



Avery Comeau, Spring 2025



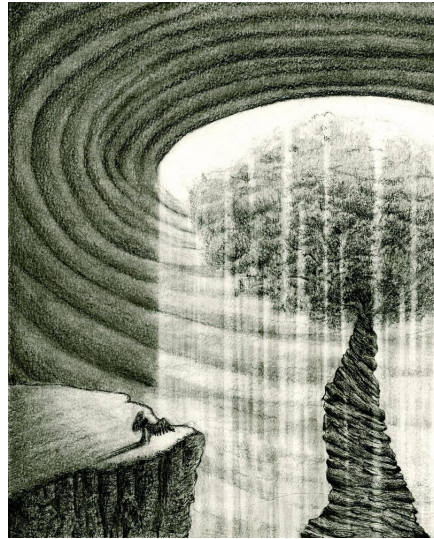
Sarah Hasener, Spring 2025



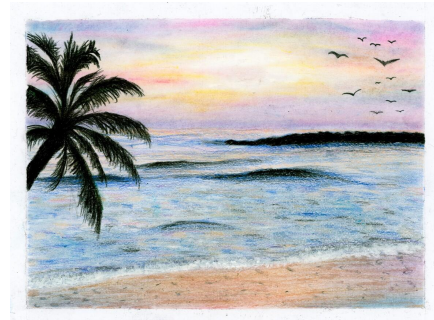
Nathan McNamara, Spring 2025



Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024



Amelia Burgess, Spring 2025



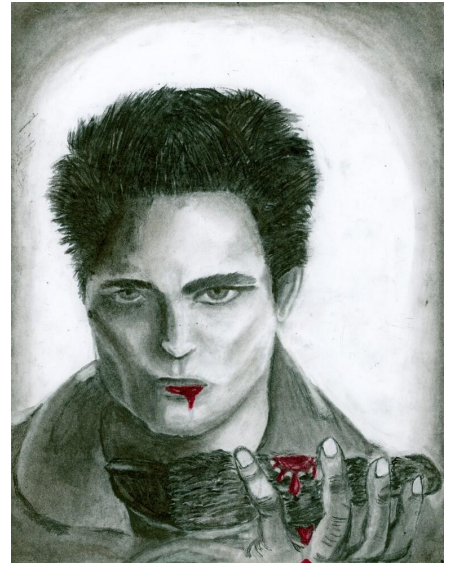
Olivia Gallagher-Temple, Spring 2025



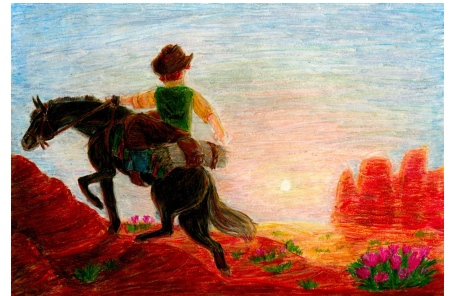
Viktoriia Svrydenko, Fall 2024



Emmy Bickerton, Spring 2025



Claire Mercier, Spring 2025



Mariah Wentzell, Spring 2025

Texture

___/10 Idea development

___/10 Goal-setting/Work-in-Progress

Criteria for the texture project

Materials technique: How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading.

Texture: How well you capture the visual sense of each texture.

Composition: How well you create an artwork that is fully complete, well-balanced, and non-central. If you are using colour, this includes using a clear colour scheme.



Be creative. Try doing something unusual. Everything has some kind of texture. Look for things most people wouldn't see or make up your own texture <- (really fun). -EM

Draw some textures in the thumbnail drawing and use the corresponding ones for the final drawing. -JC

When drawing texture you must get the most important lines down first. For example, if you were to be drawing someone's hair the first lines should be roughing out the shape or basic details. -DM

Make sure that you use many different textures in your drawing to make it look as interesting as possible. Also make all the textures very detailed. -MS

When drawing texture focus on the tiny details. Keep looking at your images (every snowflake looks different). Don't start patterns unless there is one. -LC

Do the most detailed sections first. Then it won't be as hard to fill in the rest because you will already have done the most challenging part. -TV

Draw what you see, not what you know - observe things carefully and don't draw things because you think they should be there. -MS

Use high res reference images and look very closely at the textures. Pick a composition that has room for lots of textures. Don't spend too long sketching stuff out. -LS



Observe textures closely. Every detail counts. -JB

If you decide to use charcoal work from the inside out to get the least amount of smudging. -CW

Make sure you have a 100% sure idea because you don't want to switch ideas halfway into the project. -PM

Advice from former students
Textural explorations



Evaluation criteria for the texture drawing

የሽካራነት ስዕል ግምገማ መስፈርት

Materials technique የቁሳቁስ ቴክኒክ	How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading . ትክክለኛ መስመር፣ቅርጽ እና ጥላ ለመፍጠር ከሰል፣ቀለም፣ፓስታል፣ባለቀለም እርሳስ እና የመሳሰሉትን ምን ያህል እንደሚጠቀሙ።
Texture ሽካራነት	How well you capture the visual sense of each texture. የእያንዳንዱን ሽካራነት ምስላዊ ስሜት ምን ያህል በጥሩ ሁኔታ ይይዛሉ።
Composition ቅንብር	How well you create an artwork that is fully complete, well-balanced, and non-central . If you are using colour, this includes using a clear colour scheme . ሙሉ በሙሉ የተሟላ፣ ሚዛናዊ እና ማዕከላዊ ያልሆነ የጥበብ ስራ ምን ያህል እንደፈጠሩ። ቀለም እየተጠቀሙ ከሆነ፣ ይህ ግልጽ የሆነ የቀለም መርሃ ግብር መጠቀምን ያካትታል።

Vocabulary for the texture drawing

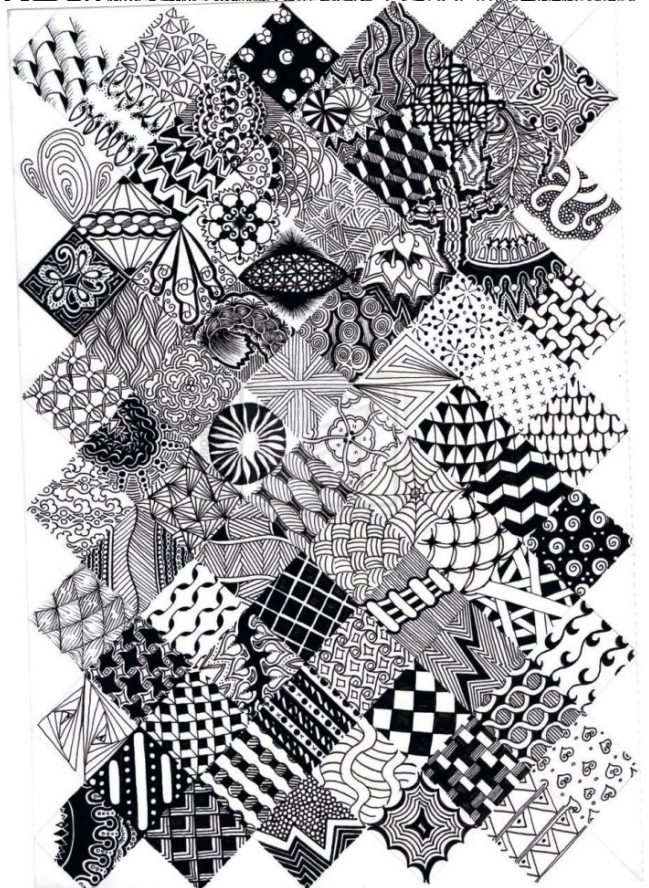
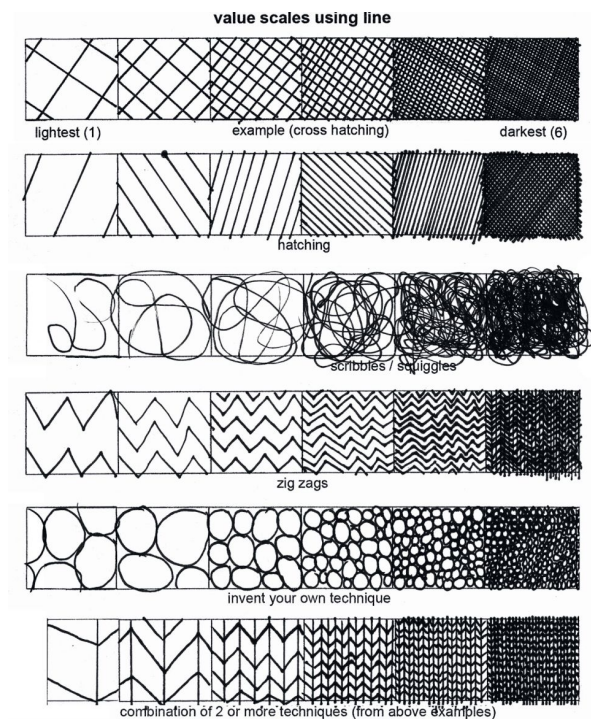
ለሽካራነት ስዕል የቃላት ዝርዝር

