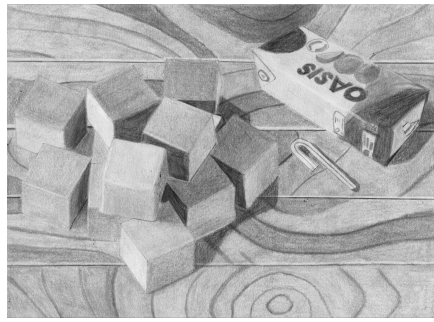


Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



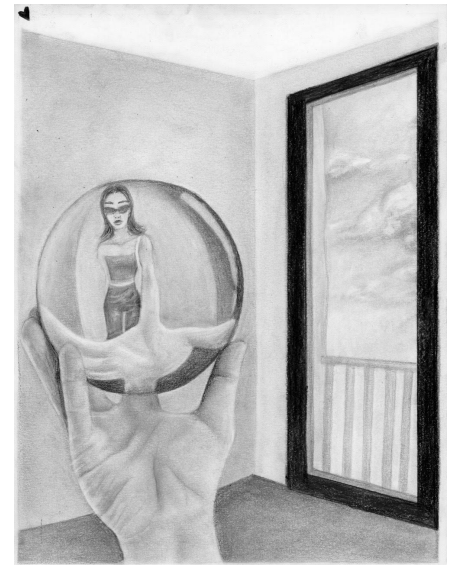
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



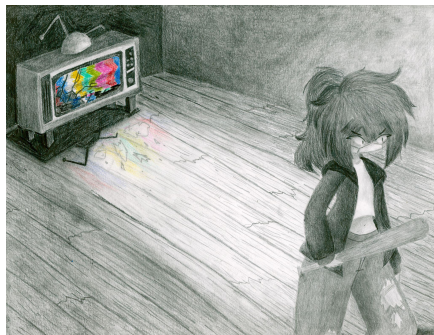
Felix Harpur, Fall 2023



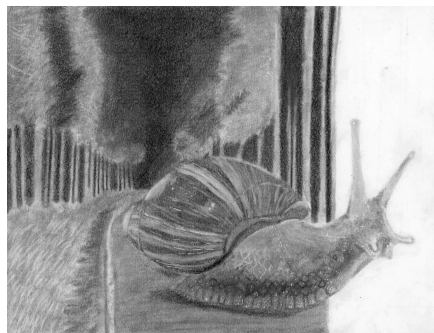
Valeriia Shevchenko, Fall 2023



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

Depth drawing evaluation

Shading, proportion and detail:

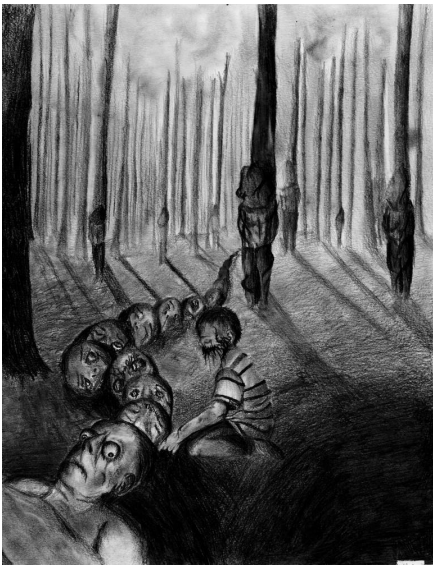
Proportion, contour, deep blacks, smoothness, and blending

Sense of depth:

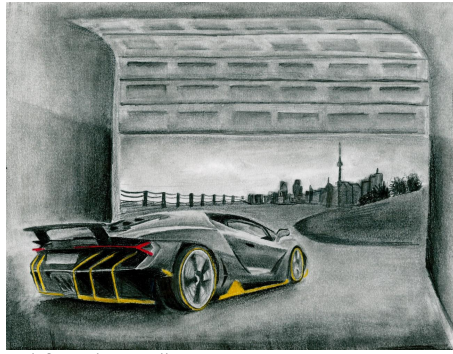
Changing focus, contrast, size, and perspective

Composition:

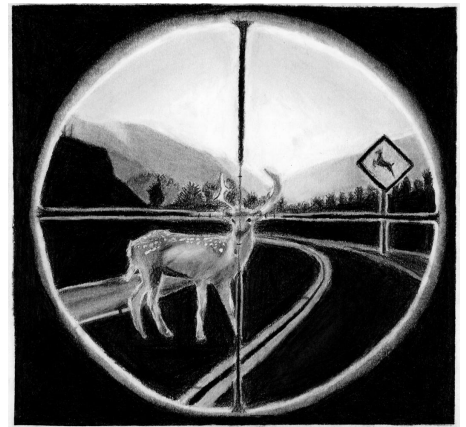
Complete, full, balanced, and non-central



