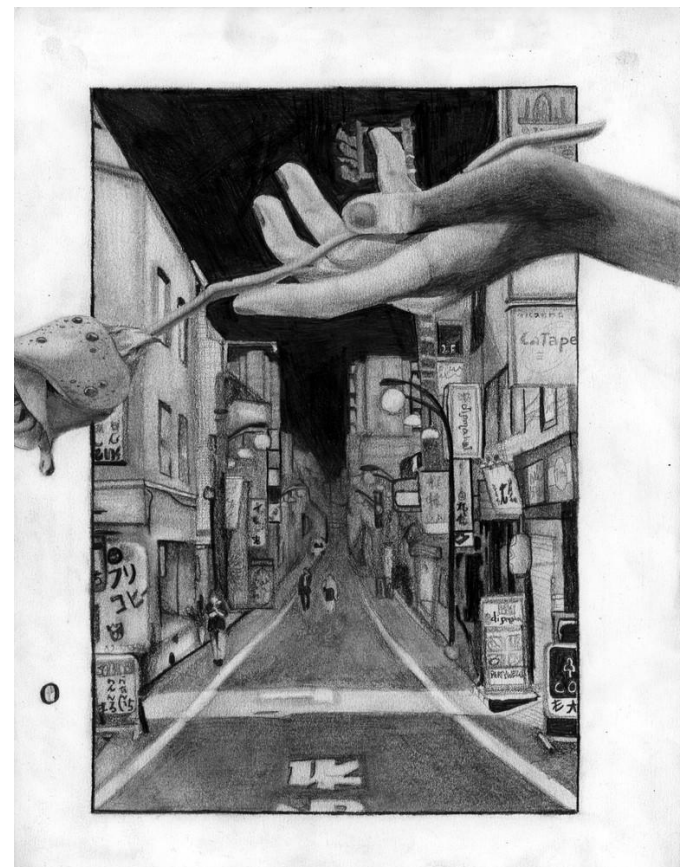
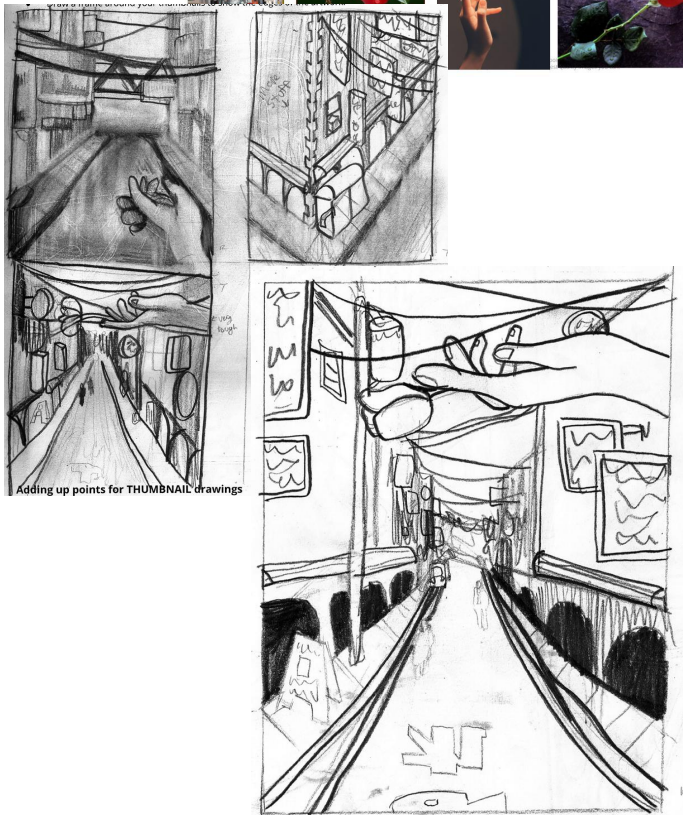
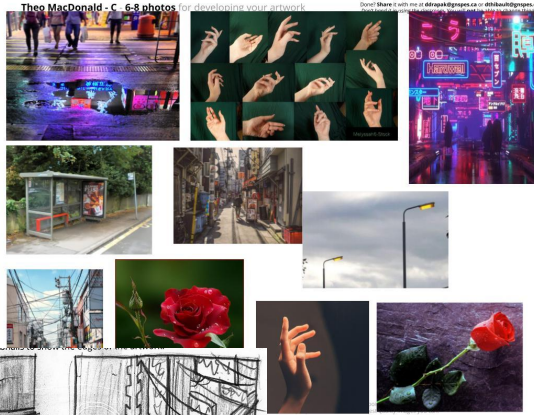
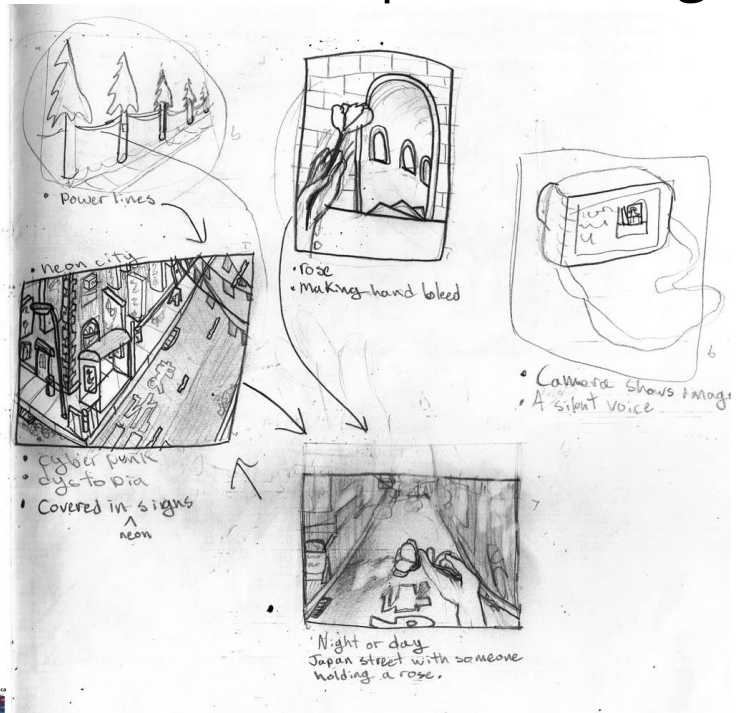
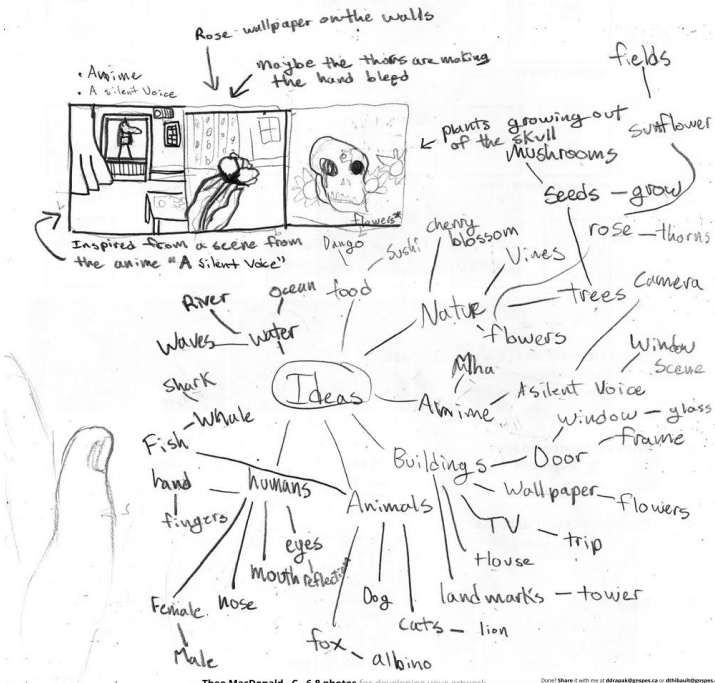
- Take the best ideas from your thumbnails and combine them into an improved rough copy.  
*Kunin ang pinakamahusay na mga ideya mula sa iyong mga thumbnail at pagsamahin ang mga ito sa isang pinahusay na magaspang na kopya.*
- Use this to work out the bugs and improve your skills before you start the real thing.  
*Gamitin ito upang ayusin ang mga bug at pagbutihin ang iyong mga kasanayan bago mo simulan ang tunay na bagay*
- If you are using colour, use paint or coloured pencil to show your colour scheme.  
*Kung gumagamit ka ng kulay, gumamit ng pintura o kulay na lapis upang ipakita ang iyong scheme ng kulay*
- Draw in a frame to show the outer edges of your artwork.  
*Gumuhit sa isang frame upang ipakita ang mga panlabas na gilid ng iyong likhang sining*
- **Remember to choose a non-central composition.**  
***Tandaang pumili ng hindi sentral na komposisyon***

