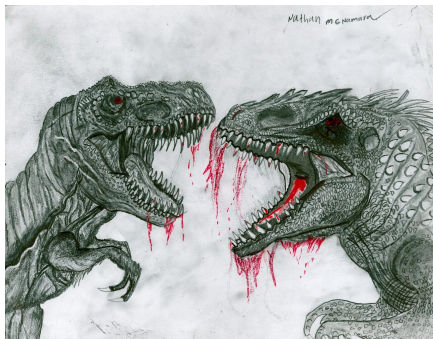




Avery Comeau, Spring 2025



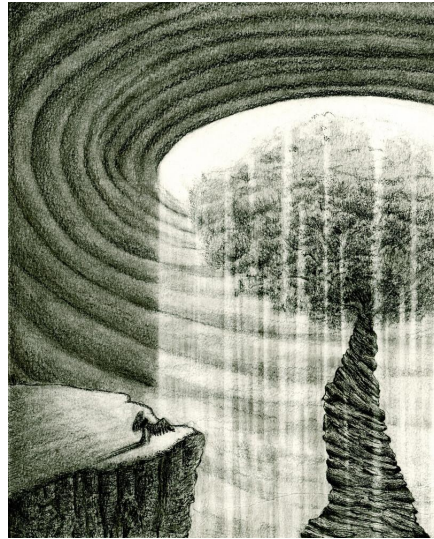
Sarah Hasener, Spring 2025



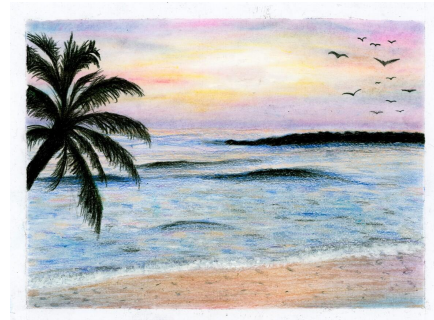
Nathan McNamara, Spring 2025



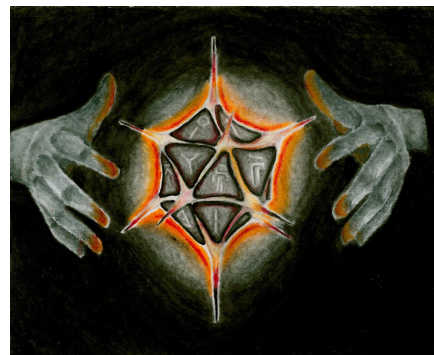
Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024



Amelia Burgess, Spring 2025



Olivia Gallagher-Temple, Spring 2025



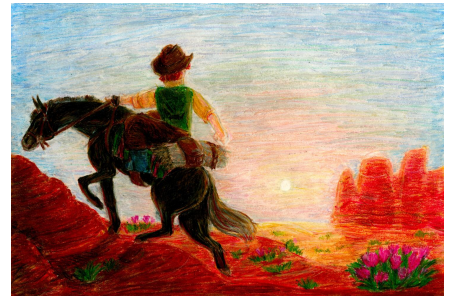
Viktoriia Svrydenko, Fall 2024



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

Pîvanên nirxandinê ji bo xêzkirina tevnê

Materials technique <i>Teknîka malzemeyan</i>	How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading . <i>Hûn çiqas baş komir, melke, pastel, pêûsa rengîn, û hwd bikar tînin da ku xêz, şekil, û siya rast biafirînin.</i>
Texture <i>Textur</i>	How well you capture the visual sense of each texture. <i>Hûn çiqasî baş hesta dîtbarî ya her tevnekê digirin.</i>
Composition <i>Pêkhatin</i>	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 . <i>Hûn çiqasî hunereke ku bi tevahî تمام, hevseng û ne navendî ye diafirînin. Heke hûn rengan bikar tînin, ev tê de nexşeyek rengê zelal bikar tîne.</i>

Vocabulary for the texture drawing

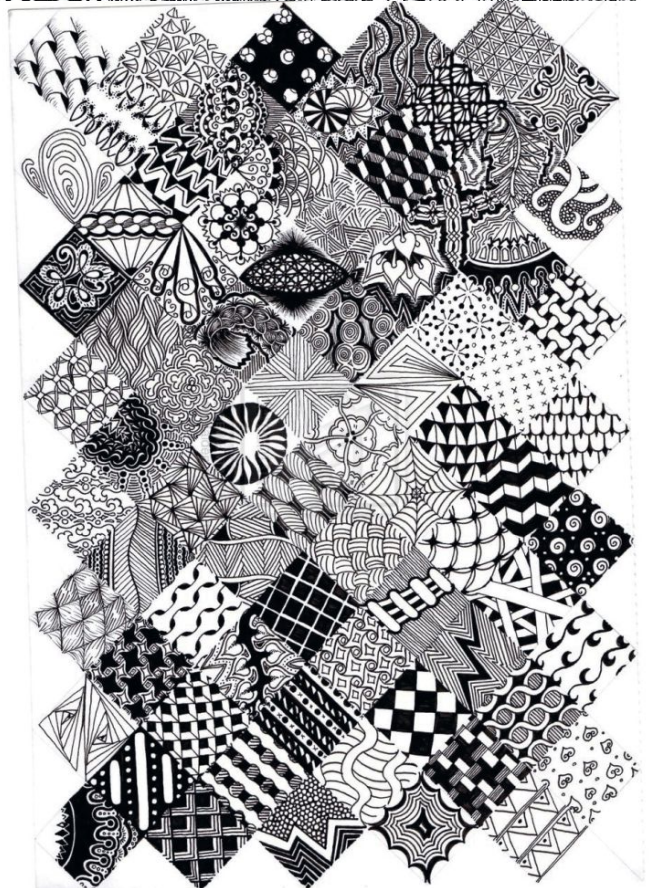
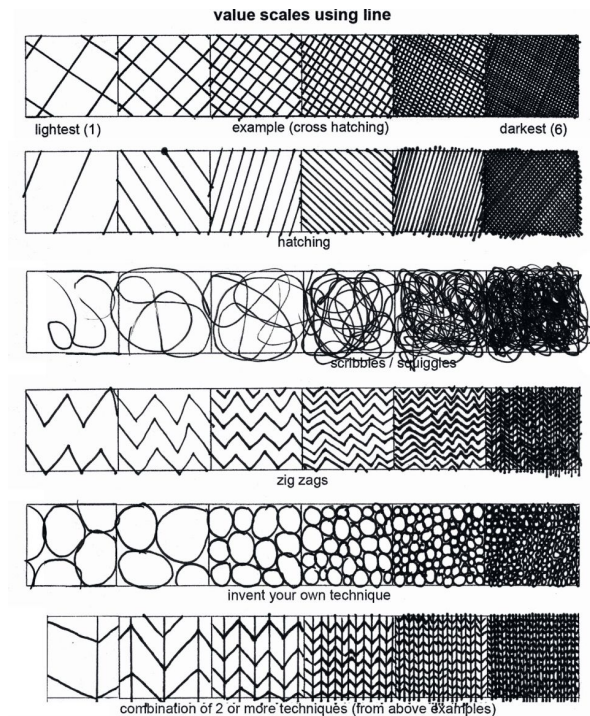
Ferheng ji bo xêzkirina tevnê

composition <i>pêkhatin</i>	the arrangement of things in an artwork <i>lihevhatina tiştan di berhemêke hunerî de</i>
creativity <i>afirîner</i>	ideas that are useful, unique, and insightful <i>ramanên bikêr, yekta û têgihîştî ne</i>
cross-hatching <i>cross-hatching</i>	drawing using close parallel lines that cross each other at an angle <i>xêzkirin bi karanîna xêzên paralel ên nêzîk ên ku bi goşeyekê ji hev derbas dibin</i>
hatching <i>helandin</i>	drawing using close parallel lines <i>xêzkirin bi bikaranîna xêzên paralel ên nêzîk</i>
idea development <i>pêşveçûna ramanê</i>	a process that is used to create useful, insightful, and unique ideas <i>pêvajoyek ku ji bo afirandina ramanên kêrhatî, têgihîştî û bêhempa tê bikar anîn</i>
negative space <i>cîhê neyînî</i>	the shape of the space between the things you would normally look at (the positive space) <i>şekle valahiya di navbera tiştên ku hûn bi gelemperî lê dinîhêrin (cîhê erênî)</i>
non-central composition <i>pêkhatina ne-navendî</i>	an arrangement where the most important thing is NOT in the middle <i>aranjmanek ku ya herî girîng NE di navîn de ye</i>
pointillism <i>pointillism</i>	drawing or painting with small dots or dashes <i>xêzkirin an boyaxkirin bi deq an bi daçekên biçûk</i>
positive space <i>cîhê erênî</i>	the contour of the things you would normally look at <i>xêzkirina tiştên ku hûn bi gelemperî lê binîhêrin</i>
reference images <i>wêneyên referans</i>	photographs you look at carefully so you can make a better artwork <i>wêneyên ku hûn bi baldarî lê mêze dikin da ku hûn karek hunerî çêtir çêbikin</i>
stippling <i>stippling</i>	drawing using small dots <i>xêzkirina bi xalên piçûk</i>
texture <i>tevnêk</i>	drawing that looks the same as what it feels like <i>xêzkirina ku bi heman rengî xuya dike</i>
thumbnail drawings <i>xêzên piçûk</i>	small drawings that are used to develop the composition of an artwork <i>rismên piçûk ên ku ji bo pêşdebirina pêkhatina berhemek hunerî têne bikar anîn</i>