composition ቅንብር	the arrangement of things in an artwork በሥዕል ሥራ የነገሮችን ዝግጅት
creativity ፈጠራ	ideas that are useful, unique, and insightful ጠቃሚ፣ ልዩ እና አስተዋይ የሆኑ ሃሳቦች
cross-hatching መሻገር	drawing using close parallel lines that cross each other at an angle እርስ በእርሳቸው በአንግል የሚሻገሩ የቅርብ ትይዩ መስመሮችን በመጠቀም መሳል
hatching መፈልፈያ	drawing using close parallel lines ቅርብ ትይዩ መስመሮችን በመጠቀም መሳል
idea development ሃሳብ ማዳበር	a process that is used to create useful, insightful, and unique ideas ጠቃሚ፣ አስተዋይ እና ልዩ ሀሳቦችን ለመፍጠር የሚያገለግል ሂደት
negative space አሉታዊ ቦታ	the shape of the space between the things you would normally look at (the positive space) በተለምዶ በሚመለከቷቸው ነገሮች መካከል ያለው የቦታ ቅርጽ (አዎንታዊው ቦታ)
non-central composition ማዕከላዊ ያልሆነ ቅንብር	an arrangement where the most important thing is NOT in the middle በጣም አስፈላጊው ነገር መሃል ላይ የሌለበት ዝግጅት
pointillism pointillism	drawing or painting with small dots or dashes በትንሽ ነጥቦች ወይም ሰረዝ መሳል ወይም መቀባት
positive space አዎንታዊ ቦታ	the contour of the things you would normally look at በመደበኛነት የምትመለከቷቸው ነገሮች ኮንቱር
reference images የማጣቀሻ ምስሎች	photographs you look at carefully so you can make a better artwork የተሻለ የጥበብ ስራ መስራት እንድትችሉ በጥንቃቄ የምትመለከቷቸው ፎቶግራፎች
stippling stippling	drawing using small dots ትናንሽ ነጥቦችን በመጠቀም መሳል
texture texture	drawing that looks the same as what it feels like ከስሜት ጋር ተመሳሳይ የሆነ ስዕል
thumbnail drawings ድንክዬ ሥዕሎች	small drawings that are used to develop the composition of an artwork የጥበብ ሥራን ለማዳበር የሚያገለግሉ ትናንሽ ሥዕሎች

Skill builder: **Created textures** / ትሎታ ገንቢ: የተፈጠሩ ሸካራዎች

Some textures are created. Created textures are more like a pattern than realistic. Draw a collection of created textures in your workbook.

አንዳንድ ሸካራዎች ተፈጥረዋል የተፈጠሩ ሸካራዎች ከእውነተኛው ይልቅ እንደ ስርዓተ-ጥለት ናቸው። በሰራ ደብተርዎ ውስጥ የተፈጠሩ ሸካራዎች ስብስብ ይሳሉ።



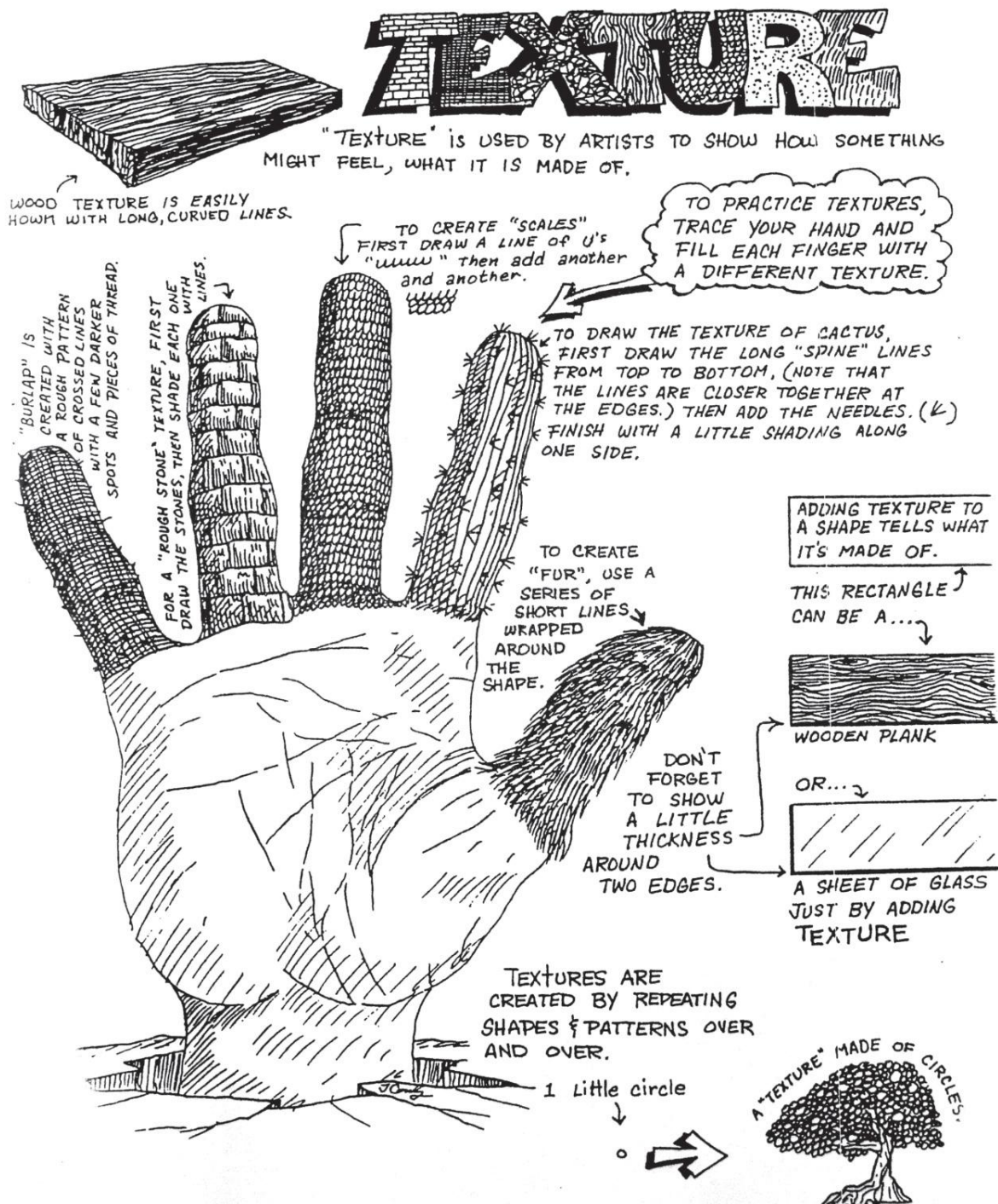
Skill builder: Hand textures / ትሎታ ገንቢ: የእጅ ሽካራዎች

Sometimes texture is created, and sometimes it is observed. Sometimes interesting things happen when you put an unexpected texture on a shape.

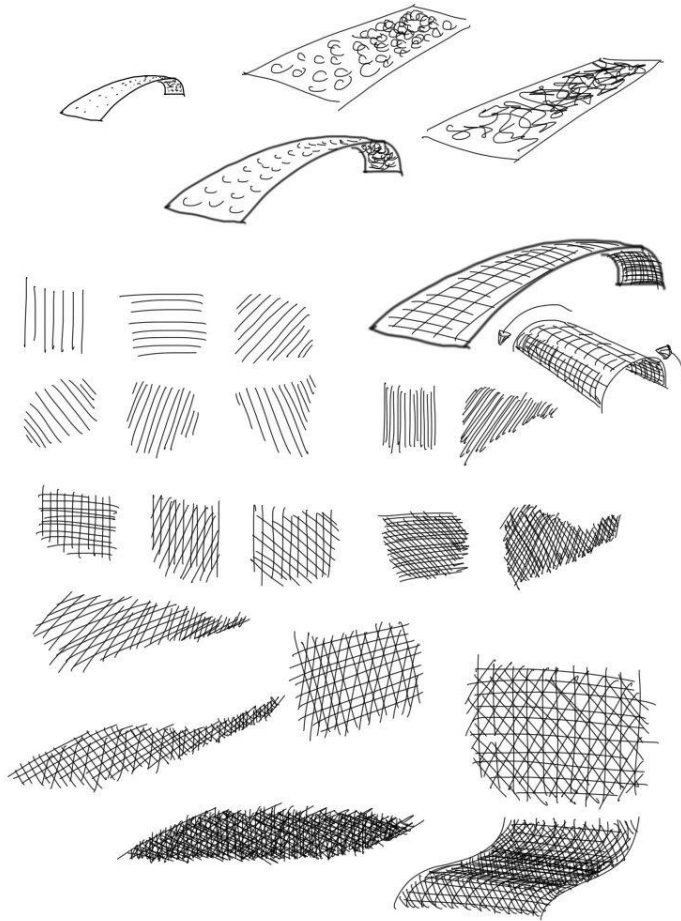
አንዳንድ ጊዜ ሽካራነት ይፈጠራል፣ እና አንዳንድ ጊዜ ይስተዋላል አንዳንድ ጊዜ ያልተጠበቀ ሽካራነት በአንድ ቅርጽ ላይ ሲያስቀምጡ አንዳንድ ጊዜ አስደሳች ነገሮች ይከሰታሉ።

Draw your hand in your sketchbook. **Avoid tracing:** the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.