## Examples of ROUGH drawings / Mga halimbawa ng ROUGH drawings

Rough drawing/Magaspang na pagguhit → up to 25% = \_\_\_%



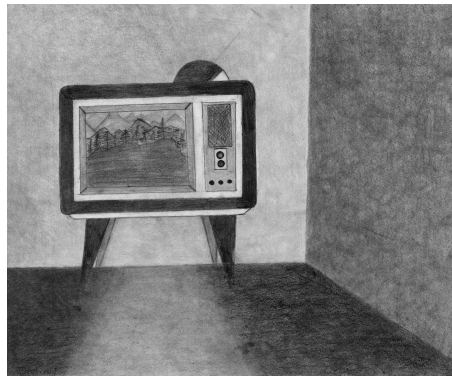
# Development of Theo MacDonald's depth drawing







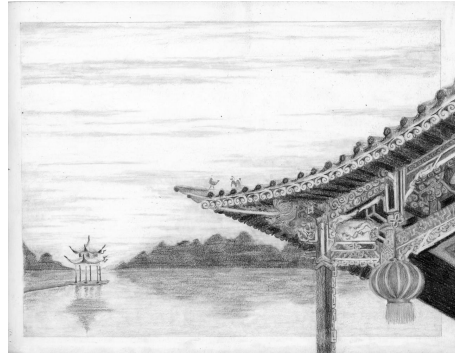
Sophia Tugwell, Spring 2023



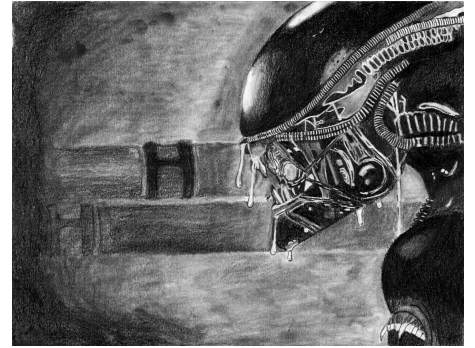
Destiny Mootrey, Spring 2023



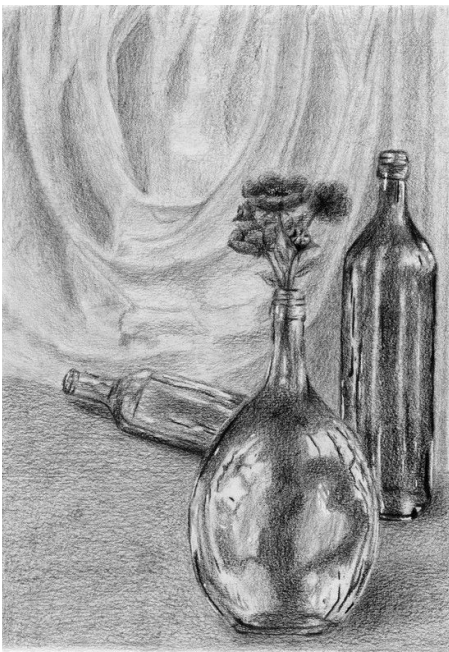
Savannah Comeau, Spring 2023



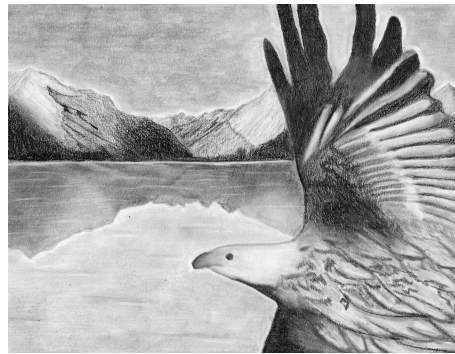
Shiang Liu, Spring 2023



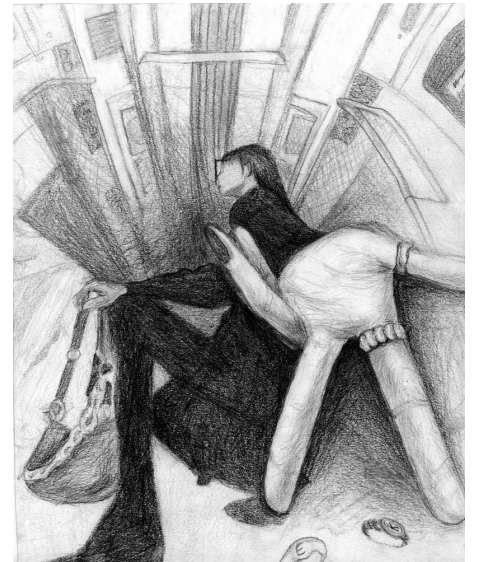
Beck Liu, Spring 2023



Megan MacQuarrie, Spring 2023



Tessa Zhang, Spring 2023



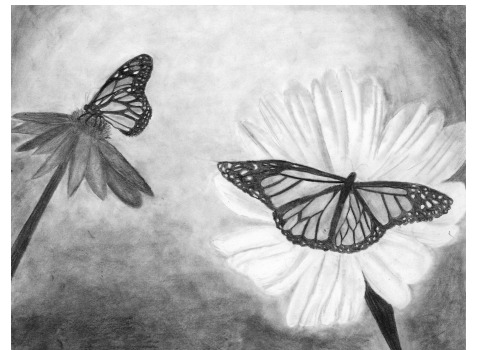
Ellie Kim, Spring 2023



Sophia Di Quinzio, Spring 2023



Avery Comeau, Spring 2023



Rebecca Fraser, Fall 2023



## Mid-project feedback to students – Depth Drawing Feedback ng mid-project sa mga mag-aaral - Lalim Pagguhit

Name: \_\_\_\_\_

Pangalan: \_\_\_\_\_

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.

*Ang proyektong ito ay susuriin ayon sa tatlong pangkalahatang pamantayan. Upang matulungan kang gawin ang iyong makakaya, narito ang ilang feedback na may mga suhestiyon tungkol sa kung paano pagbutihin ang iyong pagguhit. Pinili ko lamang kung ano sa tingin ko ang pinakamahalagang piraso ng payo para sa iyo. Kung ang mga mungkahing ito ay hindi maliwanag, mangyaring hilingin sa akin o sa isang kaibigan.*

### Shading, Proportion, and Detail - *Pagtatabing, Proporsyon, at Detalye*

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.

*Ang pagtatabing ay gumagamit ng liwanag at madilim upang gumuhit. Ito ay isang madaling paraan upang gumawa ng mga bagay na tumingin makatotohanang at tatlong dimensional. Ang proporsyon ay ang pangalan ng kasanayan kung saan ka tumpak na naglalarawan ng mga hugis at sukat.*

- **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.  
**Obserbahan nang mabuti.** Panatilihin ang pagtingin sa iyong larawan. Subukan na kalilimutan ang iyong hinahanap, at tumuon sa mga linya at hugis ng bahagi. Lumilitaw na ang ilan sa iyong mga likhang sining ay inilabas mula sa memorya, na ginagawang mas makatotohanang.
- **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.  