Skill builder: **Created textures** / Çêkera jêhatîbûnê: Texlît afirandin

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

Hin tevnvîs têne afirandin Texlîdên afirandî ji realîst zêdetir dişibin şablonê. Di pirtûka xweya xebata xwe de berhevokek xêzên çêkirî xêz bikin.



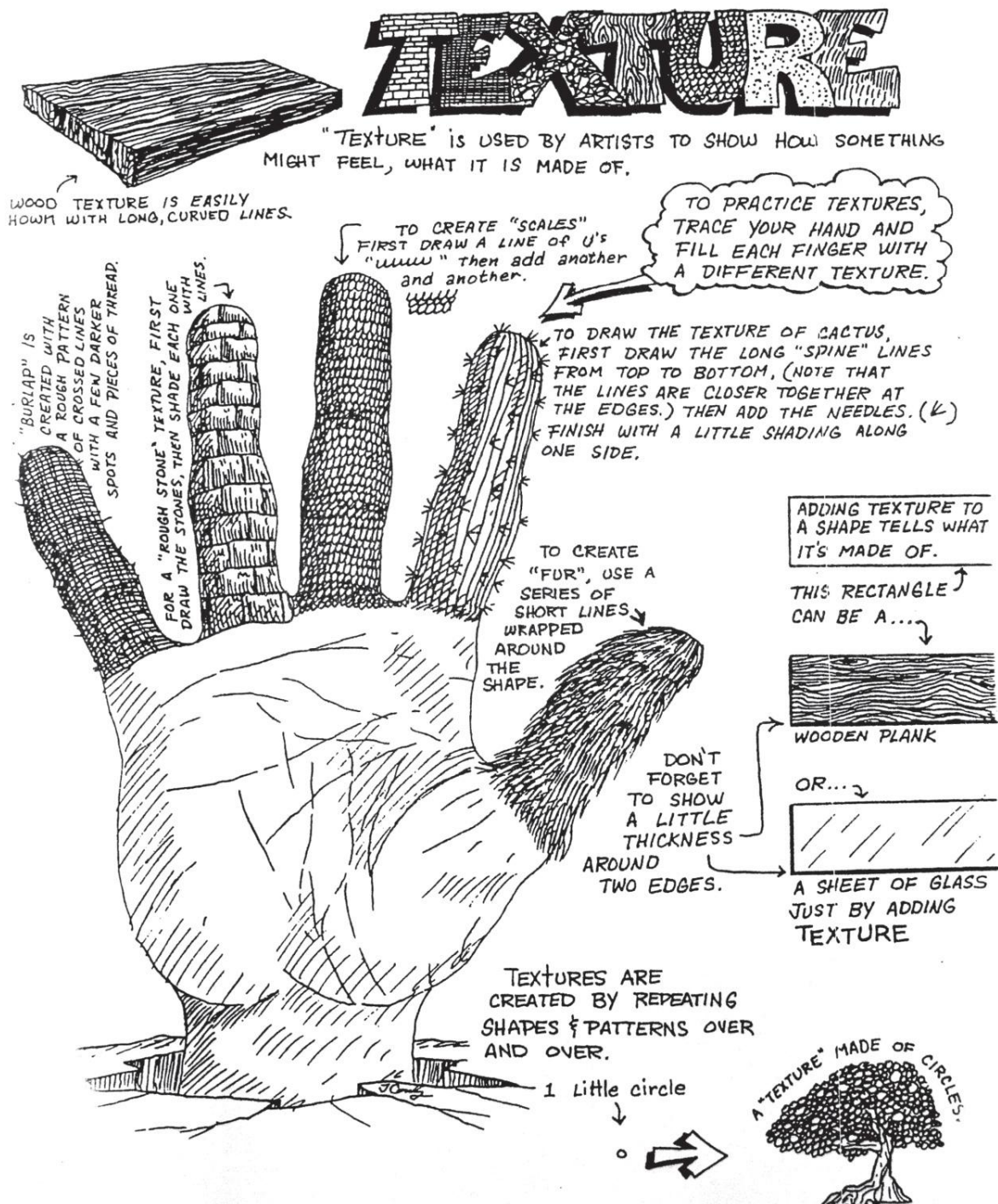
Skill builder: Hand textures / Skill builder: Textên destan

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

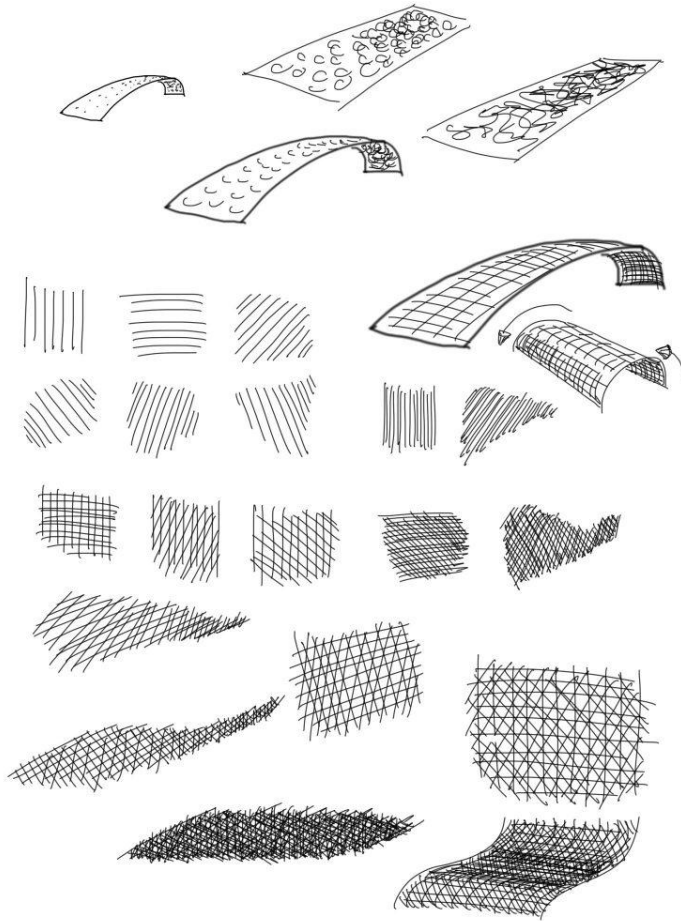
Carinan tevnek çêdibe, carinan jî tê dîtin Hinek carinan tiştên balkêş diqewimin dema ku hûn tevnek neçaverêkirî li ser şeklekê dikin.

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.

Destê xwe di pirtûka xweya xêzkirinê de bikişîne Ji şopandinê dûr bixin: nebûna çavdêriyê dê we ji bo destpêkek dijwar saz bike. Dûv re ji bo her tiliyên xwe tevnek cûda xêz bikin.



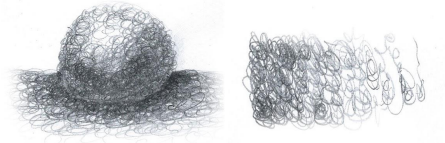
Technique Basic Crosshatching



Stippling



Scumbling



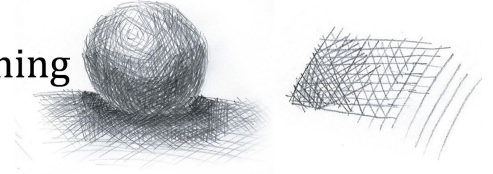
Shading



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

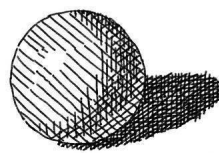
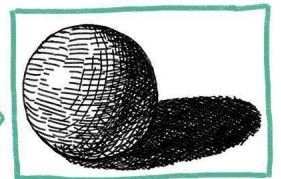


- 5. DARKEN & REFINE**
- Make darkest areas black
 - Preserve those highlights!
 - Focus on tiny details in iris
 - Add some outline to clarify
 - Take a step back & admire!

HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

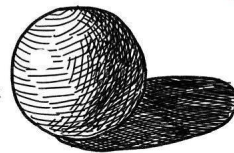
- FULL RANGE OF DARK & LIGHT
- OUTLINE CLARIFIES WITHOUT BEING DISTRACTING
- HATCHING SHOWS SHAPE OF OBJECT



LINES DON'T FOLLOW FORM



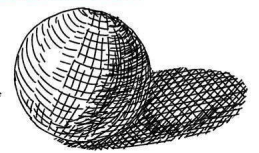
LOOKS FLAT



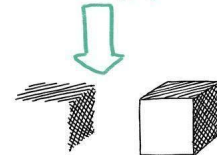
OUTLINE TOO DARK



CREATES DEPTH



LIMITED TONAL RANGE

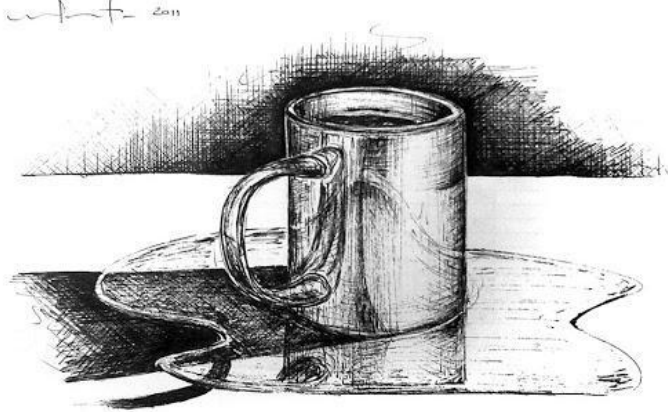
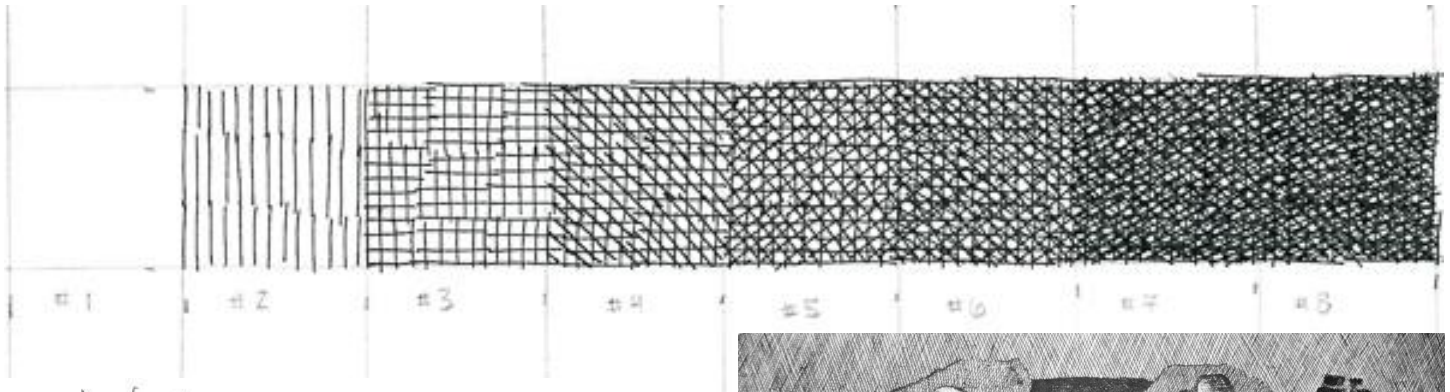


FIRST: LIGHT OUTLINE

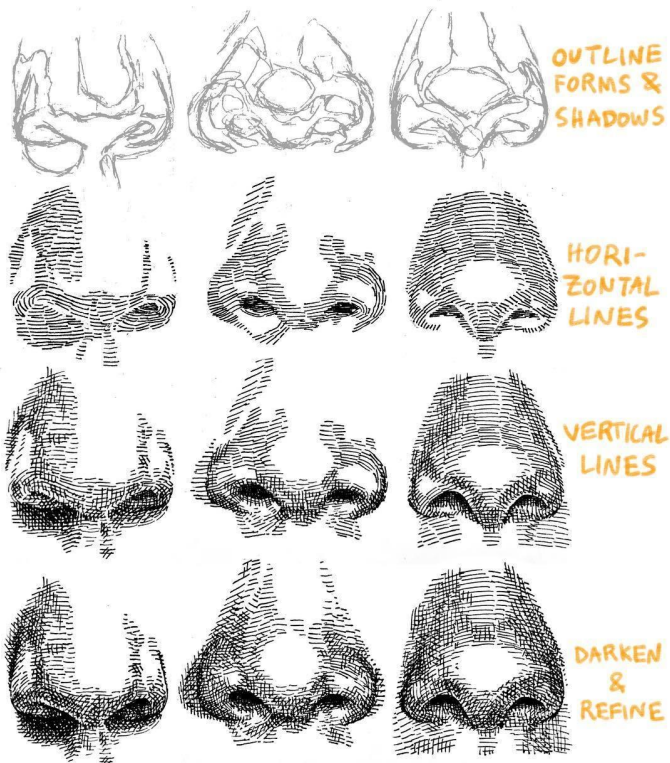


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

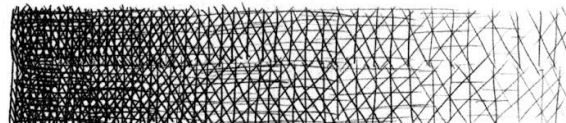
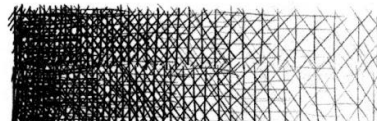
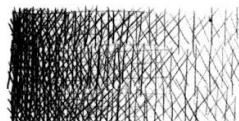
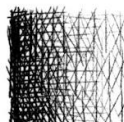
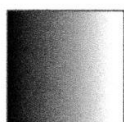


CROSSHATCHING NOSES

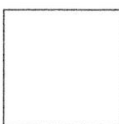


RATE OF GRADATION

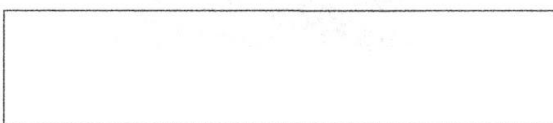
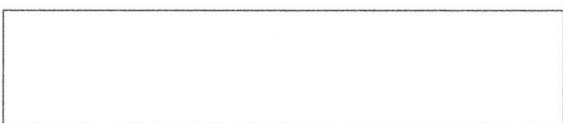
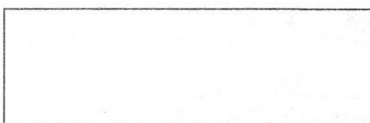
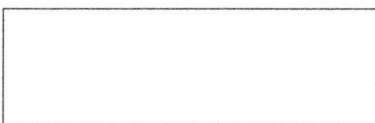
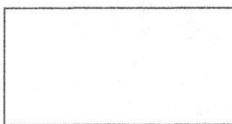
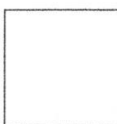
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice

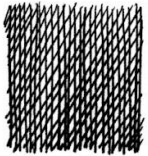
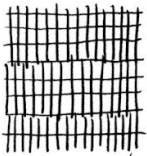
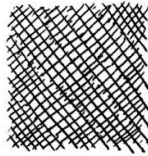
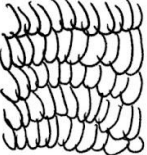
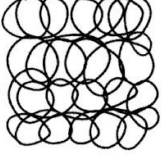
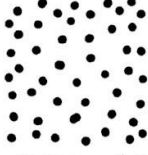
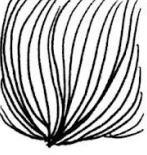


Practice



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.