እጅዎን በሰዕል ደብተርዎ ውስጥ ይሳቡ ከመከታተል ይቆጠቡ፡ የከትትል እጣች ለከባድ ጅምር ያዘጋጅዎታል። ከዚያ ለአያንዳንዱ ጣቶችዎ የተለየ ሽካራነት ይሳሉ።



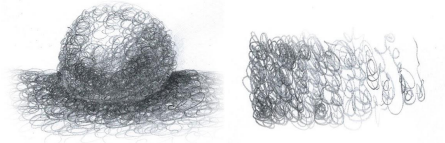
Technique Basic Crosshatching



Stippling



Scumbling



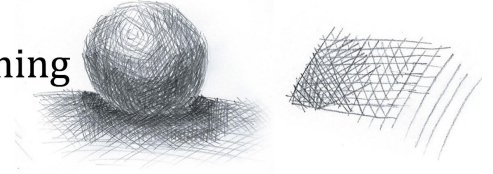
Shading



Smudging



Crosshatching



CROSSHATCHING AN EYE



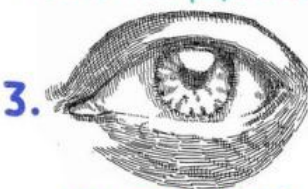
1. **PENCIL OUTLINE**

- Can be loose & messy!
- Outline areas of shadow
- Double-check proportions



2. **HORIZONTAL LINES**

- Keep shadows light
- Avoid areas you're unsure of
- Don't erase outlines yet!



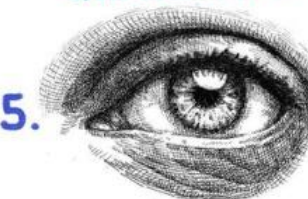
3. **VERTICAL LINES**

- Start to darken
- Emphasize edges so you can erase outlines after



4. **DIAGONAL LINES**

- Add details with small marks
- Line direction should still respond to 3D shapes



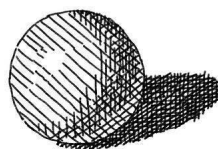
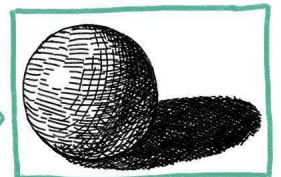
5. **DARKEN & REFINE**

- Make darkest areas black
- Preserve those highlights!
- Focus on tiny details in iris
- Add some outline to clarify
- Take a step back & admire!

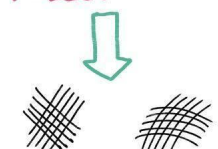
HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

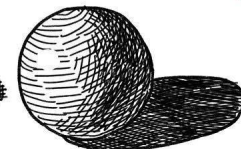
- FULL RANGE OF DARK & LIGHT
- OUTLINE CLARIFIES WITHOUT BEING DISTRACTING
- HATCHING SHOWS SHAPE OF OBJECT



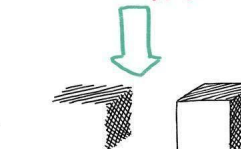
LINES DON'T FOLLOW FORM



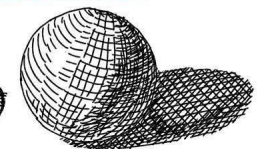
LOOKS FLAT



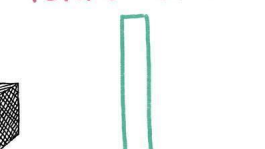
OUTLINE TOO DARK



CREATES DEPTH



LIMITED TONAL RANGE



FIRST: LIGHT OUTLINE

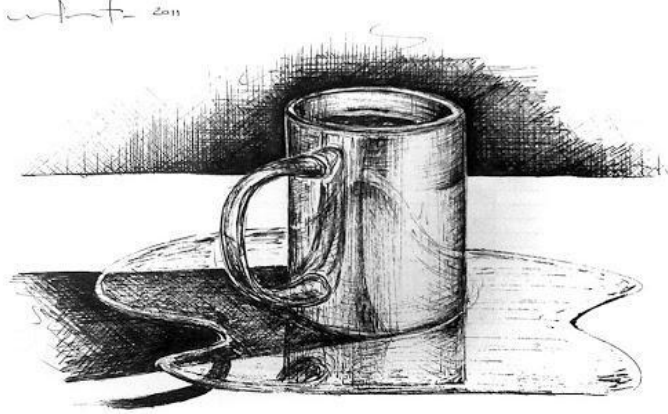
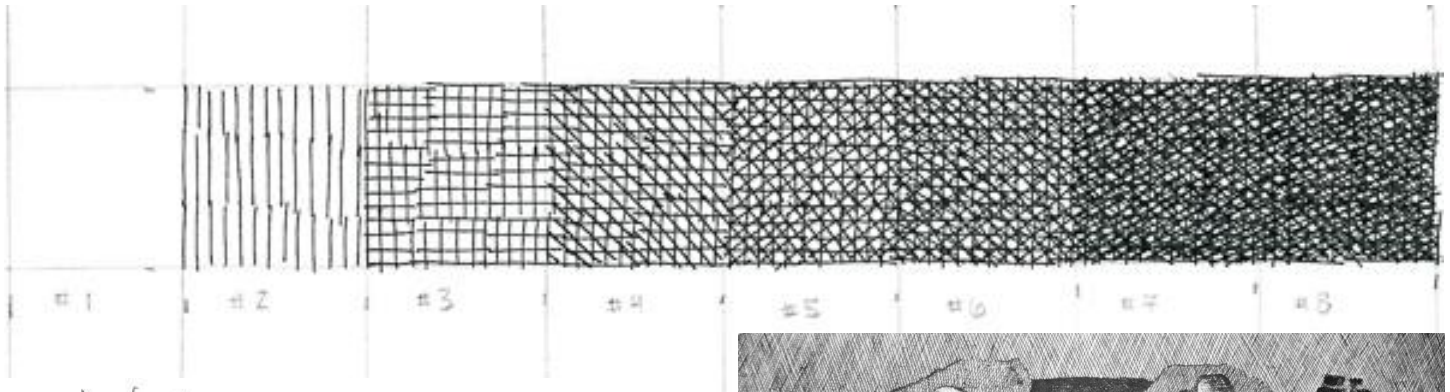


THEN: DARK OUTLINE

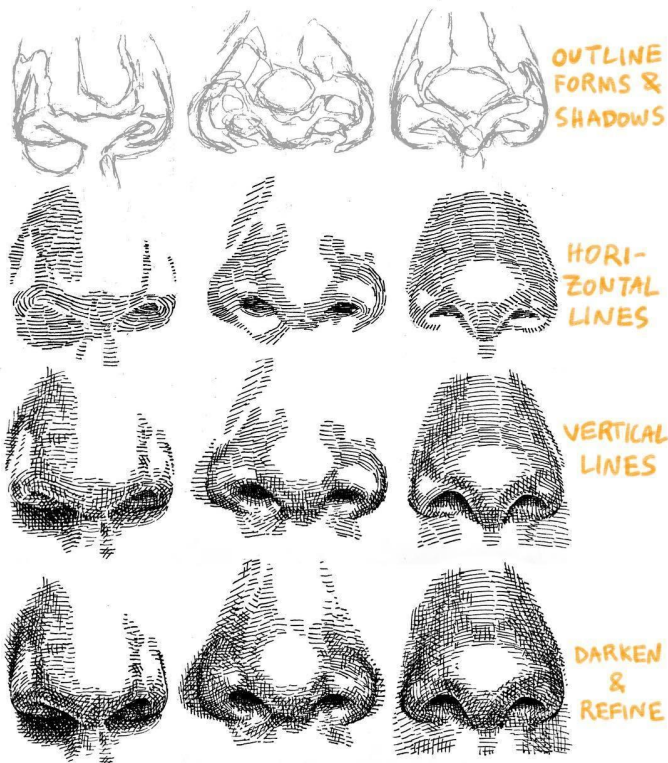


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

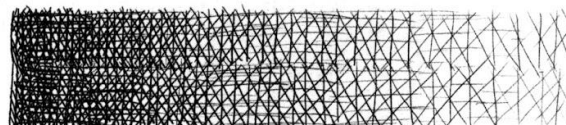
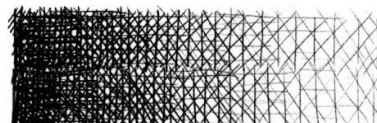
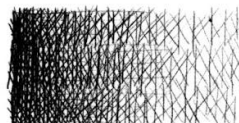
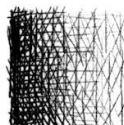


CROSSHATCHING NOSES

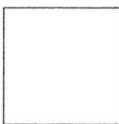


RATE OF GRADATION

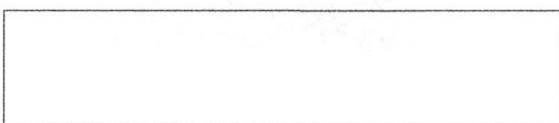
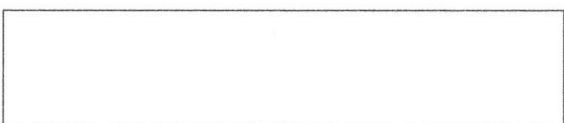
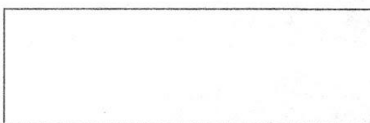
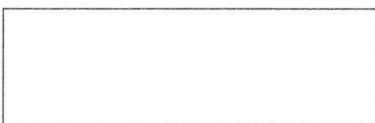
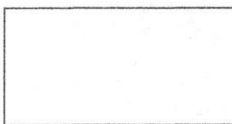
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice







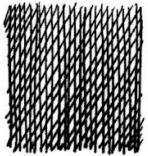

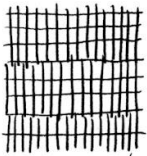

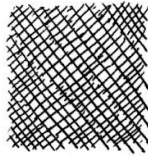









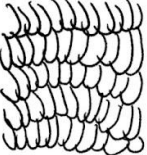



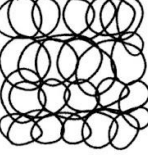





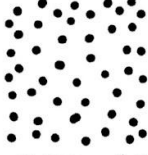













Practice



THE BASIC STROKES

These are the main types of strokes used to create most pen and ink drawings. Note that each may appear in a variety of forms. Practice until you are sufficiently proficient with each of them and are able to recognize and distinguish their use in works of other artists.