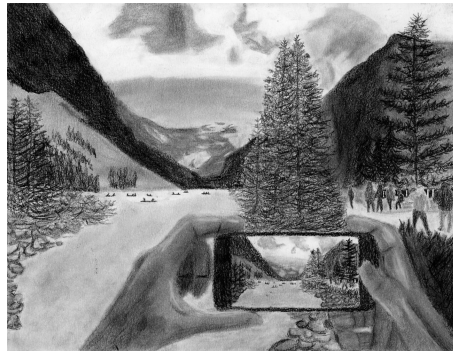
Aresky Novelo Espinosa, Fall 2022



Ashfin Azhar, Fall 2022



Mostafa Mahmoud, Fall 2022



Zoe Radford, Fall 2022



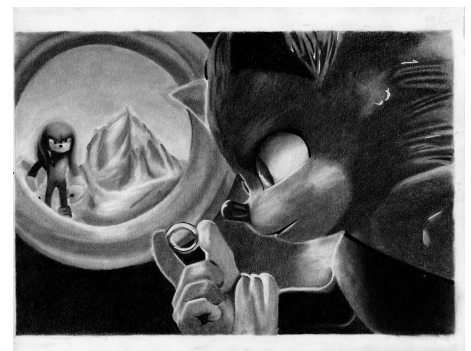
Ocean MacAdam, Fall 2022



Brigid Libadia, Fall 2022



Sadie Buxton, Fall 2022



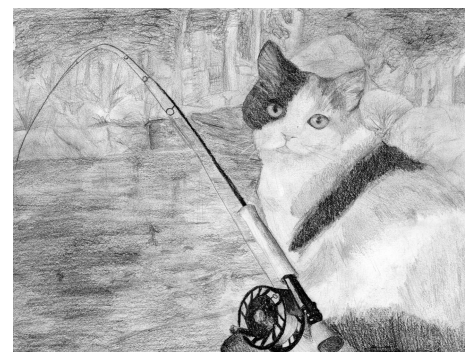
Ashanti Sarmiento, Fall 2022



Navon Situ, Fall 2022



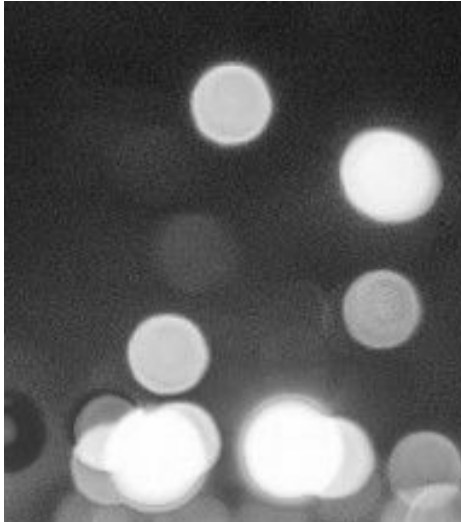
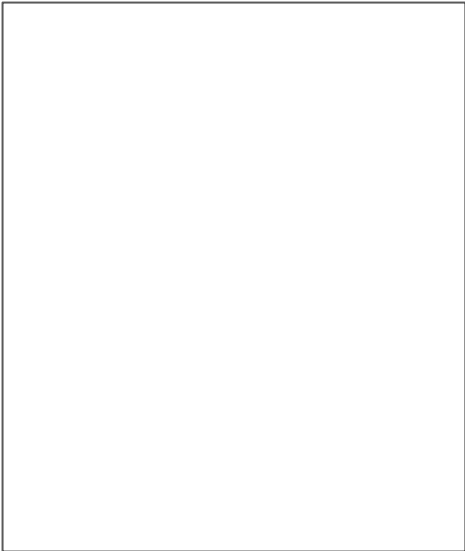
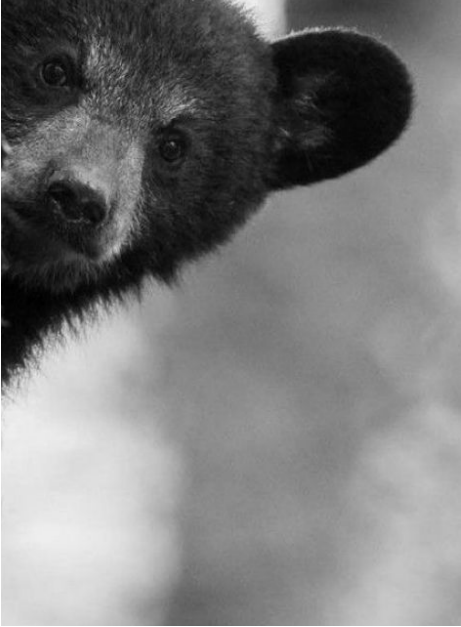
Linnea Brodin, Fall 2022



Sadie Cooke, Spring 2023

Skill builder

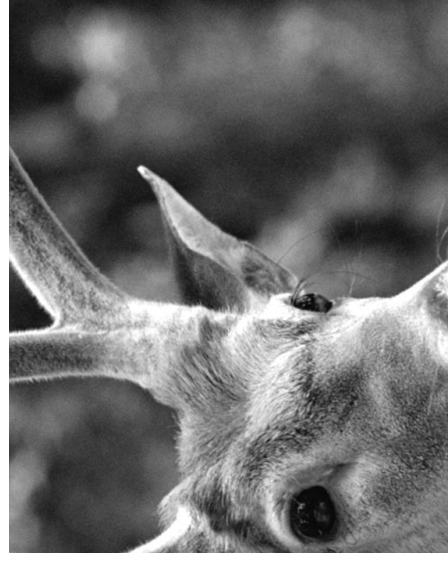
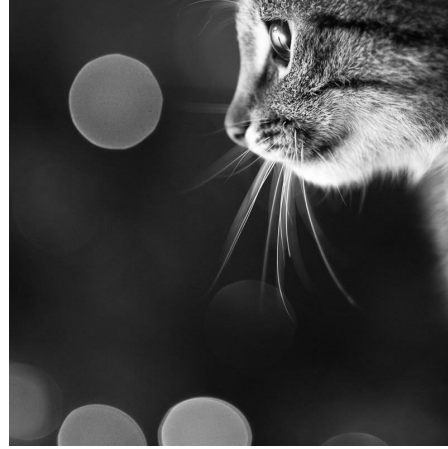
Drawing blurs I