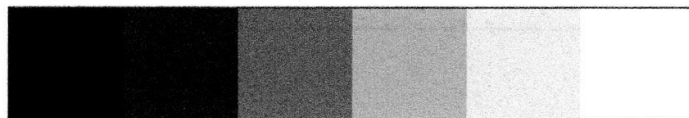
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

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

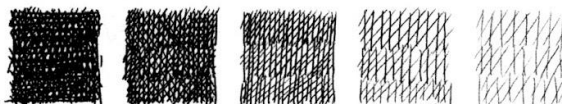
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



Uneven Hatching



Curved Hatching



Scribbling

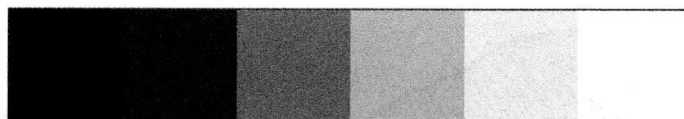


Stippling

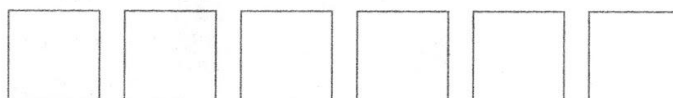


Flowing Lines

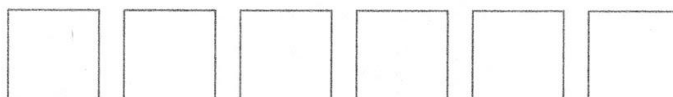




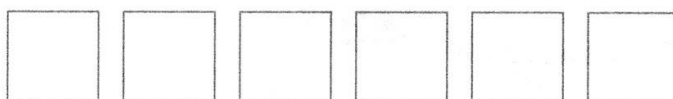
Hatching



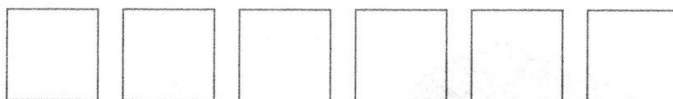
Cross-hatching



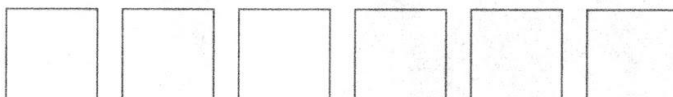
Uneven Hatching



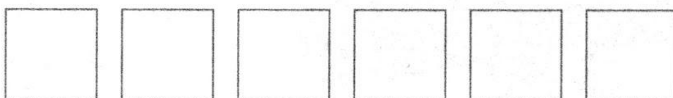
Curved Hatching



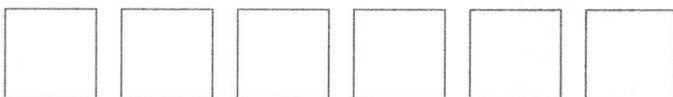
Scribbling



Stippling

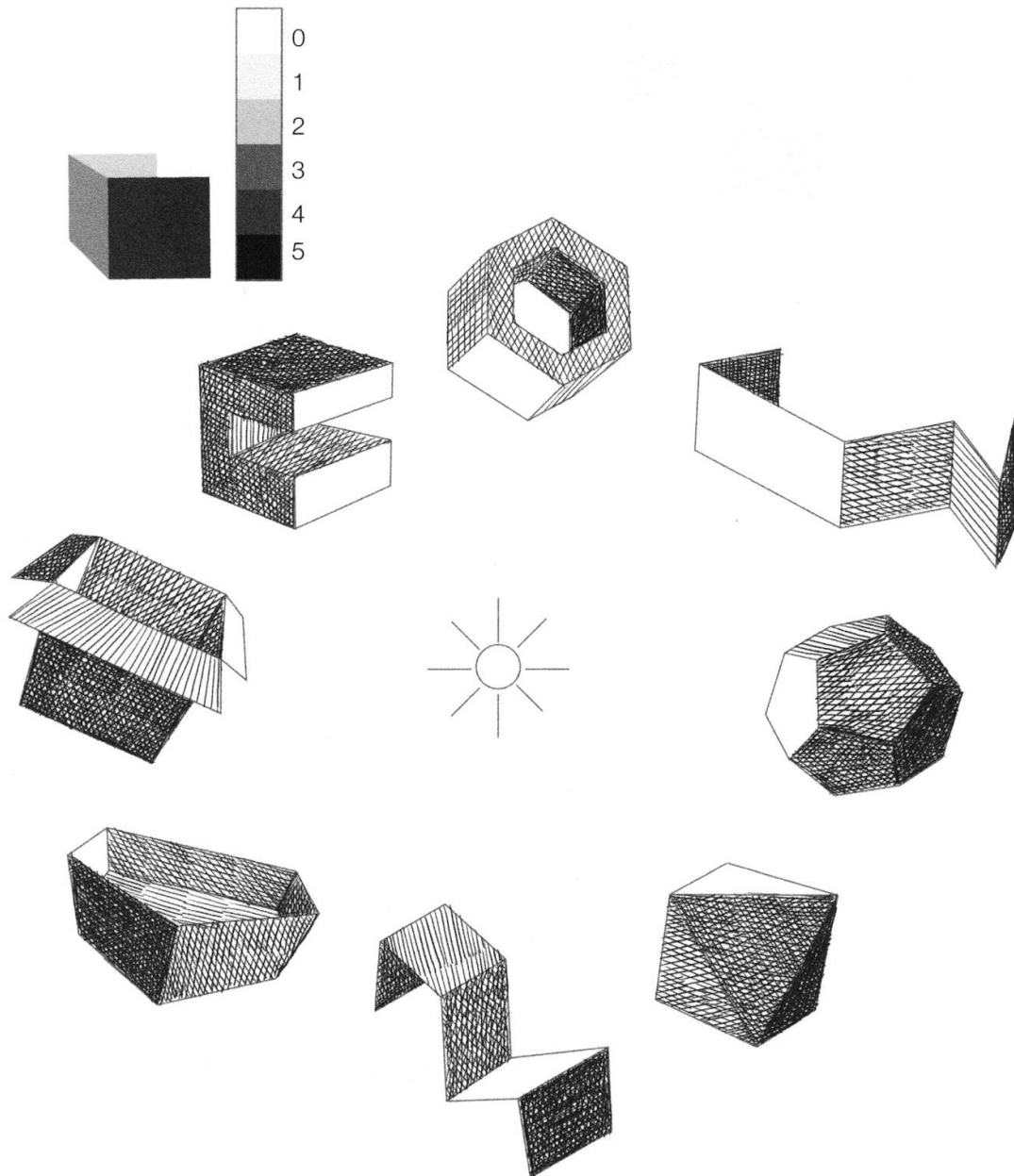


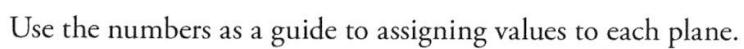
Flowing Lines



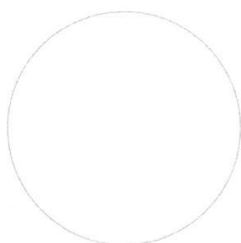
SHADING BLOCK FORMS

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.

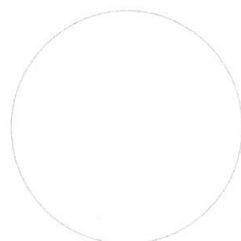
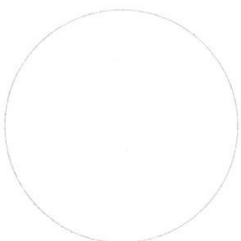
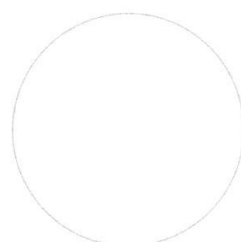
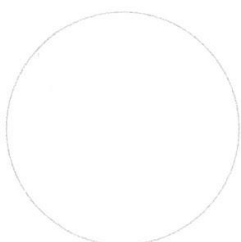
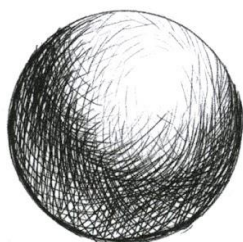
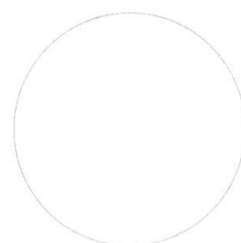
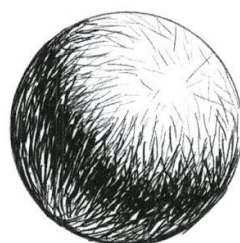




