



Avery Comeau, Spring 2025



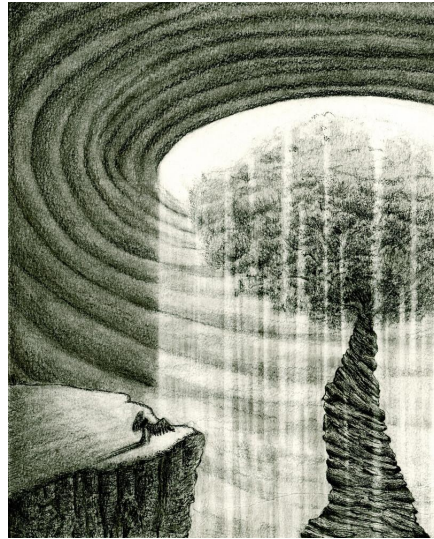
Sarah Hasener, Spring 2025



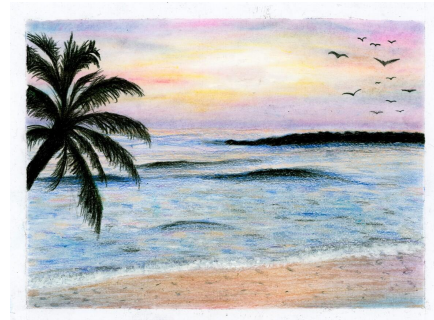
Nathan McNamara, Spring 2025



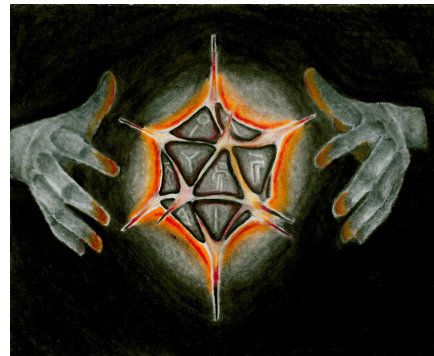
Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024



Amelia Burgess, Spring 2025



Olivia Gallagher-Temple, Spring 2025



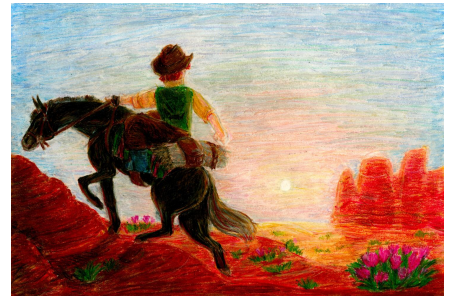
Viktoriia Svrydenko, Fall 2024



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

Kriteria penilaian untuk lukisan tekstur

Materials technique <i>Teknik bahan</i>	How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading . <i>Sejauh mana anda menggunakan arang, dakwat, pastel, pensel warna dan sebagainya untuk mencipta garisan, bentuk dan lorekan yang tepat.</i>
Texture <i>Tekstur</i>	How well you capture the visual sense of each texture. <i>Sejauh mana anda menangkap deria visual setiap tekstur.</i>
Composition <i>Komposisi</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>Sejauh mana anda mencipta karya seni yang lengkap sepenuhnya, seimbang dan tidak berpusat. Jika anda menggunakan warna, ini termasuk menggunakan skema warna yang jelas.</i>