Skill builder

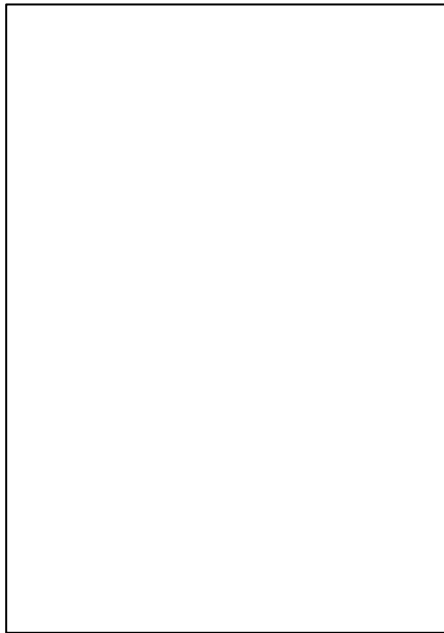
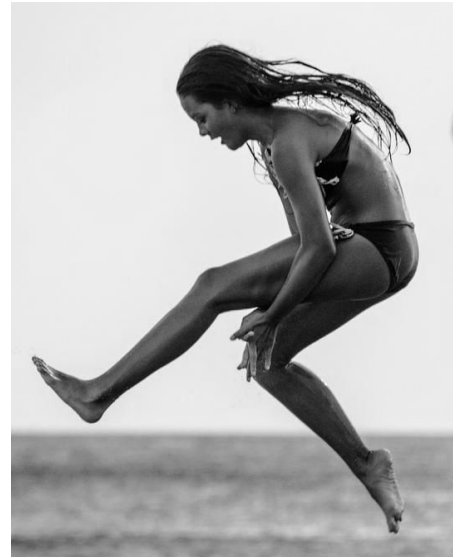


Drawing blurs II

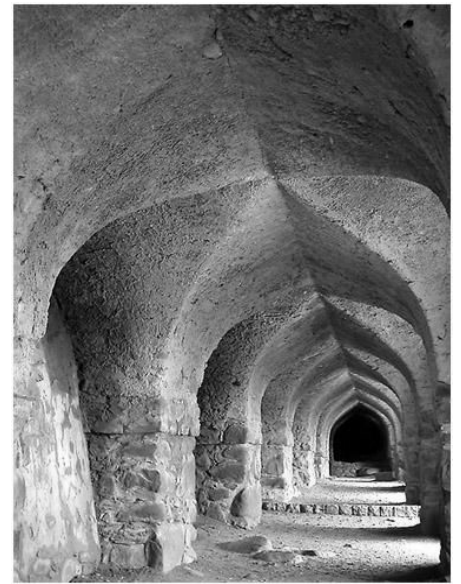


Skill builder **Drawing depth I**

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

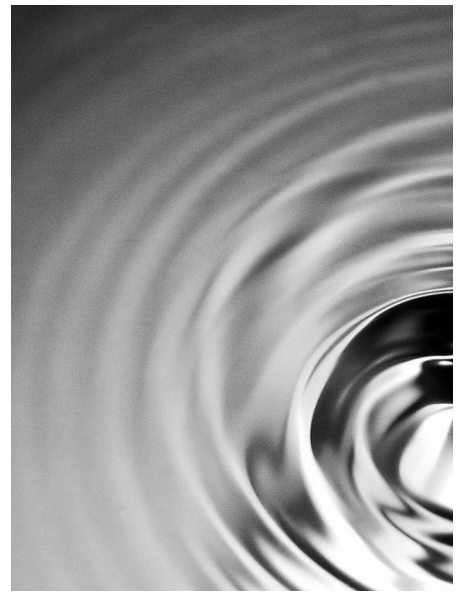


Adobe Stock | #236237541



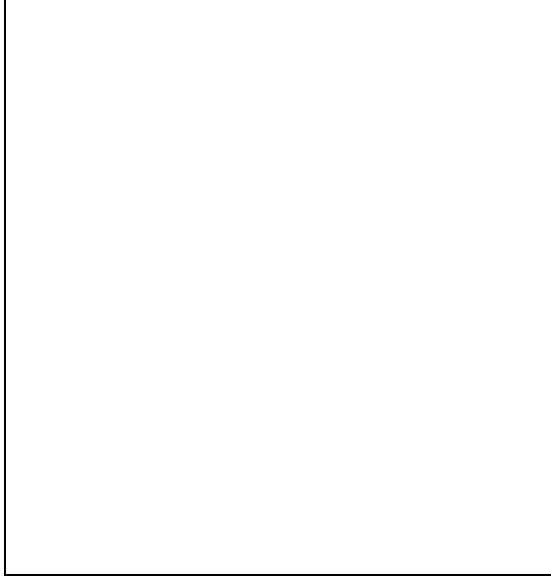
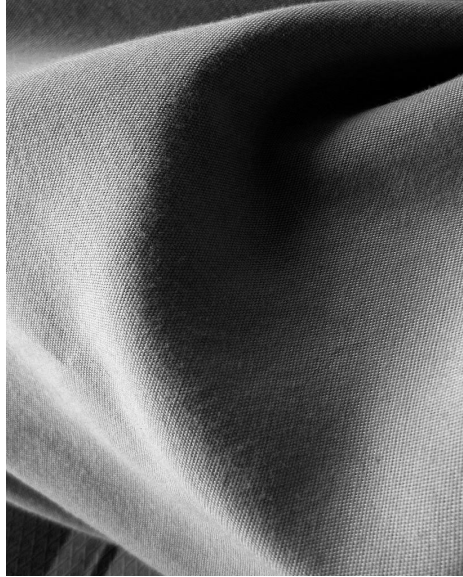
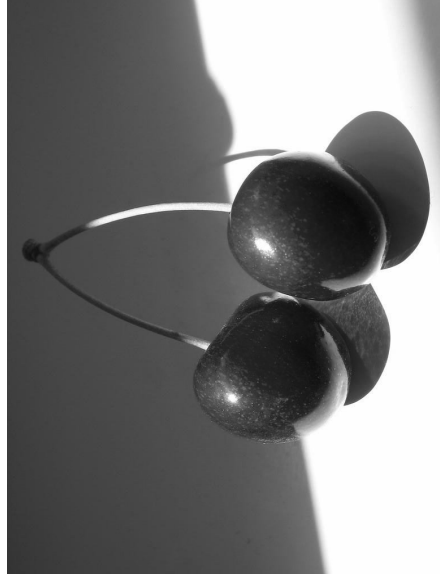
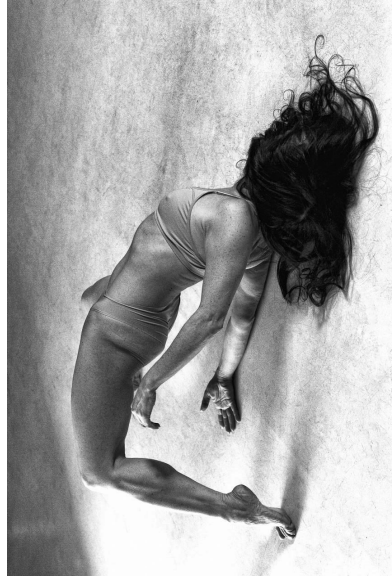
Skill builder **Drawing depth II**