Practice



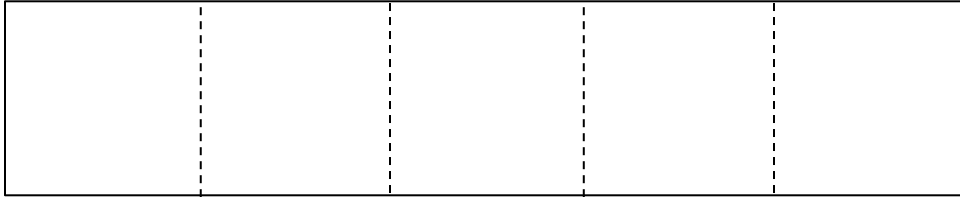
Practice



Skill builder



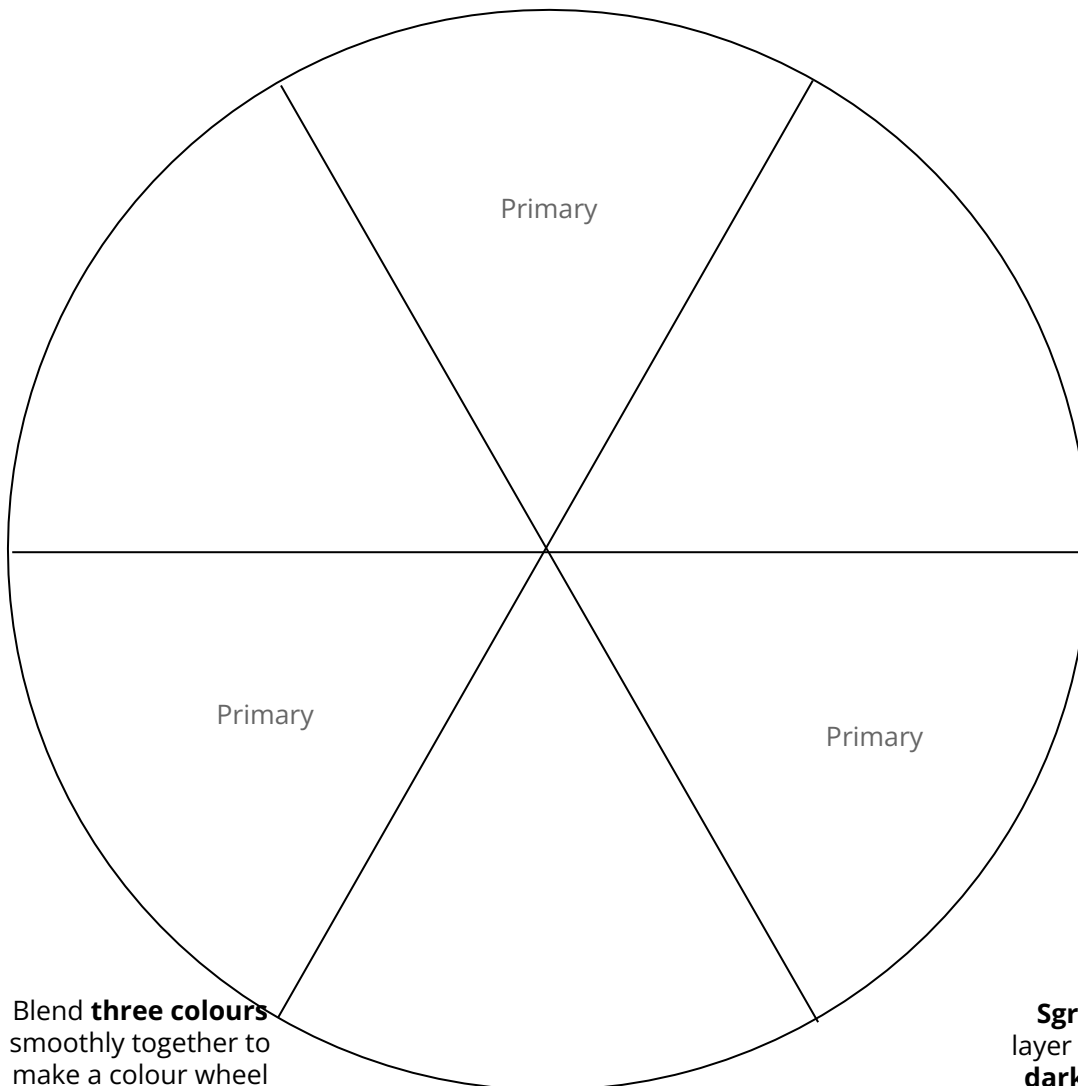
Blend **one colour** of pastel smoothly from dark to light



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



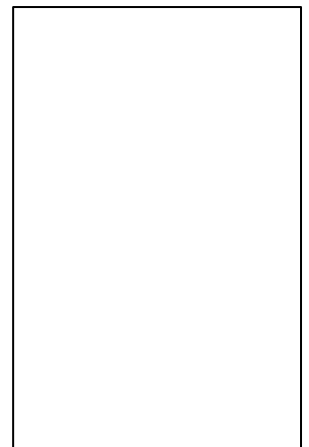
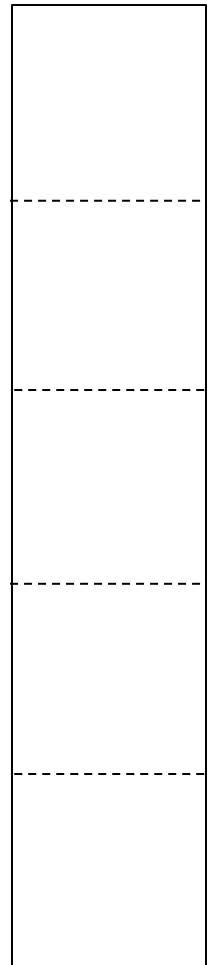
Blend **one colour + a dark colour** smoothly from dark to light



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

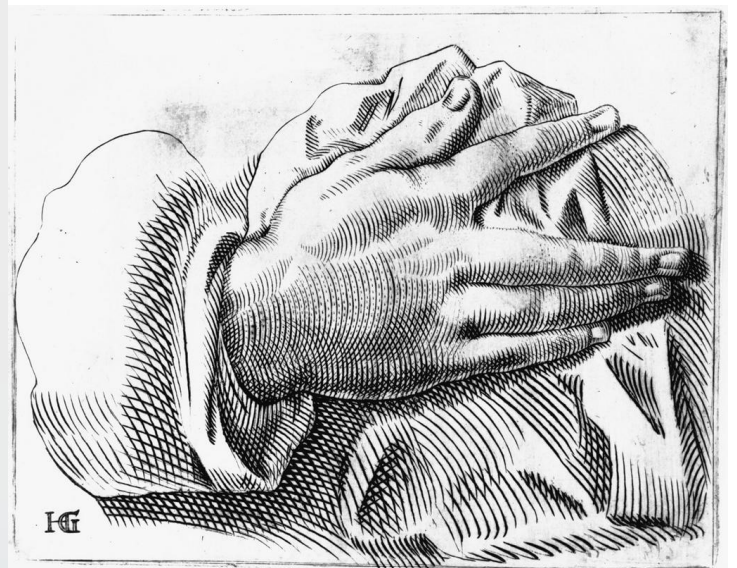
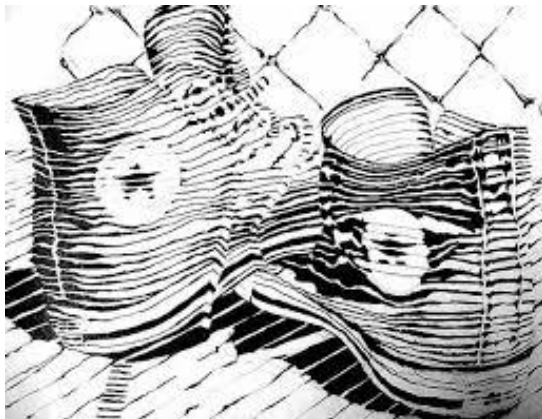
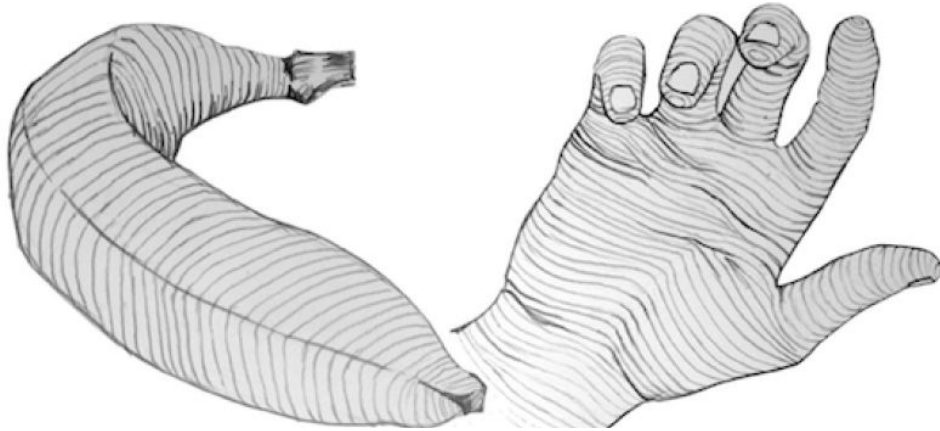
Pastels