Vocabulary for the texture drawing

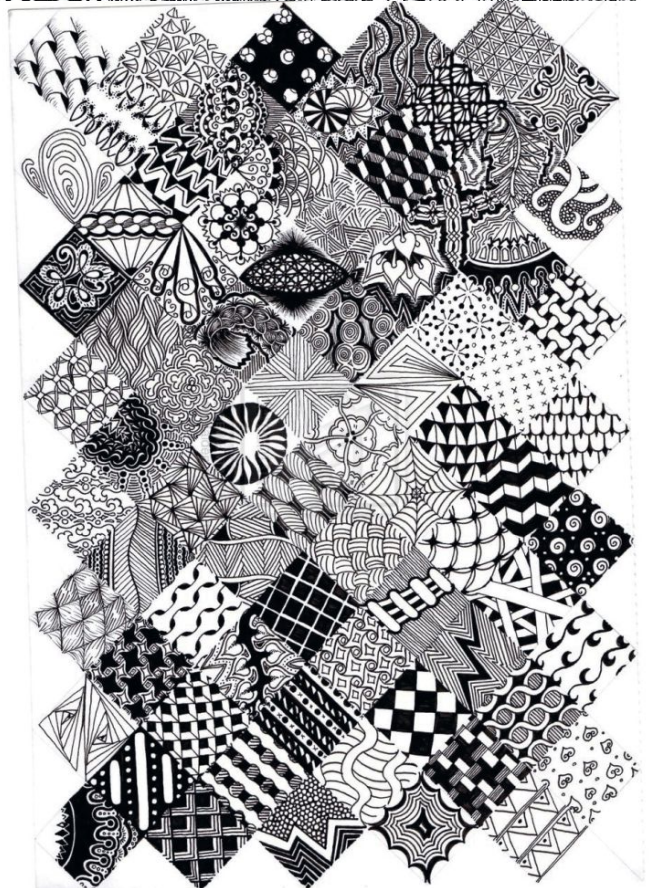
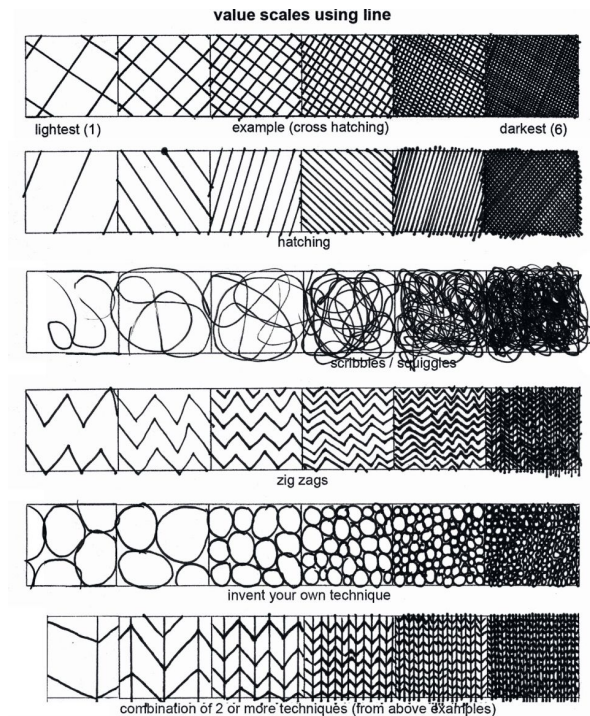
Perbendaharaan kata untuk lukisan tekstur

composition <i>gubahan</i>	the arrangement of things in an artwork <i>susunan benda dalam karya seni</i>
creativity <i>kreativiti</i>	ideas that are useful, unique, and insightful <i>idea yang berguna, unik dan bernas</i>
cross-hatching <i>penetasan silang</i>	drawing using close parallel lines that cross each other at an angle <i>melukis menggunakan garis selari rapat yang bersilang antara satu sama lain secara bersudut</i>
hatching <i>penetasan</i>	drawing using close parallel lines <i>melukis menggunakan garisan selari rapat</i>
idea development <i>pembangunan idea</i>	a process that is used to create useful, insightful, and unique ideas <i>satu proses yang digunakan untuk mencipta idea yang berguna, berwawasan dan unik</i>
negative space <i>ruang negatif</i>	the shape of the space between the things you would normally look at (the positive space) <i>bentuk ruang antara perkara yang biasa anda lihat (ruang positif)</i>
non-central composition <i>gubahan bukan pusat</i>	an arrangement where the most important thing is NOT in the middle <i>susunan di mana perkara paling penting BUKAN di tengah</i>
pointillism <i>pointillism</i>	drawing or painting with small dots or dashes <i>lukisan atau lukisan dengan titik kecil atau sengkang</i>
positive space <i>ruang positif</i>	the contour of the things you would normally look at <i>kontur perkara yang biasa anda lihat</i>
reference images <i>imej rujukan</i>	photographs you look at carefully so you can make a better artwork <i>gambar yang anda lihat dengan teliti supaya anda boleh membuat karya seni yang lebih baik</i>
stippling <i>stippling</i>	drawing using small dots <i>melukis menggunakan titik-titik kecil</i>
texture <i>tekstur</i>	drawing that looks the same as what it feels like <i>lukisan yang kelihatan sama dengan apa yang dirasai</i>
thumbnail drawings <i>lukisan lakaran kenit</i>	small drawings that are used to develop the composition of an artwork <i>lukisan kecil yang digunakan untuk membangunkan gubahan karya seni</i>