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



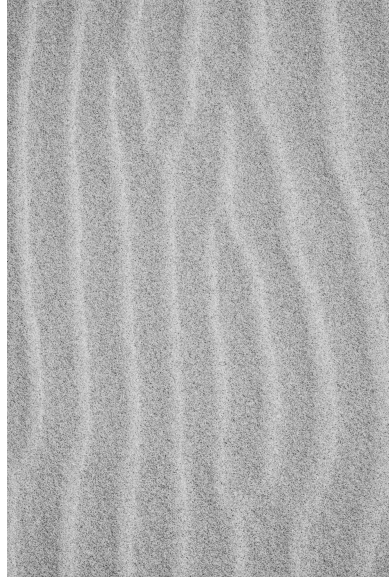
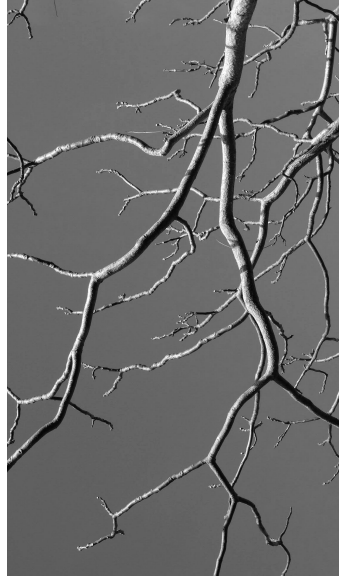
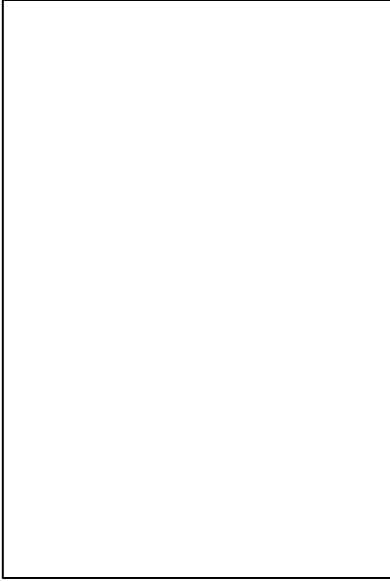
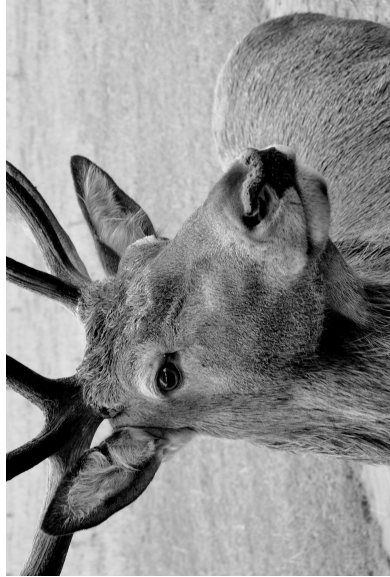
Skill builder Drawing depth III

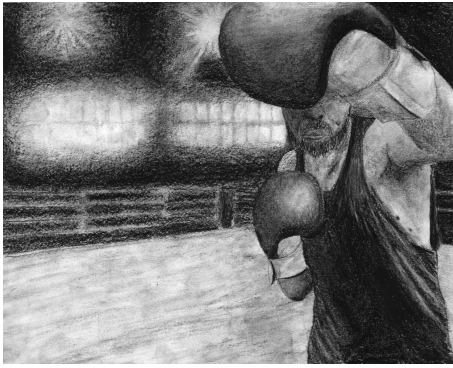
Draw one photo in front, and another in the background.