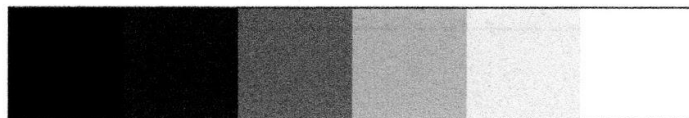
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

Aim to be as proficient as possible with as many of the basic strokes as possible. Each bears its own unique characteristics, which gives you more versatility and can make your artwork more visually appealing.

		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

6-STEP VALUE SCALE

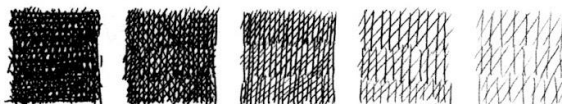
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



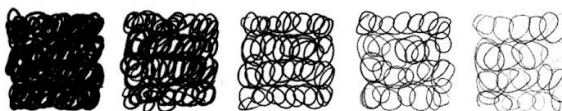
Uneven Hatching



Curved Hatching



Scribbling

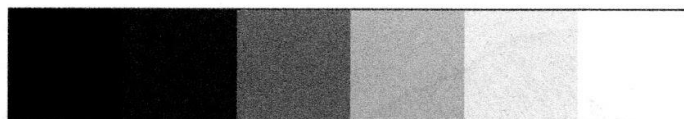


Stippling

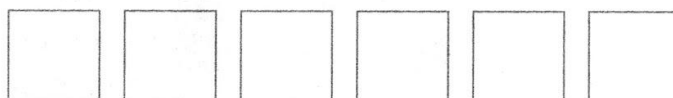


Flowing Lines

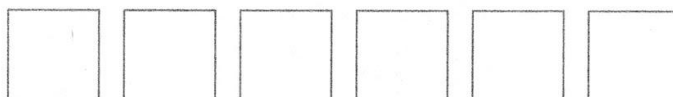




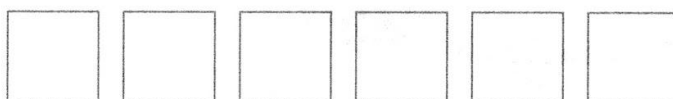
Hatching



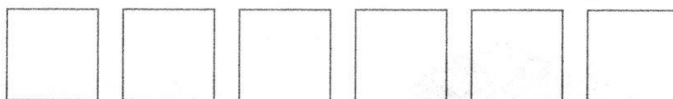
Cross-hatching



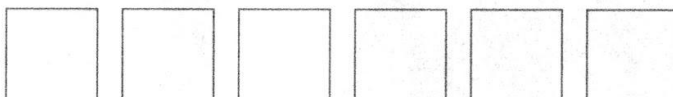
Uneven Hatching



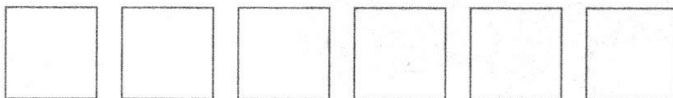
Curved Hatching



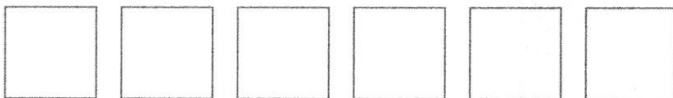
Scribbling



Stippling

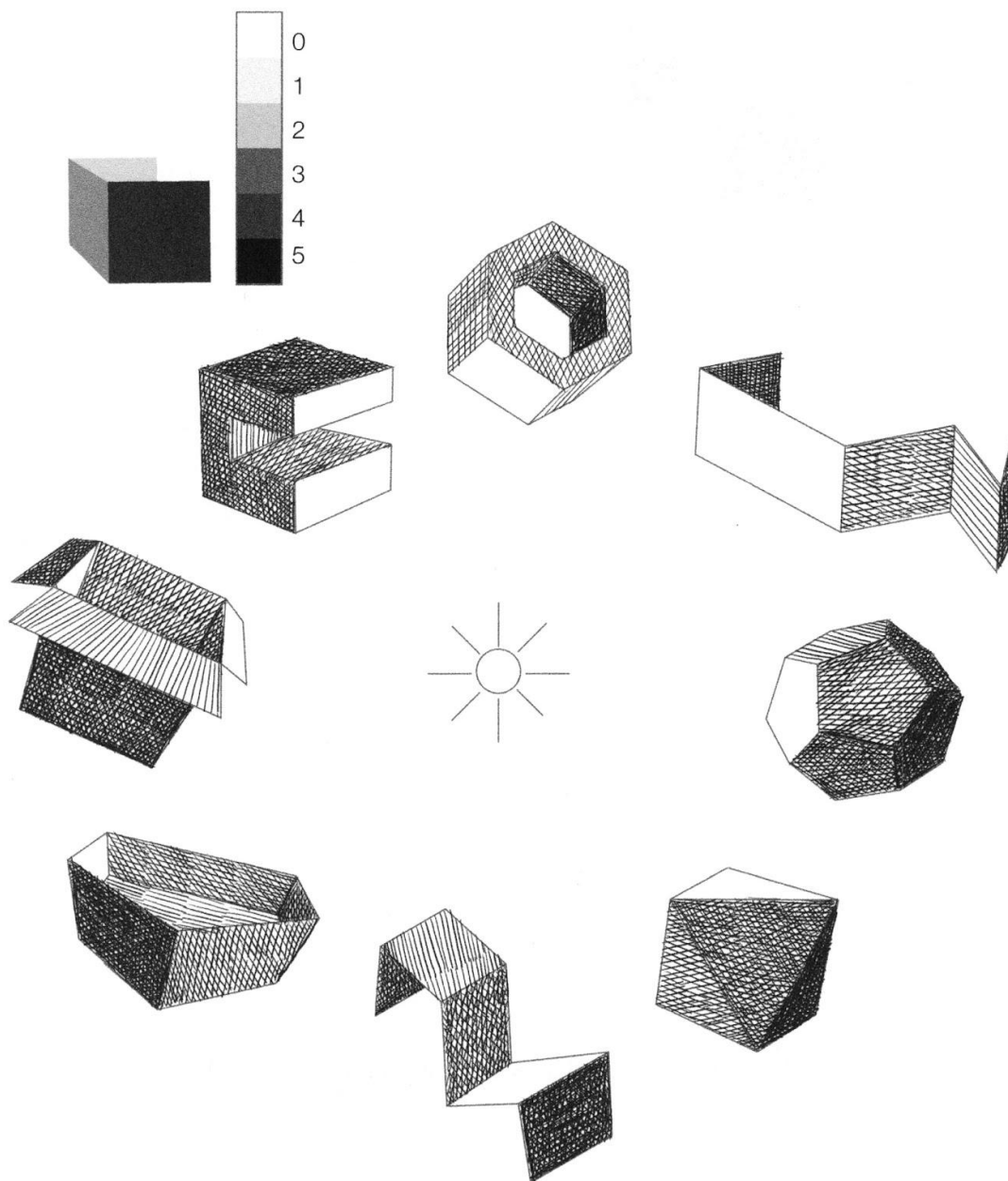


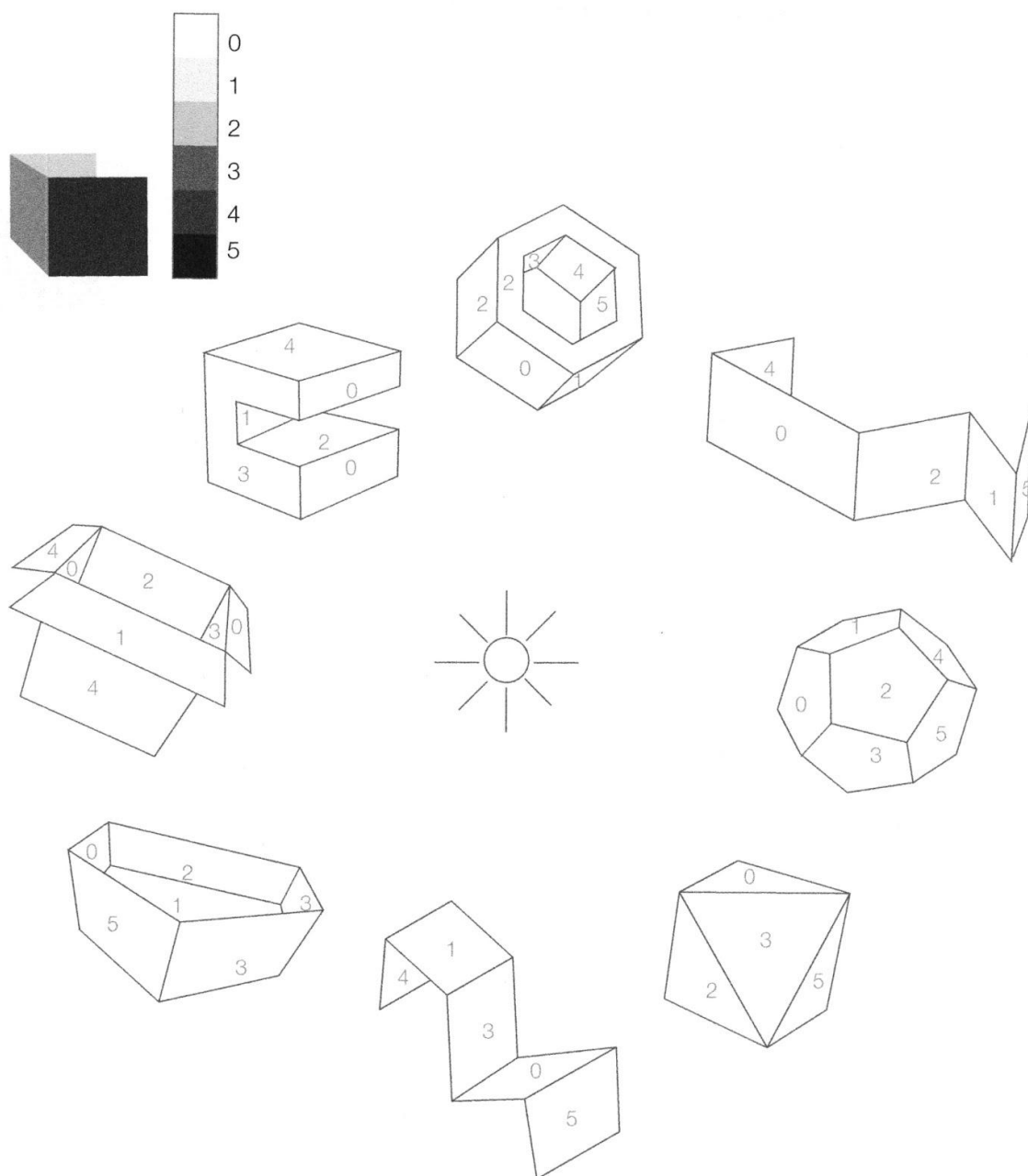