Skill builder: **Created textures** / *Pembina kemahiran: Tekstur yang dicipta*

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

Sesetengah tekstur dicipta. Tekstur yang dicipta lebih seperti corak daripada realistik. Lukis koleksi tekstur yang dicipta dalam buku kerja anda.



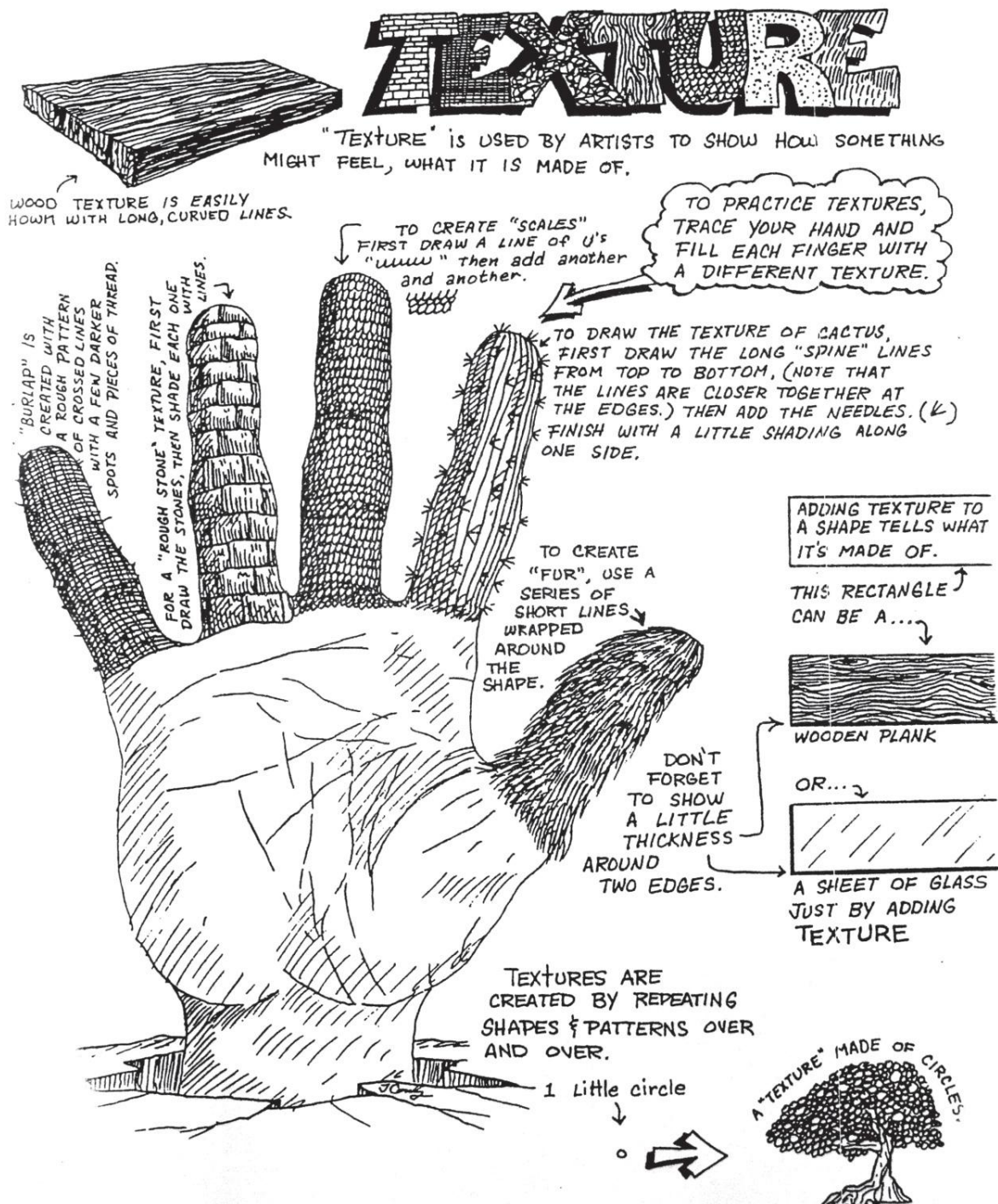
Skill builder: **Hand textures** / Pembina kemahiran: *Tekstur tangan*