Skill builder Drawing depth IV

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





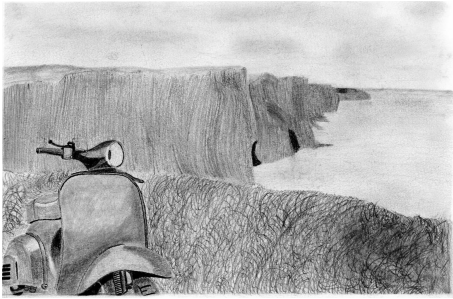
Max Stevenson, Spring 2022



Darragh Nolen, Spring 2022



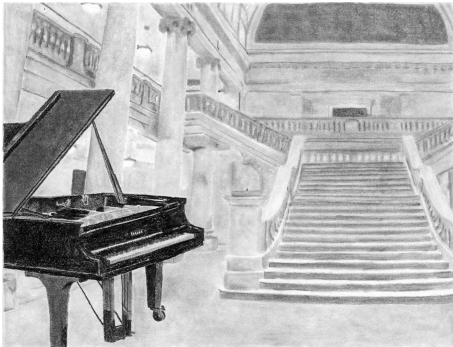
Sophia McCurdy, Spring 2022



Angel Mary Shyji, Spring 2022



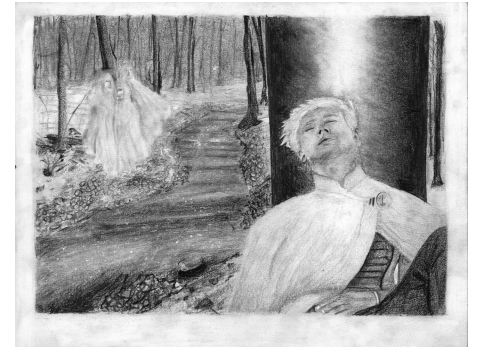
Frankie King, Spring 2022



Jordan Daigle, Spring 2022



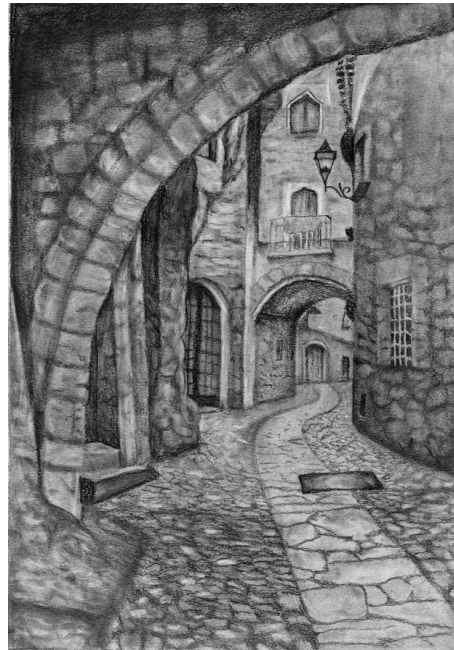
Ray Cleary, Spring 2022



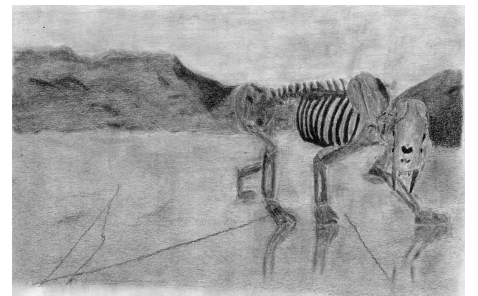
Dhanvi Patel, Spring 2022



Brian Wilson-Dyment, Spring 2022



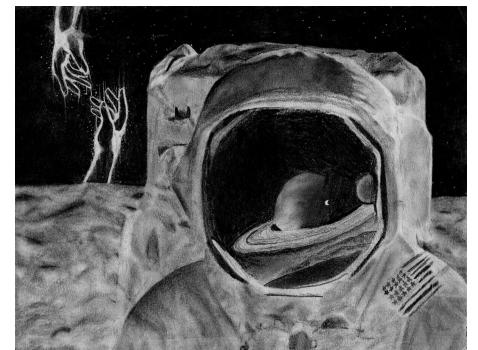
Ella Stockley-Smith, Spring 2022



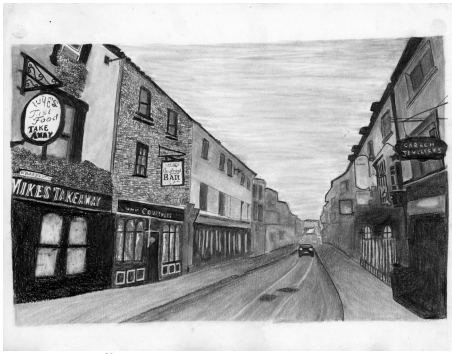
Dylan Rochon, Spring 2022



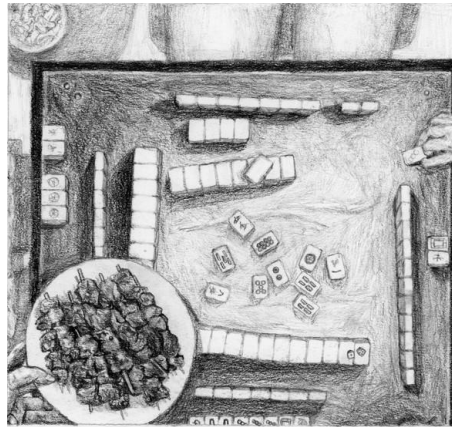
Jo Hernandez Ureta, Fall 2022



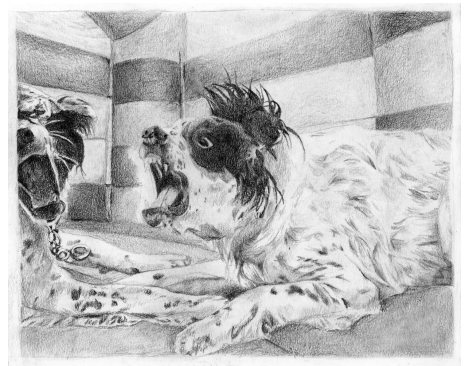
Brooke Howes, Fall 2022



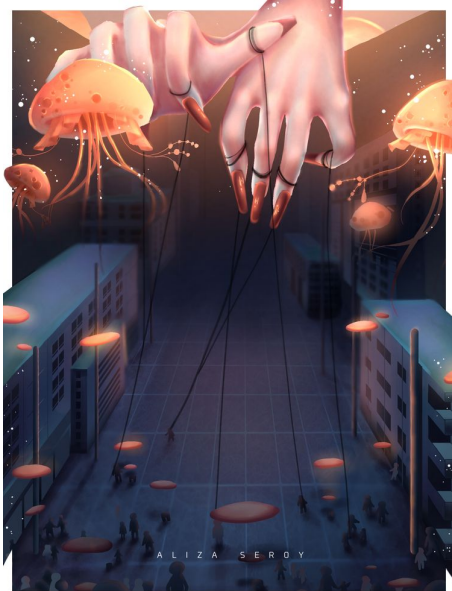
C Pettit, Fall 2021



Reese Villanueva, Fall 2021



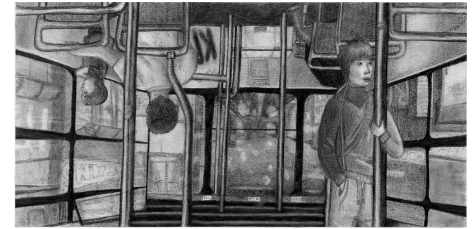
Ruby Persaud, Fall 2021



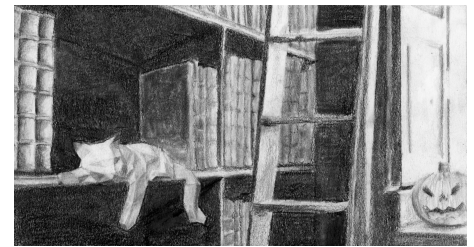
Aliza Seroy, Fall 2021



Saeyoon Yang, Fall 2021



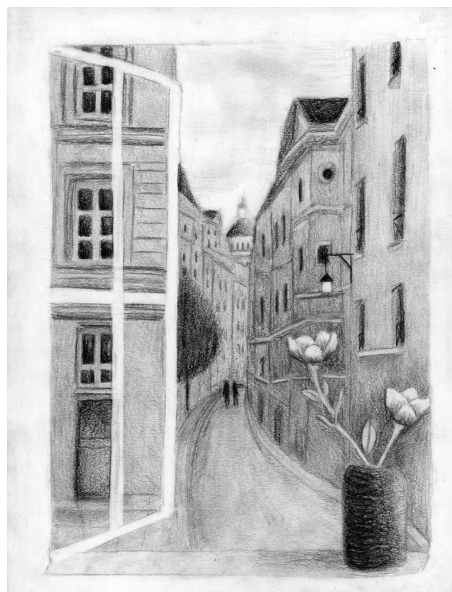
Katherine Boyle, Fall 2021



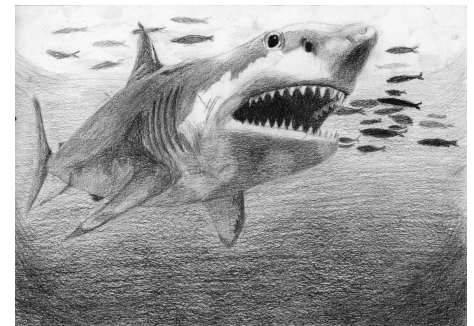
Marina Van Wart, Fall 2021



Andrew Santiago, Fall 2021



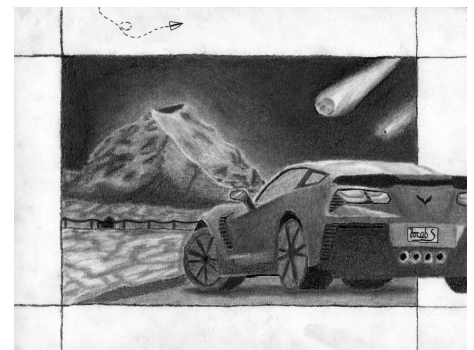
Julia Kienast, Fall 2021



Dow Kim, Spring 2022



Rovinne Tiamson, Fall 2021



Jacob Schelew, Fall 2021