Stipple - two colours smoothly together with dots



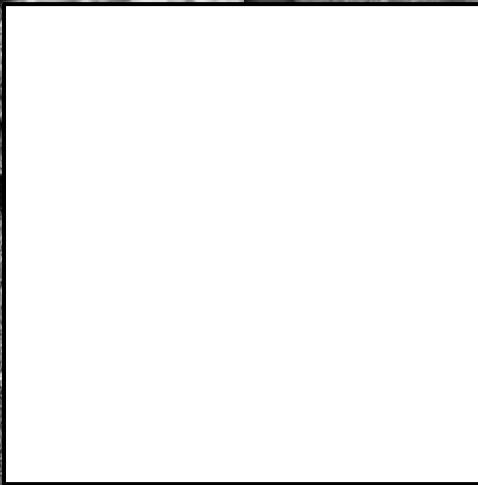
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

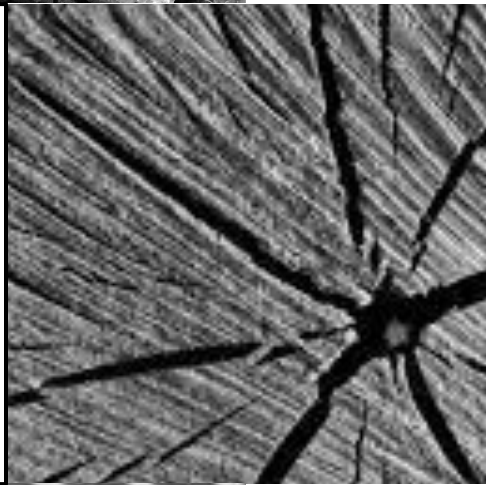
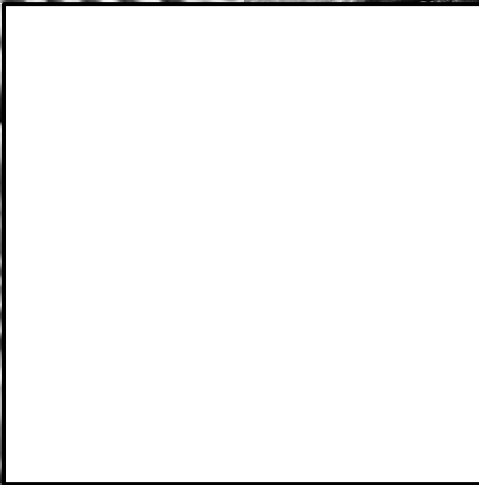
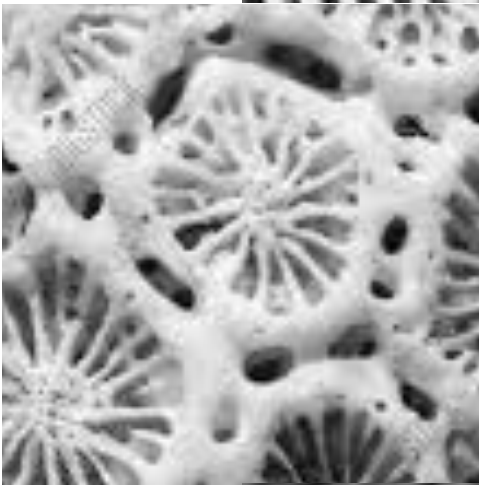
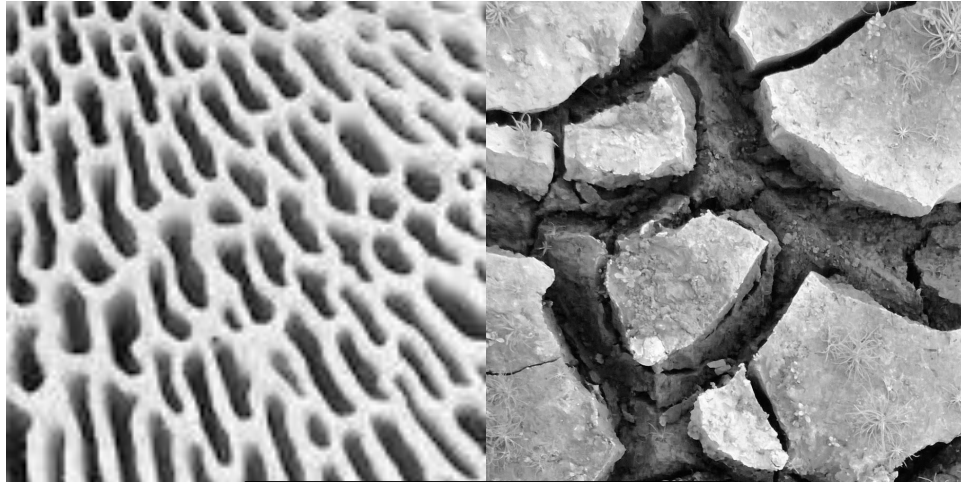


STUDY OF A HAND
Anonymous Artists

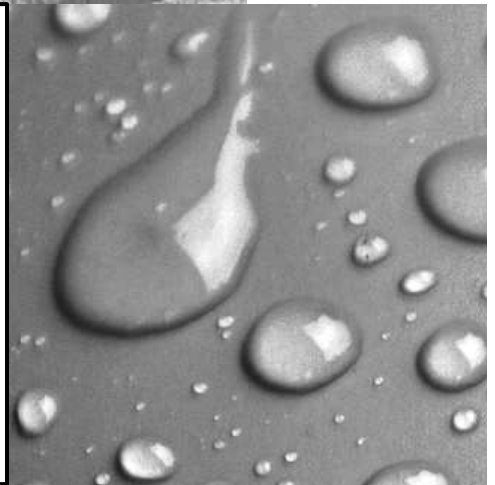
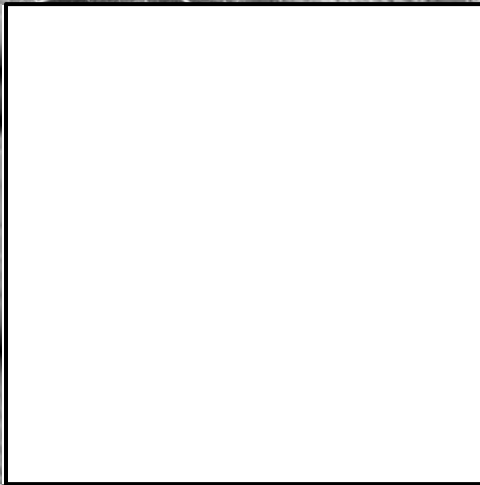
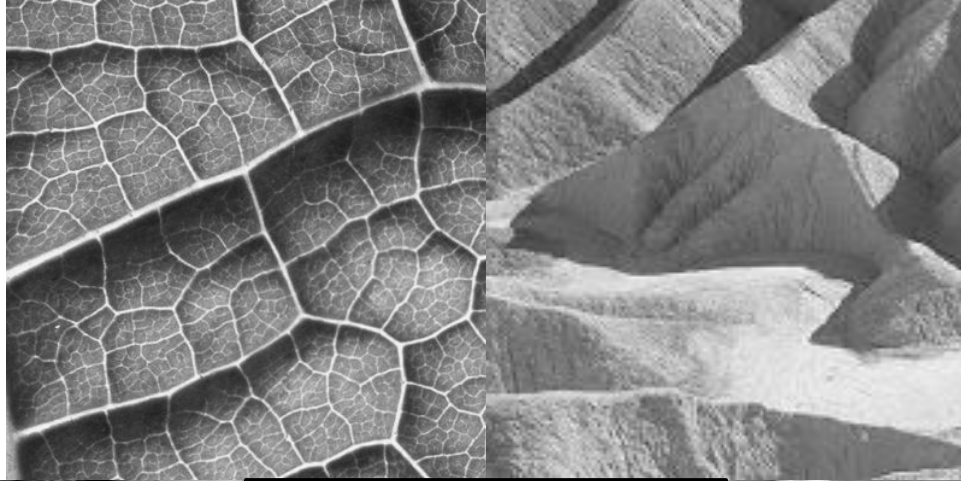
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Creativity — Brainstorming practice I

Afirînerî - Pratîka bahozkirina mêjî 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.