Flowing Lines



SHADING BLOCK FORMS

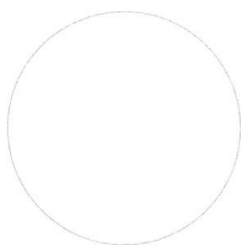
This exercise expands the value range to six values and increases the complexity of the forms. However, the same basic principle applies, so determining the value for each plane is not as elusive as you may think. Study the orientation of each plane with respect to the light source.



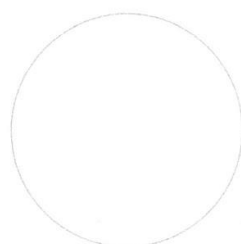
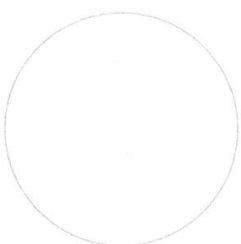
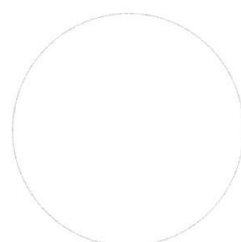
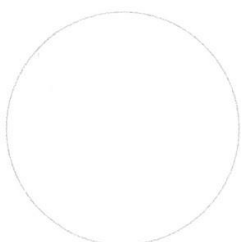
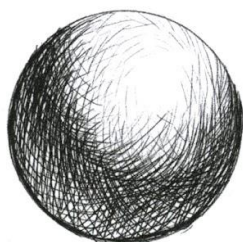
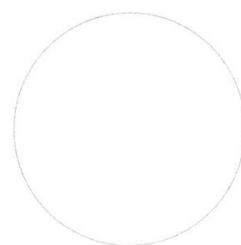


Use the numbers as a guide to assigning values to each plane.

Practice



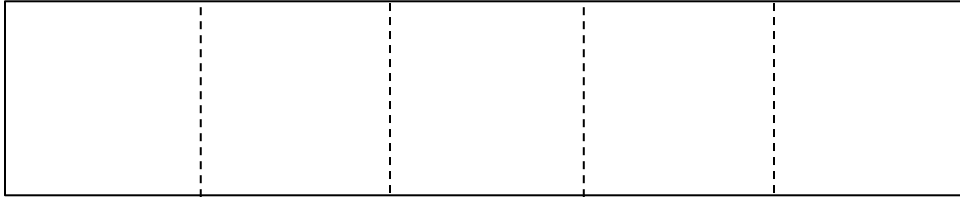
Practice



Skill builder



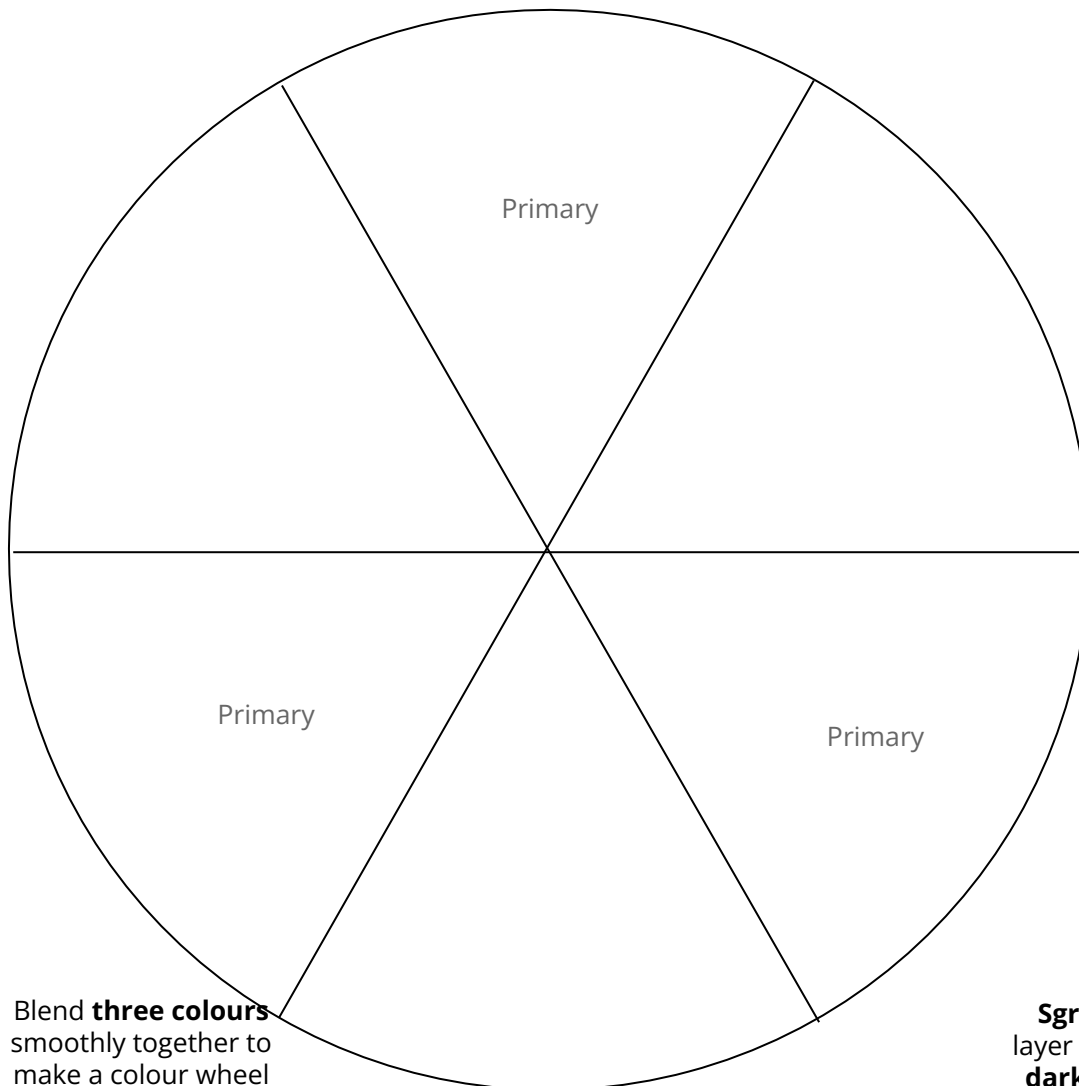
Blend **one colour** of pastel smoothly from dark to light



Blend **one colour + a light colour** smoothly from dark to light



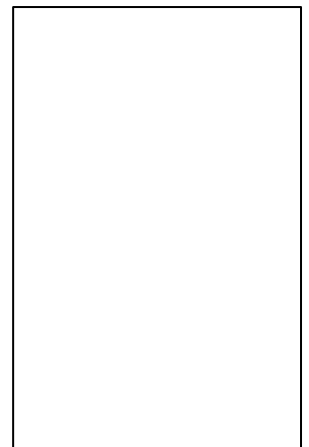
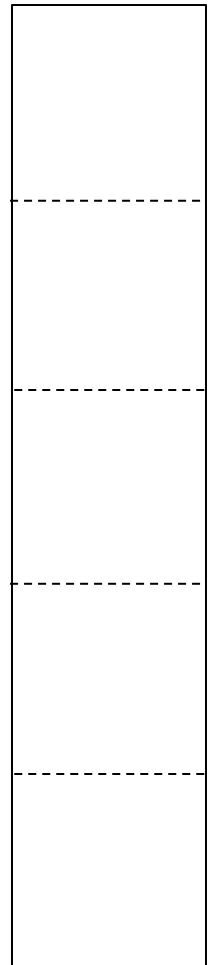
Blend **one colour + a dark colour** smoothly from dark to light