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%

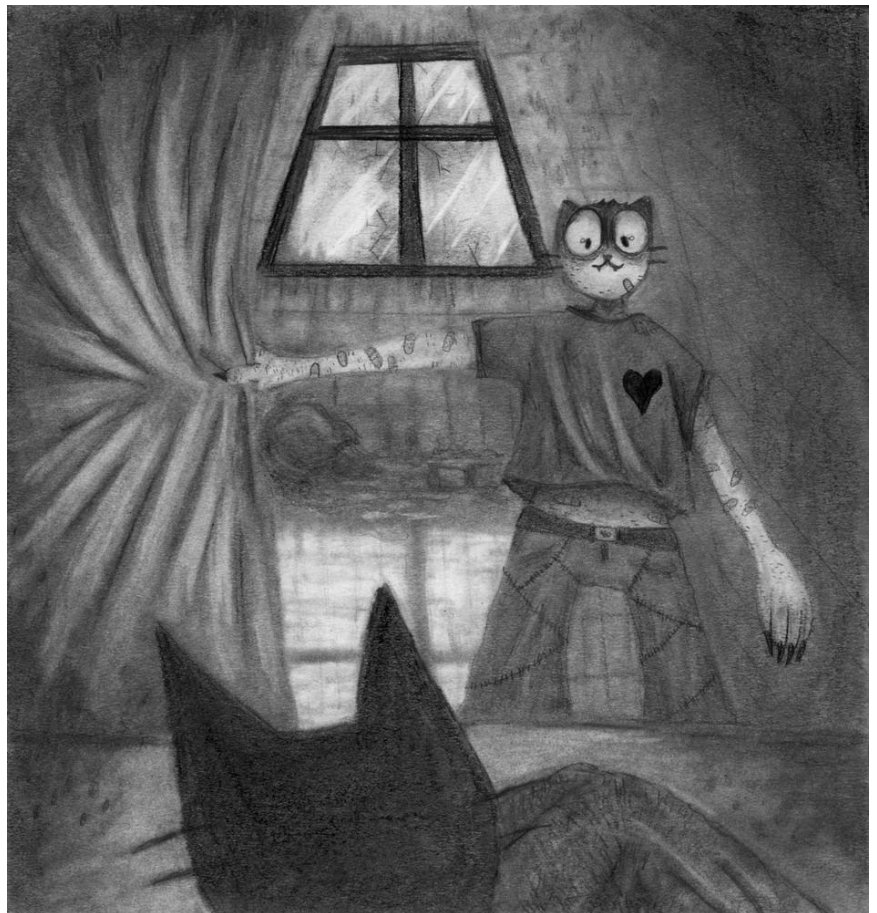


Ruby Jangaard 6-8 photos for developing your artwork

Insert hand-drawn sketches into the digital classroom



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



Idea Development

1 **Generate ideas** *maximum of 50%*

of words → _____ ÷ 3 = _____%

*# of **simple** sketches* → _____ × 2% = _____%

*# of **better** sketches* → _____ × 4% = _____%

2 **Select the best and join together ideas**

*Circle the **best** ideas* circled = □ 5%

*Link into **groups** of ideas* linked = □ 5%

3 **Print reference images** *maximum of 8*

_____ *images* × 5% = _____%

4 **Thumbnail compositions** *max of 10*

_____ *thumbnails* × 8% = _____%

5 **Rough copy** *great quality or better*

_____ *drawing* × 25% = _____%

Total = _____%

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:

*Number of **words*** → _____ ÷ 3 = _____%

*Number of **simple** sketches* → _____ × 2% = _____%

*Number of **better** sketches* → _____ × 4% = _____%

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 = 5%

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

Print references

- 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.
- **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.
- 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.
- You must hand in the **printed** copy of the images to earn the marks.