Afirînerî dikare fêr bibe. Çewtiya herî mezin ji bo destpêkvanan ev e ku hewl didin ku hemî ramanên xwe di serê we de bihêlin. Hûn ê ji bo ku hûn jêhatîbûnên xwe yên afirîner çêtir bikin navnîşkirina hejmareke mezin ji ramanan pratîk bikin.

- You will improve your ability to generate a large number of ideas.
Hûn ê kapasîteya xwe çêtir bikin ku hejmareke mezin ji ramanan çêbikin.
- 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.
Hûn ê kapasîteya xwe ya rawestandina dadrêse heya piştî ku ramana we were tomar kirin çêtir bikin. Pir kes dema ku ew hîn di hişê xwe de ne, ramanên baş disekinin.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Hûn ê kapasîteya xwe çêtir bikin ku hûn bi mebest li ramanên neasayî an taybetî yên têkildarî mijarekê bigerin.

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

Mijara we îro: Tiştên ku tûj in, an ku hûn hêrs an jî xemgîn kirine

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

Dema ku we qediya, ji kerema xwe hejmara ramanên ku we çêkirine bijmêre: _____

Creativity — Brainstorming practice II

Afirînerî - Pratîka bahozkirina mêjî 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.

Afirînerî dikare fêr bibe. Çewtiya herî mezin ji bo destpêkvanan ev e ku hewl didin ku hemî ramanên xwe di serê we de bihêlin. Hûn ê ji bo ku hûn jêhatîbûnên xwe yên afirîner çêtir bikin navnîşkirina hejmareke mezin ji ramanan pratîk bikin.

- You will improve your ability to generate a large number of ideas.
Hûn ê kapasîteya xwe çêtir bikin ku hejmareke mezin ji ramanan çêbikin.
- 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.
Hûn ê kapasîteya xwe ya rawestandina dadrêse heya piştî ku ramana we were tomar kirin çêtir bikin. Pir kes dema ku ew hîn di hişê xwe de ne, ramanên baş disekinin.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Hûn ê kapasîteya xwe çêtir bikin ku hûn bi mebest li ramanên neasayî an taybetî yên têkildarî mijarekê bigerin.

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

Mijara we ya îro: Tiştên ku hatine xêzkirin, an ku hûn şaş an jî şaş kirine

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

Dema ku we qediya, ji kerema xwe hejmara ramanên ku we çêkirine bijmêre: _____

Creativity — Brainstorming practice III

Afirînerî - Pratîka bahozkirina mêjî 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.

Afirînerî dikare fêr bibe. Çewtiya herî mezin ji bo destpêkvanan ev e ku hewl didin ku hemî ramanên xwe di serê we de bihêlin. Hûn ê ji bo ku hûn jêhatîbûnên xwe yên afirîner çêtir bikin navnîşkirina hejmareke mezin ji ramanan pratîk bikin.

- You will improve your ability to generate a large number of ideas.
Hûn ê kapasîteya xwe çêtir bikin ku hejmareke mezin ji ramanan çêbikin.
- 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.
Hûn ê kapasîteya xwe ya rawestandina dadrêse heya piştî ku ramana we were tomar kirin çêtir bikin. Pir kes dema ku ew hîn di hişê xwe de ne, ramanên baş disekinin.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Hûn ê kapasîteya xwe çêtir bikin ku hûn bi mebest li ramanên neasayî an taybetî yên têkildarî mijarekê bigerin.

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

Mijara we ya îro: Tiştên ku nefret in, an ku we xemgîn an tirsandiye

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

Dema ku we qediya, ji kerema xwe hejmara ramanên ku we çêkirine bijmêre: _____

Creativity — Things that you wish would change

Afirînerî - Tiştên ku hûn dixwazin biguherînin

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

Van peyvan dê werin bikar anîn da ku ji we re bibin alîkar ku hûn ramana xwe ji bo tabloya xwe pêşve bibin. Ew ê berbi nîşana pêşveçûna ramana we biçin.

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Idea Development/*Pêşveçûna ramanê*

1 **Generate ideas/*Fikiran biafirîn*** maximum of 50%/herî zêde 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.

Navnîşan, nexşeyek malperê, an nexşeyên hêsan bikar bînin ku hûn pir ramanan derxînin! Ger jixwe di hişê we de ramanek heye, wê wekî mijara xweya navendî hilbijêrin û wê berfireh bikin. Bila ramanên we bigerin - ramanek ber bi ya din ve diçe. Dê xêzkirin dikarin hûnguliyên wêneyên çavkaniyê, nêrînên cihêreng, nîgar, ceribandînan teknîkî, hwd.

Number of **words**/*Hejmara peyvan* → ____ ÷ 3 = ____ %

Number of **simple** sketches/*Hejmara xêzên hêsan* → ____ × 2% = ____ %

Number of **better** sketches/*Hejmara xêzên çêtir* → ____ × 4% = ____ %

2 **Select the best and join together ideas/*Ya çêtirîn hilbijêrin û ramanên xwe bi hev re bikin***

Circle the **best** ideas/*Nêrînên çêtirîn dorpêç bikin*

circled/*dorpêç kirin* = □ 5%

Link into **groups** of ideas/*Girêdana nav komên ramanan*

linked/*ve girêdayî ye* = □ 5%

3 **Print reference images/*Wêneyên referansa çap bikin*** 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.
- *EIGHT wêneyên referansê çap bikin, da ku hûn bi duristî li beşên dijwar ên hunera xwe temaşe bikin. Girtina xwe û karanîna wêneyên xwe bijartî ye, lê lêgerînên wêneyan jî baş in.*
- *Tenê wêneyek ku hûn dibînin kopî nekin. Fikir ev e ku hûn wêneyên çavkaniyê biguherînin û berhev bikin da ku hunera xweya xwe biafirînin. Ger hûn bi tenê wêneyek kopî bikin, hûn plagiatîyê dikin û hûn ê ji bo hilberîna ramana xwe û her pîvanek ku afirîneriya xwe di xebata hunera weya paşîn de vedihewîne sifîrek qezenc bikin.*
- *Dibe ku heya nîvê wêneyên we ji xêzkirin, resim, an karên hunerî yên din bin ku wekî îlhamê bikar bînin. Wêneyên din divê wêneyên realist bin.*
- *Pêdivî ye ku hûn kopiyeke çapkirî ya wêneyan radest bikin da ku nîşanan bistînin.*

____ images/*images* x 5% = ____ %

Idea Development/*Pêşveçûna ramanê*

4 Compositions/*Compositions* *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
- *Di beşa pêşkeftina ramanê de li her deverê xêzên piçûkan biafirînin.*
- *Pêdivî ye ku ev li ser berhevokên ramanên ku hûn dikarin bi wan re bibin bingehe. Paşnavê xwe tê de.*
- *Ji bo ku hûn karên hunerî yên xwe rawestînin bibin alîkar ku hûn bi goşe, nerîn û rêgezên neasayî biceribînin.*
- *Li dora piçûkên xwe çarçoveyek xêz bikin da ku keviya hunerê nîşan bidin.*
- *Hilbijartina nexşeyek rengîn wekî pêkhateyek tê hesibandin, û her weha kolajên dijîtal ên dijwar jî dikin*

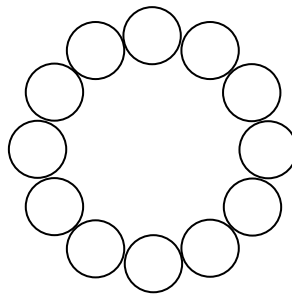
____ thumbnails/thumbnails x 8% = ____ %