**Isaalang-alang ang mga pagbabago sa texture.** Kailangan ng buhok ng iba't ibang uri ng pagguhit kaysa sa bark, ulap, tubig, o bato. Subukan upang makuha ang texture ng iba't ibang mga bagay na iyong hinuhukay.
- **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.  
**Bawasan ang iyong mga balangkas.** Ang mga balangkas ay mahalaga sa pagkuha ng mga proporsyon tama, ngunit dapat silang mawala pagkatapos mong simulan ang pagtatabing.
- **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.  
**Padilimin ang iyong mga maitim.** Ang paggawa nito ay dagdagan ang pangkalahatang epekto ng iyong mga guhit, at makakatulong ito 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.  
**Magdagdag ng tono sa iyong mga ilaw.** Ang pag-iwan sa lugar na puti ay may gawi na iwanan ang impresyon na ang iyong likhang sining ay hindi natapos. Sa halip, hanapin ang mga light shades of grey na maaari mong idagdag sa halip.
- **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.  
**Magtrabaho sa kinis.** Bumuo ng iyong mga grays sa pamamagitan ng stacking layers ng alternating linya direksyon, gamitin ang mga linya na may magkasanib na mga linya (walang puting gaps), o gumamit ng isang blending tuod.
- **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.  
**Magtrabaho sa blending.** Ang iyong mga anino ay paminsan-minsan ay lumalakas mula sa liwanag hanggang sa madilim, na may ilang o walang gitnang grays. Magdagdag ng grays sa gitnang mga lugar hanggang sa magtapos ka sa mga makinis na blends sa halip na biglaang jumps.
- **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.  
**Tingnan ang maingat sa iba't ibang grays.** Maaari kang makakuha ng basic hair texture sa pamamagitan ng paglikha ng mga linya na dumadaloy kasama ang haba. Gayunpaman, ito ay mas mahusay na gumagana kapag ginagaya mo ang pattern ng liwanag at madilim ng iba't ibang mga hibla. Ito ay tumatagal ng mas maraming oras, ngunit ang epekto ay maraming beses na mas malakas.