Number of reference photos

→ _____ × 5% = _____%

Thumbnail compositions

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you come up with. Include your **background**.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.

Adding up points for THUMBNAIL drawings

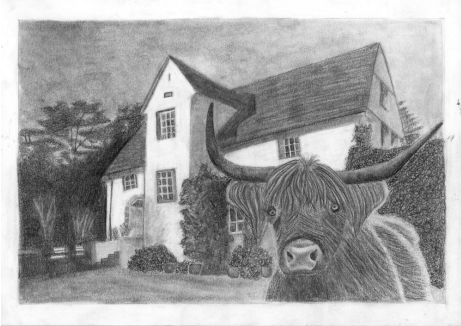
of *thumbnail* drawings → _____ × 8% = _____%

Rough drawing

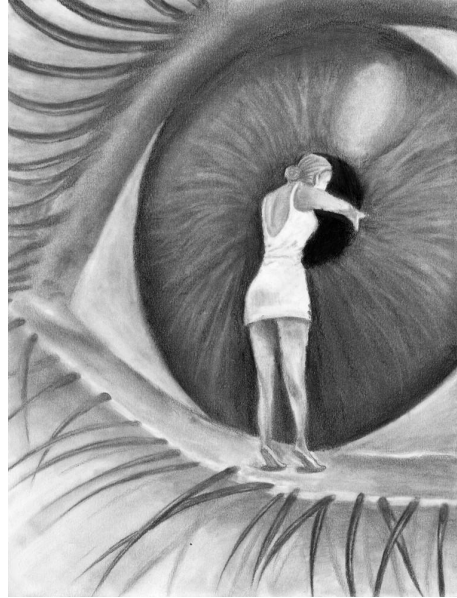
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- ***Remember to choose a non-central composition.***