____ digital collages/kolejên dijîtal x 8% = ____ %

Selecting a **colour scheme**/

Hilbijartina nexşeyek rengîn

= □ 8%



5 Rough copy/*Kopiyek hişk* *great quality or better*

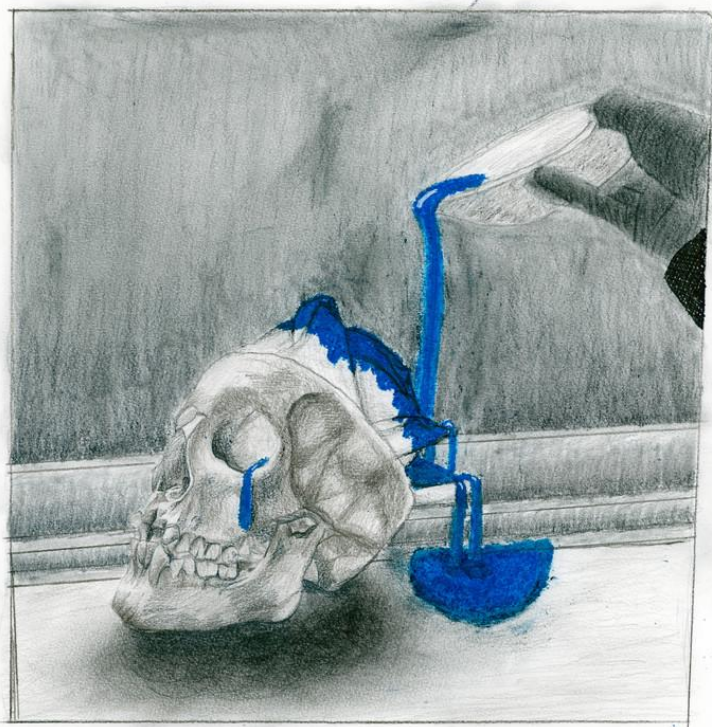
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- **Remember to choose a non-central composition.**
- *Nêrînen çetirîn ji piçûkên xwe bistînin û wan di kopiyek hişk a pêşkeftî de tevlihev bikin.*
- *Berî ku hûn dest bi tiştê rastîn bikin, vê yekê bikar bînin da ku xeletiyên derxînin û jêhatîyên xwe baştir bikin.*
- *Heke hûn rengan bikar tînin, boyaxê an pênûsa rengîn bikar bînin da ku nexşeya rengê xwe nîşan bidin.*
- *Di çarçoveyekê de xêz bikin da ku keviyên derveyî yên hunera xwe nîşan bidin.*
- *Ji bîr nekin ku pêkhateyek ne-navendî hilbijêrin.*

____ drawing/xet x 25% = ____ %

Total/Hemî = ____ %

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

BÎXWÎNE: Heke hûn tenê wêneyek ji internetê kopî bikin, nîşana we dadikeve %25.



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



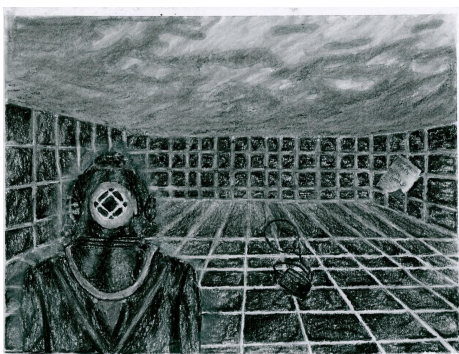
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23

Texture drawing goal-setting

____/10

Armanca xêzkirina texture

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.

Di dawiya her polê de, ji kerema xwe wextê xwe bidin ku armanca xwe ji bo dersa paşîn binivîsin Xebata weya hunerî dê li gorî jêhatîbûna weya teknîkî ya ji bo materyalên xêzkirinê yê ku we hilbijartiye, şiyana we ya afirandina tevnek dîtbarî, û hûn çiqas baş pêkhatyek hevseng, ne-navendî diafirînin, were nîşankirin. Dema ku armanca xwe hilbijêrin van pîvanan li ber çavan bigirin.

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

Taybetmend bin: Hûn li ser kîjan beşên xêzkirina xwe disekinin? Ji bo kirina vê yekê hûn herî zêde hewceyê kîjan jêhatîbûnên xêzkirinê ne?

- | | |
|---|--|
| → What should be improved and where:
<i>Çi divê were başkirin û li ku derê:</i> | <i>"Look for more texture in the bark of the trees"</i>
<i>"Zêdetir tevnvîsê di qafê daran de bigerin"</i> |
| → What should be improved and where:
<i>Çi divê were başkirin û li ku derê:</i> | <i>"I need to darken the grey of the sky"</i>
<i>"Divê ez gewriya ezmên tarî bikim"</i> |
| → What can be added and where:
<i>Çi dikare were zêdekirin û li ku derê:</i> | <i>"I should add some texture to the rocks in the front"</i>
<i>"Divê ez hin tevnekê li kevirên pêşiyê lê zêde bikim"</i> |
| → What you can do to catch up:
<i>Hûn dikarin çî bikin ku hûn bigihîjin:</i> | <i>"I need to take my drawing home this weekend."</i>
<i>"Divê ez vê hefteyê xêzkirina xwe bibim malê."</i> |

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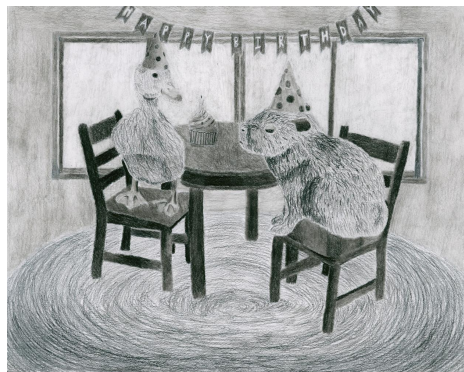
6.

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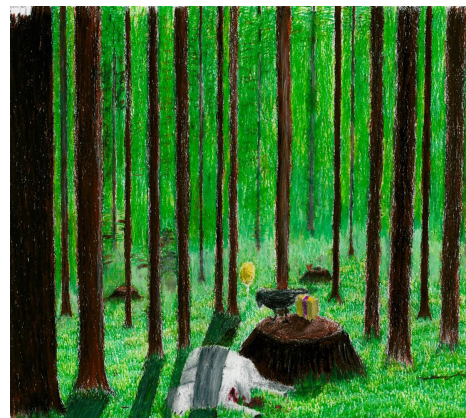
8.



Ziyao Ding, 2023-24



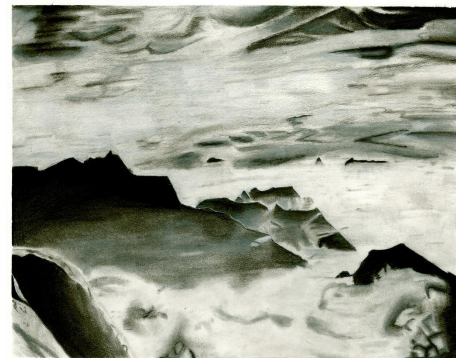
Julia Chiasson, 2023-24



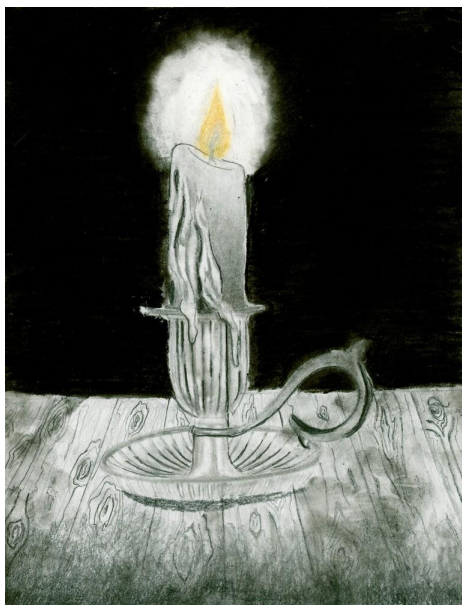
Drew Gooding, 2023-24



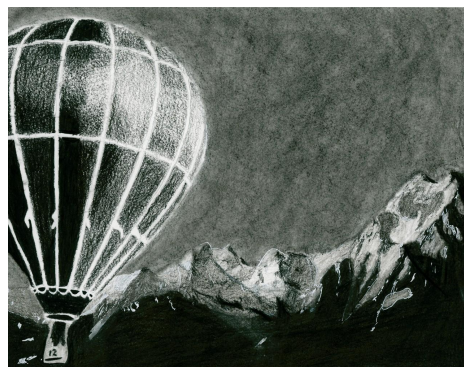
Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



Norah Bezanson, Spring 2025



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



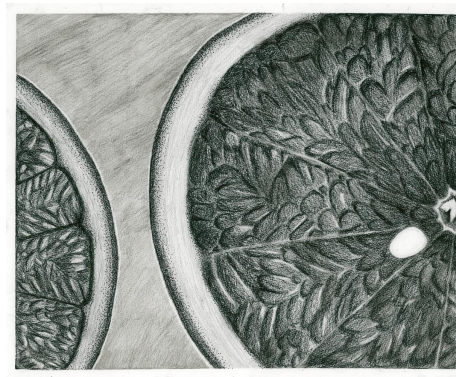
Maia Menard, 2023-24



Tony Nguyen, 2023-24



Sadie Buxton, 2023-24



Brooklyn Walker, 2023-24