## Sense of Depth - Kahulugan ng Lalim

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

*Maaari kang gumamit ng maraming mga diskarte upang lumikha ng isang malalim na kahulugan sa iyong likhang sining.*

- **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.  
***Magdagdag ng detalye sa pinakamalapit na lugar, at bawasan ito sa malayo.** Sa ngayon, ang iyong likhang sining ay hindi gumagamit ng mga pagbabago sa detalye upang ipakita ang lalim. Maaaring kailangan mong lumabo ang ilan sa mga umiiral na detalye sa malayo upang gawing natural ang hitsura, at magdagdag ng napakahusay na detalye sa pinakamalapit na bagay.*
- **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.  
***Magdagdag ng kaibahan sa pinakamalapit na lugar at mabawasan ang kaibahan sa distansya.** Ang mga bagay na may mas maliwanag na mga puti at mas madidilim na mga itim ay mukhang mas malapit sa iyo. Ang mga bagay na may mababang kaibahan, tulad ng pagkupas sa isang kulay-abong background, ay lalong lumalayo.*
- **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.  
***Magdagdag ng higit pang mga layer ng lalim sa iyong likhang sining.** Sa ngayon ang iyong likhang sining ay may makitid na kahulugan ng lalim. Magdagdag ng isang bagay sa harap at / o sa likod upang may mga karagdagang patong ng distansya.*
- **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.  
***Gamitin ang magkakapatong, mga pagbabago sa sukat, o magkakatulad na mga linya upang magpakita ng distansya pati na rin.** Oo naman, ang mga ito ay madaling paraan, ngunit ang mga ito ay epektibo. Karamihan sa mga tao ay nagsusulong ng kanilang mga likhang sining upang ang pagkilos ay hindi magkakapatong. Ito ay parehong predictable at flat.*

## Composition - Komposisyon

Composition is the overall arrangement and completeness of your artwork.

*Komposisyon ay ang pangkalahatang pag-aayos at pagkakumpleto ng iyong likhang sining.*

- **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.  
***Paunlarin ang iyong background.** Ang isang background ay naglalagay ng isang tao o bagay sa isang partikular na lugar, tunay o haka-haka. Kumpara sa mga guhit na walang mga background, ang iyong mga likhang sining ay maaaring tumingin simple at hindi kumpleto.*
- **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.  
***Simulan ang pagtatabing iyong background.** Mayroon kang ilang mga linya sa doon, ngunit ito ay kulang sa sangkap kumpara sa natitirang bahagi ng iyong pagguhit.*
- **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.  
***Ang iyong likhang sining ay binubuo ng centrally.** Iwasan ang pagkakaroon ng mahahalagang bagay sa gitna. Ilipat ito mula sa gitna at isaalang-alang ang pag-zoom sa sa ito o paglikha ng isang tikwas komposisyon.*
- **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.  
***Mukhang nasa likod ka.** Mangyaring isaalang-alang ang pagtatrabaho sa iyong proyekto sa tanghalian o bago o pagkatapos ng paaralan. O, subukan mong kunin ang iyong bilis o gamitin ang iyong oras nang mas epektibo sa panahon ng klase. Kung mayroon kang sapat na tapos na, maaari mong tanungin kung maaari mong dalhin ito sa bahay upang magtrabaho dito. Tandaan na kung sobra ng iyong trabaho ay ginagawa sa labas ng paaralan hindi ko ito matatanggap.*



At the **end of each class**, please take time to write your goal for the next class. Your artwork will be marked based on your **technical drawing skills**, ability to create a **sense of depth**, and how well you are creating a balanced, non-central **composition**. Keep these criteria in mind when choosing your goal.