Rough drawing → **up to 25%** = _____%

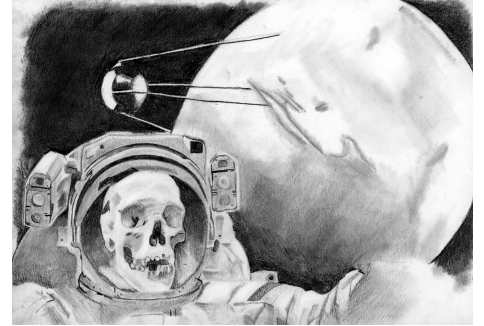
The depth drawing all time hall of fame



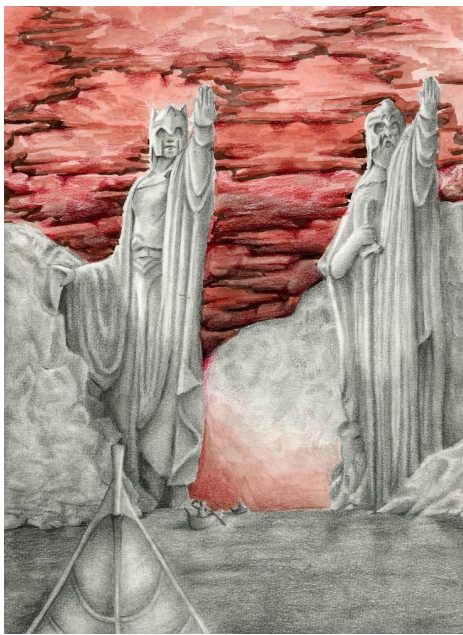
Sarah Regan, Fall 2018



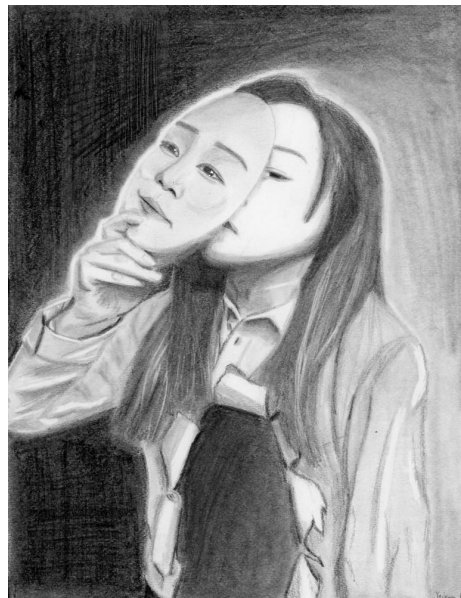
Heny Patel, Spring 2019



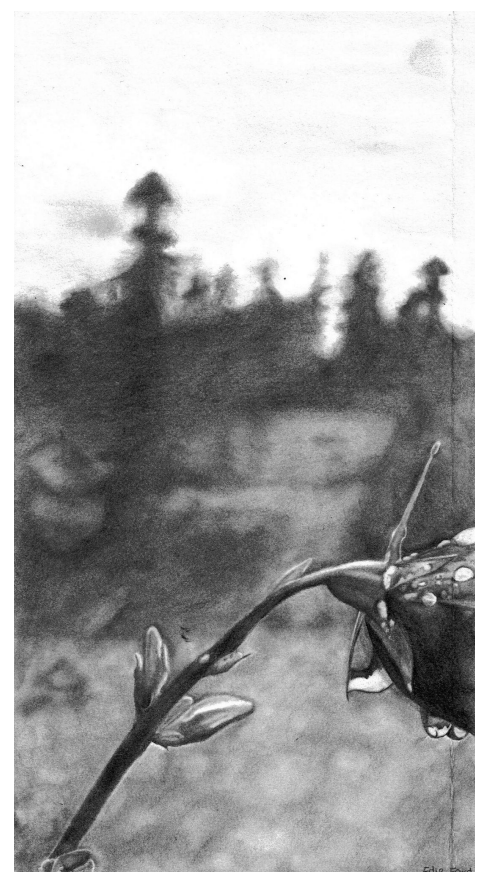
Dylan Smith, Spring 2018



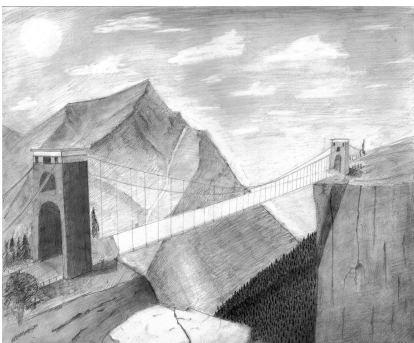
Hayden Coyle, Fall 2017



Choi Yoojeong, Spring 2017



Eddie Ford, Fall 2016



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013

Mid-project feedback to students

Depth Drawing

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.

Shading, Proportion, and Detail

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.

- **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.
- **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.
- **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.
- **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it 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.
- **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.
- **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.

- **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.

Sense of Depth

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

- **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.

- **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.
- **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.
- **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.

Composition

Composition is the overall arrangement and completeness of your artwork.

- **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.
- **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.
- **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.

- **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.

Depth drawing feedback

Artist: _____/10

Person giving feedback:

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

Examples:

What should be improved and **where:**

*“Look for **more detail** in the **shadows of the trees**”*

What is going well and **why:**

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

What needs to be added and **where:**

*“You should **add some trees** in **front of the lake**”*

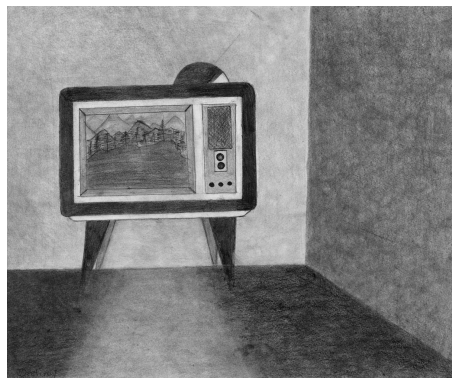
This advice should be about:

- Shading and detail
- Sense of depth
- or Composition





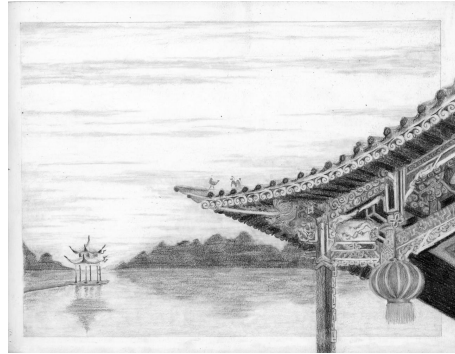
Sophia Tugwell, Spring 2023



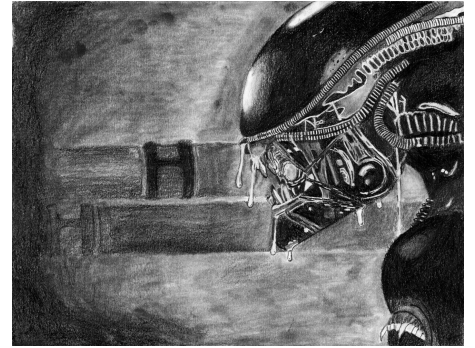
Destiny Mootrey, Spring 2023



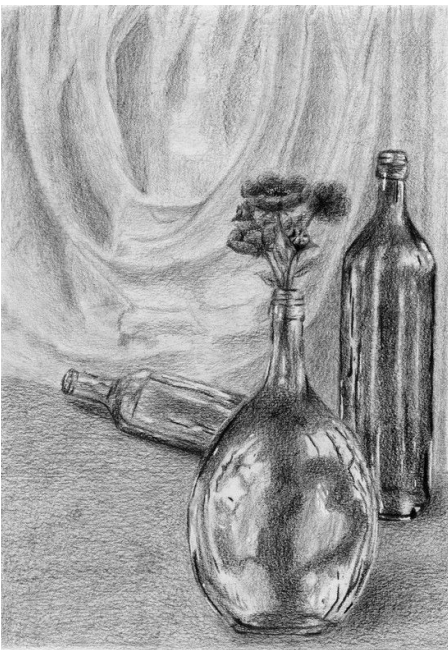
Savannah Comeau, Spring 2023



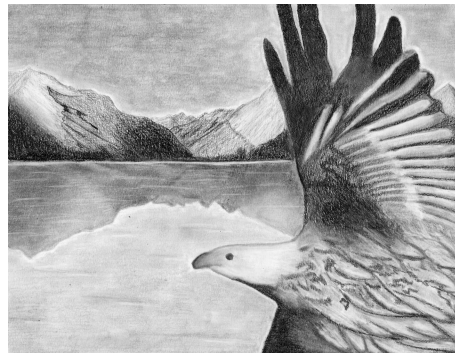
Shiang Liu, Spring 2023



Beck Liu, Spring 2023



Megan MacQuarrie, Spring 2023



Tessa Zhang, Spring 2023



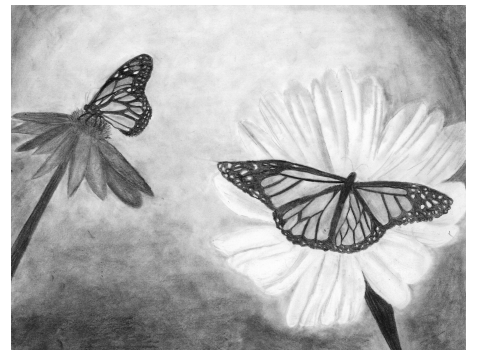
Ellie Kim, Spring 2023



Sophia Di Quinzio, Spring 2023



Avery Comeau, Spring 2023



Rebecca Fraser, Fall 2023