Blend **three colours** smoothly together to make a colour wheel

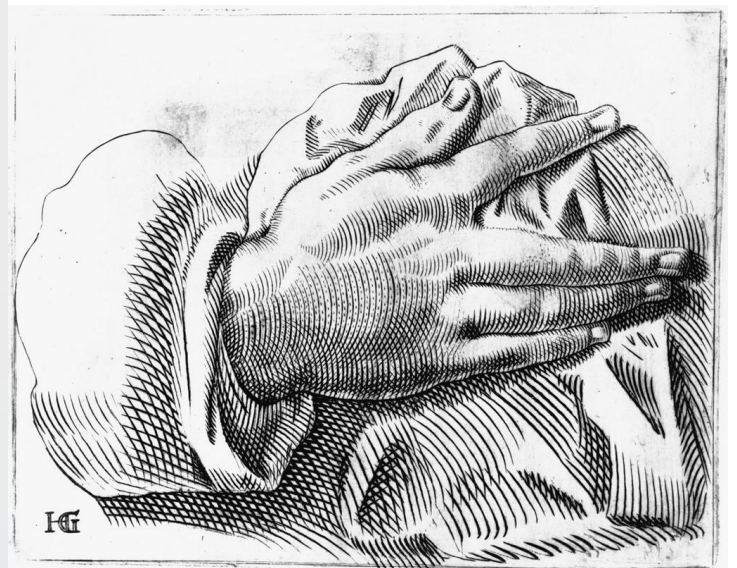
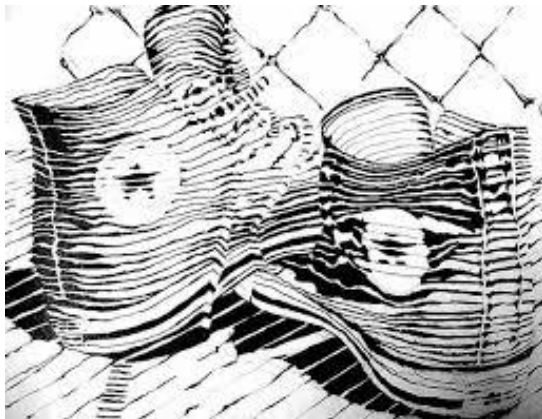
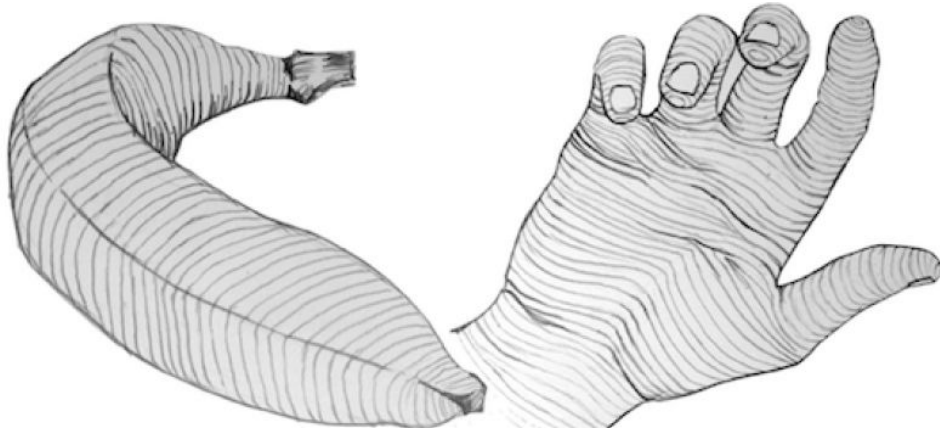
Pastels

Stipple - two colours smoothly together with dots



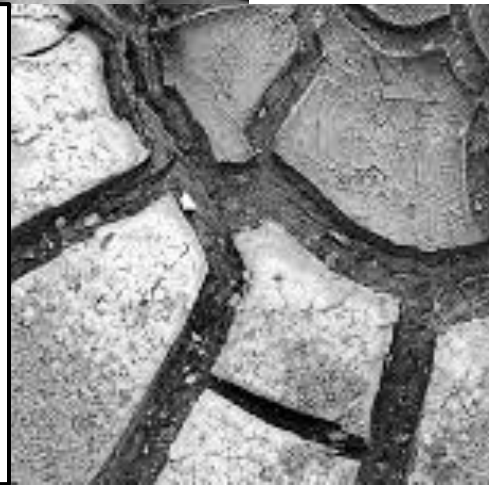
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

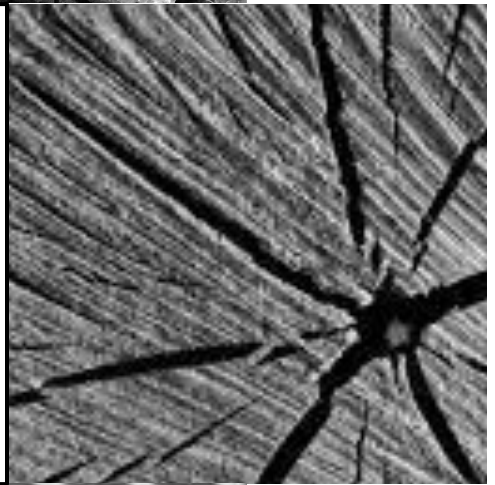
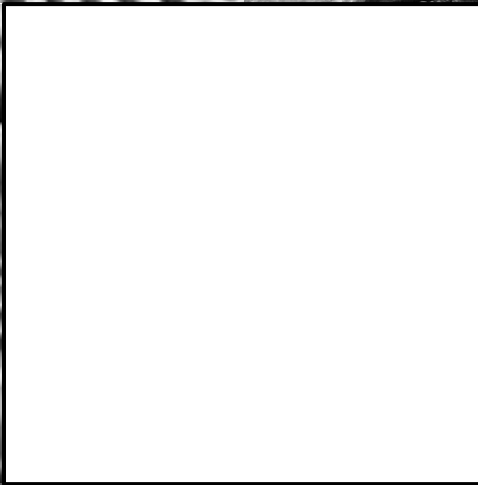
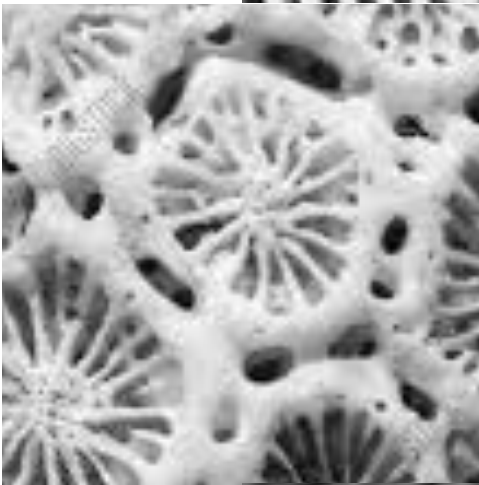


STUDY OF A HAND
Anonymous Artists

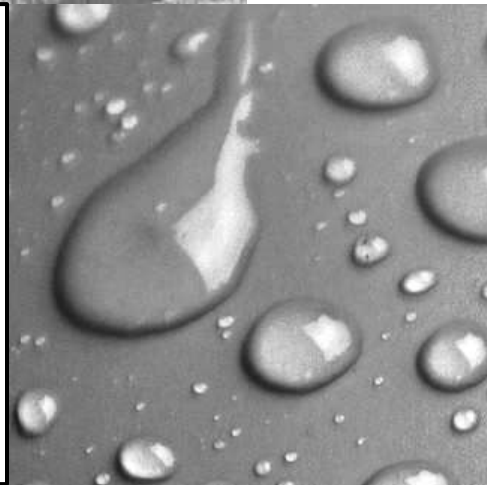
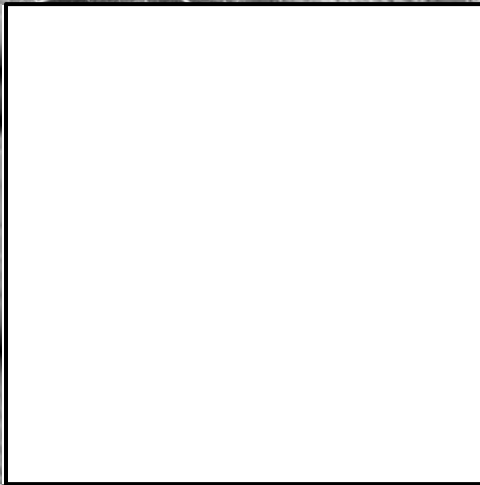
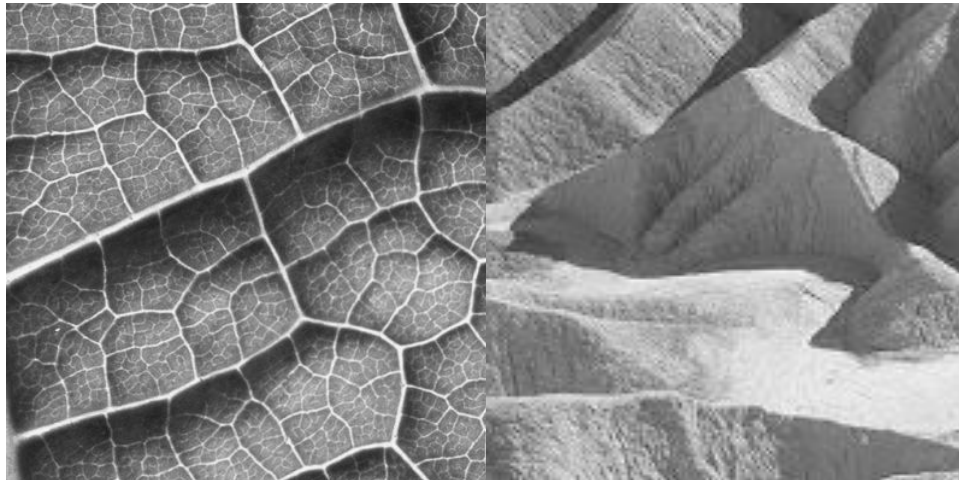
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Creativity — Brainstorming practice I