*Sa pagtatapos ng bawat klase, mangyaring maglaan ng oras upang isulat ang iyong layunin para sa susunod na klase. Ang iyong likhang sining ay mamarkahan batay sa iyong mga teknikal na kasanayan sa pagguhit, kakayahang lumikha ng isang pakiramdam ng lalim, at kung gaano ka kahusay na lumikha ng isang balanseng, hindi sentral na komposisyon. Isaisip ang mga pamantayang ito kapag pumipili ng iyong layunin.*

**Be specific:** What parts of your drawing are you focusing on? What drawing skills do you need most to do this?

*Maging tiyak: Anong mga bahagi ng iyong pagguhit ang iyong pinagtutuunan ng pansin? Anong mga kasanayan sa pagguhit ang pinaka kailangan mo para magawa ito?*

- |  |  |
|--|--|
| → <b>What</b> should be <b>improved</b> and <b>where:</b><br><i>Ano ang dapat pagbutihin at kung saan:</i> | <i>"Look for <b>more detail</b> in the <b>shadows of the trees</b>"</i><br>"Maghanap ng higit pang detalye sa mga anino ng mga puno" |
| → <b>What</b> should be <b>improved</b> and <b>where:</b><br><i>Ano ang dapat pagbutihin at kung saan:</i> | <i>"I need to <b>lower the contrast</b> in the <b>sky</b>"</i><br>"Kailangan kong babaan ang kaibahan sa kalangitan"                 |
| → <b>What</b> can be <b>added</b> and <b>where:</b><br><i>Ano ang maaaring idagdag at kung saan:</i>       | <i>"I should <b>add some trees</b> in <b>front of the lake</b>"</i><br>"Dapat akong magdagdag ng ilang mga puno sa harap ng lawa"    |
| → What you can do to <b>catch up:</b><br><i>Ano ang maaari mong gawin upang makahabol:</i>                 | <i>"I need to <b>take my drawing home</b> this weekend.</i><br>"Kailangan kong iuwi ang aking dibuho ngayong katapusan ng linggo."   |

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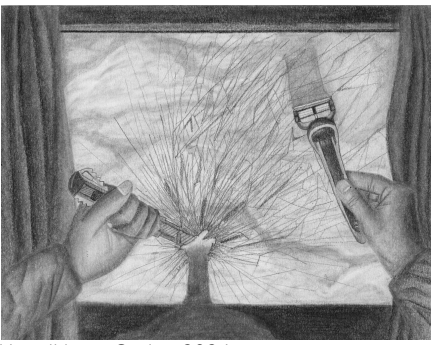
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Yeonji Jung, Spring 2024



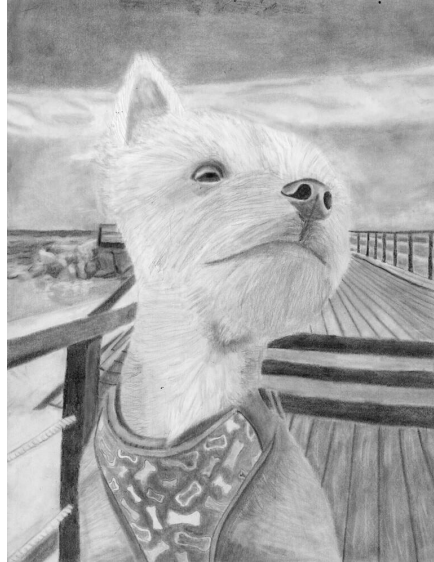
Remi Partridge, Spring 2024



Jack Buckman, Spring 2024



Felix Silver, Spring 2024



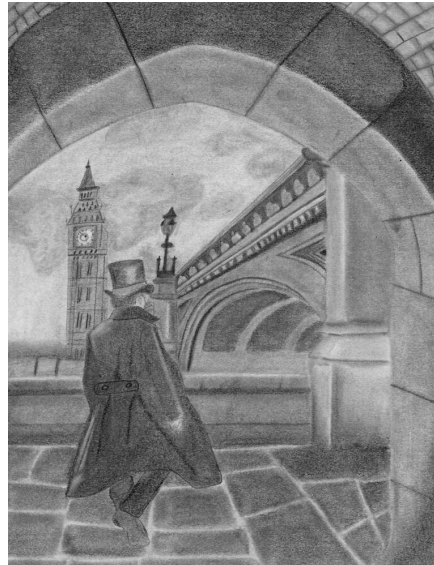
Brooklyn Hubley, Spring 2024



Eunsol Lee, Spring 2024



Alex Damczyk, Spring 2024



Mona Albaqami, Fall 2024



Nour Hussain, Fall 2024



Taliyah Walter, Fall 2024



Callum Muise, Spring 2024



Gabby Leitao, Spring 2024



Eliza Kim, Spring 2024



Alana Mercier, Spring 2024