ፈጠራ - የእእምሮ ማሳልበት ልምምድ I

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

ፈጠራን መማር ይቻላል። ለጀማሪዎች ትልቁ ስህተት ሁሉንም ሃሳቦችን በጭንቅላት ውስጥ ለማስቀመጥ መሞከር ነው። የእርስዎን የፈጠራ ችሎታ ለማሻሻል ብዙ ቁጥር ያላቸውን ሃሳቦች መዘርዘር ሊለማመዱ ነው።

- You will improve your ability to generate a large number of ideas.
ብዙ ቁጥር ያላቸውን ሀሳቦች የማፍለቅ ችሎታዎን ያሻሽላሉ።
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.
ሃሳብዎ እስኪመዘገብ ድረስ ፍርድን የማገድ ችሎታዎን ያሻሽላሉ። ብዙ ሰዎች በእእምሮአቸው ውስጥ እያሉ ጥሩ ሀሳቦችን ያቆማሉ።
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
ከርዕስ ጋር የተያያዙ ያልተለመዱ ወይም ልዩ ሀሳቦችን ሆነ ብለው የመፈለግ ችሎታዎን ያሻሽላሉ።

Your topic today: **Things that are sharp, or that have made you angry or frustrated**

የዛሬው ርእስህ፡-30=- ስለታም ወይም እንድትናደድ ያደረገህ ነገር

When you are finished, please count the number of ideas you generated: _____

ሲጨርሱ፡እባክዎ ያመነጩትን ሃሳቦች ብዛት ይቁጠሩ፡ _____

Creativity — Brainstorming practice II

ፈጠራ - የእእምሮ ማሳልበት ልምምድ II

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

ፈጠራን መማር ይቻላል። ለጀማሪዎች ትልቁ ስህተት ሁሉንም ሃሳቦችን በጭንቅላት ውስጥ ለማስቀመጥ መሞከር ነው። የእርስዎን የፈጠራ ችሎታ ለማሻሻል ብዙ ቁጥር ያላቸውን ሃሳቦች መዘርዘር ሊለማመዱ ነው።

- You will improve your ability to generate a large number of ideas.
ብዙ ቁጥር ያላቸውን ሀሳቦች የማፍለቅ ችሎታዎን ያሻሽላሉ።
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.
ሃሳብዎ እስኪመዘገብ ድረስ ፍርድን የማገድ ችሎታዎን ያሻሽላሉ። ብዙ ሰዎች በእእምሮአቸው ውስጥ እያሉ ጥሩ ሀሳቦችን ያቆማሉ።
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
ከርዕስ ጋር የተያያዙ ያልተለመዱ ወይም ልዩ ሀሳቦችን ሆነ ብለው የመፈለግ ችሎታዎን ያሻሽላሉ።

Your topic today: **Things that are curved, or that have surprised or confused you**

የዛሬው ርእስ፡-30=- ጠማማ የሆኑ ወይም ያስገረሙህ ወይም ያደናገጡህ ነገሮች

When you are finished, please count the number of ideas you generated: _____

ሲጨርሱ፡እባክዎ ያመነጩትን ሃሳቦች ብዛት ይቁጠሩ፡ _____

Creativity — Brainstorming practice III

ፈጠራ - የእእምሮ ማሳልበት ልምምድ III

Creativity can be learned. The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

ፈጠራን መማር ይቻላል። ለጀማሪዎች ትልቁ ስህተት ሁሉንም ሃሳቦችን በጭንቅላት ውስጥ ለማስቀመጥ መሞከር ነው። የእርስዎን የፈጠራ ችሎታ ለማሻሻል ብዙ ቁጥር ያላቸውን ሃሳቦች መዘርዘር ሊለማመዱ ነው።

- You will improve your ability to generate a large number of ideas.
ብዙ ቁጥር ያላቸውን ሀሳቦች የማፍለቅ ችሎታዎን ያሻሽላሉ።
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.
ሃሳብዎ እስኪመዘገብ ድረስ ፍርድን የማገድ ችሎታዎን ያሻሽላሉ። ብዙ ሰዎች በእእምሮአቸው ውስጥ እያሉ ጥሩ ሀሳቦችን ያቆማሉ።
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
ከርዕስ ጋር የተያያዙ ያልተለመዱ ወይም ልዩ ሀሳቦችን ሆነ ብለው የመፈለግ ችሎታዎን ያሻሽላሉ።

Your topic today: **Things that are disgusting, or that have made you anxious or afraid**

የዛሬው ርእስ፡-30=- አስጸያፊ፣ ወይም እንድትጨነቅ ወይም እንድትፈራ ያደረገህ ነገሮች

When you are finished, please count the number of ideas you generated: _____

ሲጨርሱ፡እባክዎ ያመነጩትን ሃሳቦች ብዛት ይቁጠሩ፡ _____

Creativity — Things that you wish would change

ፈጠራ - እንዲለወጡ የምትፈልጋቸው ነገሮች

These words will be used to help you develop your idea for your painting. They will go towards your idea development mark.

እነዚህ ቃላቶች ለሥዕልዎ ሀሳብዎን ለማዳበር ይረዳሉ። እነሱ ወደ የእርስዎ ሀሳብ የእድገት ምልክት ይሄዳሉ።

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

Idea Development/

የሃሳብ ልማት

1 Generate ideas/

ሀሳቦችን ይፍጠሩ

maximum of 50%/

ከፍተኛው 50%

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.

ብዙ ሀሳቦችን ለማምጣት ዝርዝሮችን፣ የድር ካርታን ወይም ቀላል ስዕሎችን ተጠቀም! አስቀድመህ በእእምሮህ ውስጥ ሀሳብ ካለህ እንደ ዋና ጭብጥህ ምረጥ እና በእሱ ላይ አስፋብት። ሀሳቦችዎ ይቅበዘበዙ - አንድ ሀሳብ ወደ ሌላ ይመራል። ሥዕሎች የምንጭ ምስሎች ዝርዝሮች፣ የተለያዩ አመለካከቶች፣ ሽካራዎች፣ ቴክኒካዊ መከራዎች፣ ወዘተ ሊሆኑ ይችላሉ።

Number of **words**/

የቃላት ብዛት → _____ ÷ 3 = _____ %

Number of **simple** sketches/

ቀላል ንድፎች ብዛት → _____ × 2% = _____ %

Number of **better** sketches/

የተሻሉ ንድፎች ብዛት → _____ × 4% = _____ %

2 Select the best and join together ideas/

በጣም ጥሩውን ይምረጡ እና ሀሳቦችን አንድ ላይ ይቀላቀሉ

Circle the **best** ideas/

ምርጥ ሀሳቦችን ከባለ ያድርጉ

circled/

ክብ = □ 5%

Link into **groups** of ideas/

ወደ የሃሳብ ቡድኖች ማገናኘት

linked/

ተገናኝቷል። = □ 5%

3 Print reference images/

የማጣቀሻ ምስሎችን አትም

maximum of 8 images

- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your and using 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.
- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your and using own photographs is preferred, but image searches are also fine. **Do not simply copy a picture that**

Idea Development/ የሃሳብ ልማት

4 Compositions/

ጥንቅሮች

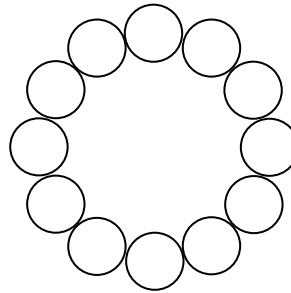
maximum of 10 thumbnails

- Create thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you can 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.
- Selecting a colour scheme counts as a composition, and so do rough digital collages
- Create thumbnail drawings anywhere in the idea development section. These should be based on combinations of ideas that you can 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. Selecting a colour scheme counts as a composition, and so do rough digital collages
- በሃሳብ ልማት ክፍል ውስጥ በማንኛውም ቦታ ድንክዬ ስዕሎችን ይፍጠሩ። እነዚህ እርሶዎ ሊረዱት በሚችሉት የሃሳቦች ጥምረት ላይ የተመሰረተ መሆን አለባቸው። ዳራዎን ያካትቱ። የስነጥበብ ስራዎ ጎልቶ እንዲታይ ለማድረግ ባልተለመዱ ማዕዘኖች፣ አመለካከቶች እና ዝግጅቶች ይሞክሩ። የጥበብ ስራውን ጠርዞች ለማሳየት ድንክዬዎችዎ ዙሪያ ክፈፍ ይሳሉ። የቀለም ንድፍ መምረጥ እንደ ቅንብር ይቆጠራል፣ እና ሻካራ ዲጂታል ኮላጆችም እንዲሁ።

_____ thumbnails/
ድንክዬዎች x 8% = _____ %

_____ digital collages/
ዲጂታል ኮላጆች x 8% = _____ %

Selecting a **colour scheme**/
የቀለም ንድፍ መምረጥ = □ 8%



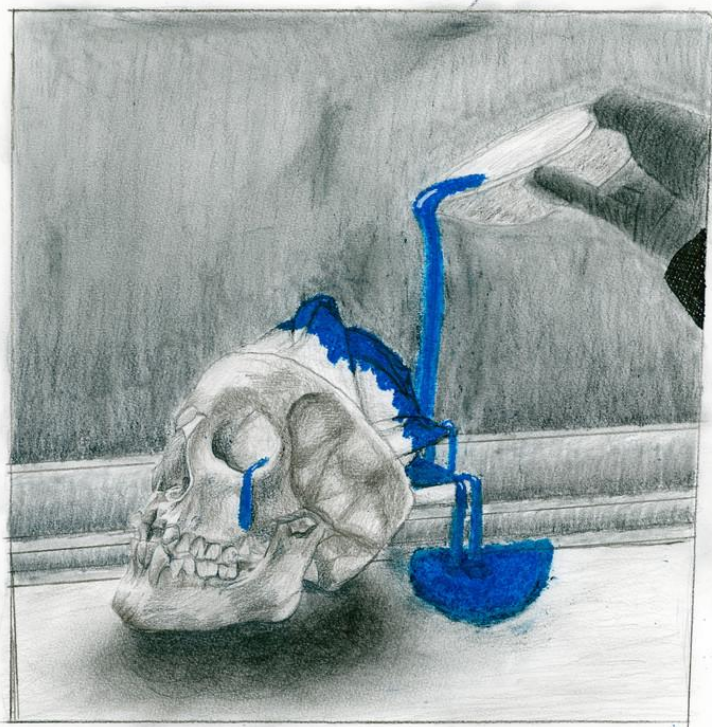
5 Rough copy/

ሻካራ ቅጂ

great quality or better

- 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.**
- 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.
- ከጥፍር አካሎችዎ ምርጥ ሀሳቦችን ይውሰዱ እና ወደ የተሻሻለ ሻካራ ቅጂ ያዋህዷቸው። ትክክለኛውን ነገር ከመጀመርዎ በፊት ስህተቶችን ለመስራት እና ችሎታዎትን ለማሻሻል ይህንን ይጠቀሙ። ቀለም እየተጠቀሙ ከሆነ የቀለም ዘዴዎን ለማሳየት ቀለም ወይም ባለቀለም እርሳስ ይጠቀሙ። የጥበብ ስራዎን ውጫዊ ጠርዞች ለማሳየት በፍሬም ውስጥ ይሳሉ። ማዕከላዊ ያልሆነ ጥንቅር መምረጥን ያስታውሱ።

_____ drawing/
መሳል x 25% = _____ %



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



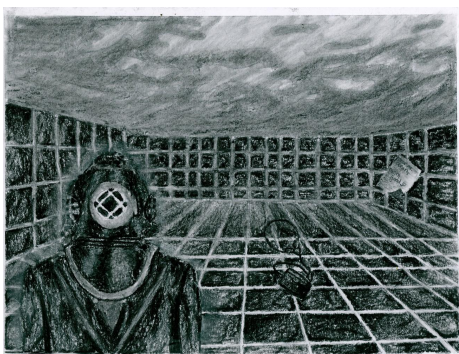
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23

Texture drawing goal-setting

____/10

ሽካራነት ስዕል ግብ-ማቀናበር

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 skills for the drawing materials you chose**, your ability to create **visual texture**, and how well you are creating a balanced, non-central **composition**. Keep these criteria in mind when choosing your goal.

በእያንዳንዱ ክፍል መጨረሻ፣ እባክዎን ለቀጣዩ ክፍል ግብዎን ለመፃፍ ጊዜ ይውሰዱ። የጥበብ ስራዎ በቴክኒካል ክህሎትዎ ላይ ተመርኩዞ ለመረጡት የስዕል ቁሳቁሶች፣ የእይታ ሽካራነት የመፍጠር ችሎታዎ እና ምን ያህል ሚዛናዊ እና ማዕከላዊ ያልሆነ ስብጥር እየፈጠሩ ነው። ግብዎን በሚመረጡበት ጊዜ እነዚህን መመዘኛዎች ያስታውሱ።

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

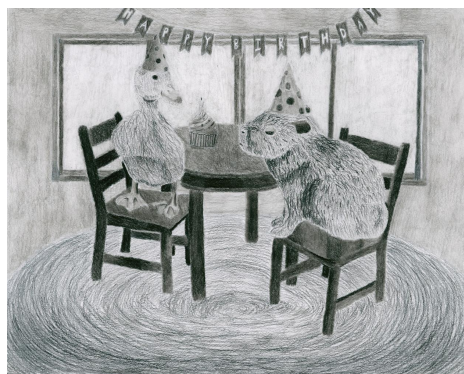
ልዩ ይሁኑ: በየትኞቹ የስዕልዎ ክፍሎች ላይ እያተኮሩ ነው? ይህንን ለማድረግ ምን ዓይነት የስዕል ችሎታዎች በጣም ይፈልጋሉ?

- | | | |
|---|--|--|
| → | What should be improved and where:
ምን መሻሻል እንዳለበት እና የት: | <i>"Look for more texture in the bark of the trees"</i>
"በዛፎች ቅርፊት ላይ ተጨማሪ ሽካራነት ፈልግ" |
| → | What should be improved and where:
ምን መሻሻል እንዳለበት እና የት: | <i>"I need to darken the grey of the sky"</i>
"የሰማይን ግራጫ ማጨልም አለብኝ" |
| → | What can be added and where:
ምን ሊታከል ይችላል እና የት: | <i>"I should add some texture to the rocks in the front"</i>
"ከፊት ባሉት ዓለቶች ላይ አንዳንድ ሽካራነት መጨመር አለብኝ" |
| → | What you can do to catch up:
ለመከታተል ምን ማድረግ ይችላሉ: | <i>"I need to take my drawing home this weekend."</i>
"በዚህ ቅዳሜና እሁድ ስእል ወደ ቤት መውሰድ አለብኝ." |

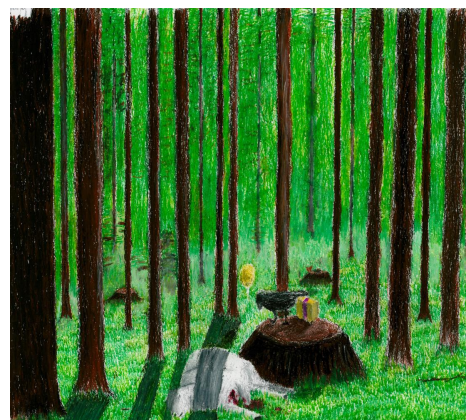
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.



Ziyao Ding, 2023-24



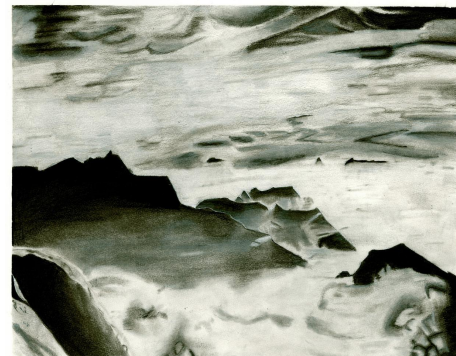
Julia Chiasson, 2023-24



Drew Gooding, 2023-24



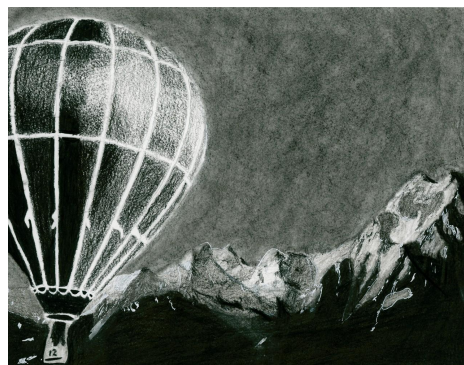
Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



Norah Bezanson, Spring 2025



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



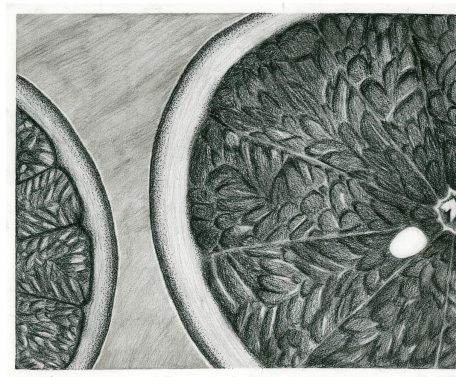
Maia Menard, 2023-24



Tony Nguyen, 2023-24



Sadie Buxton, 2023-24



Brooklyn Walker, 2023-24