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

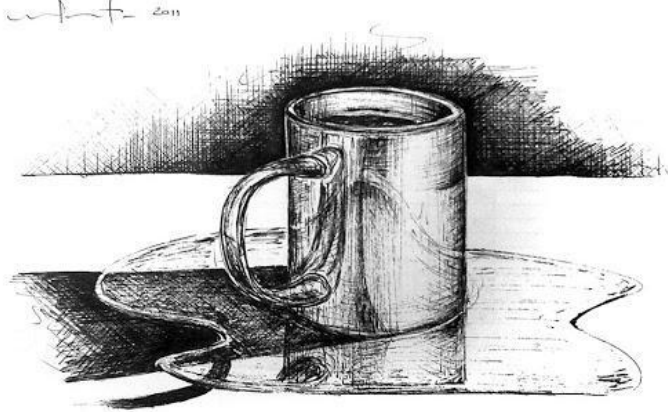
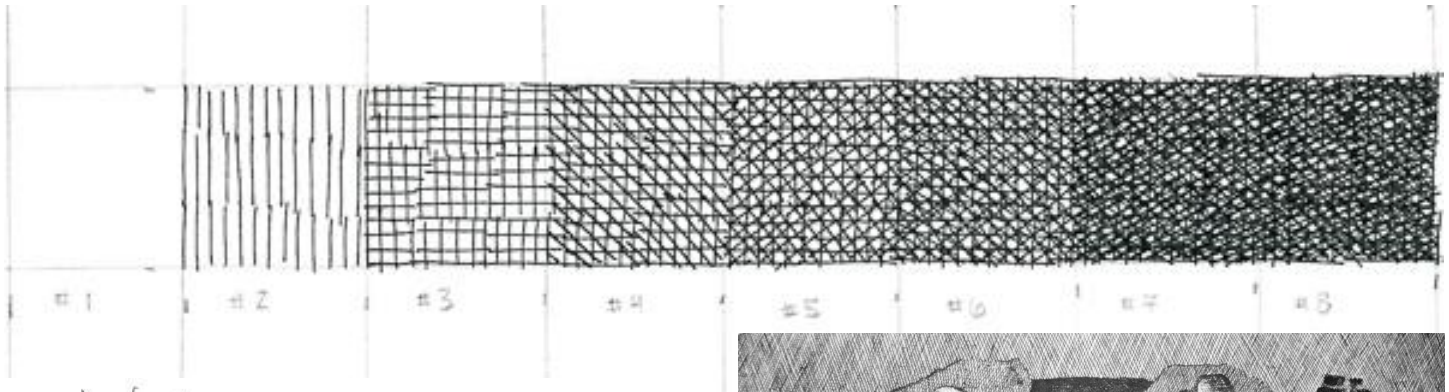
Kadang-kadang tekstur dicipta, dan kadangkala ia diperhatikan Kadangkala perkara menarik berlaku apabila anda meletakkan tekstur yang tidak dijangka pada sesuatu bentuk.

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.

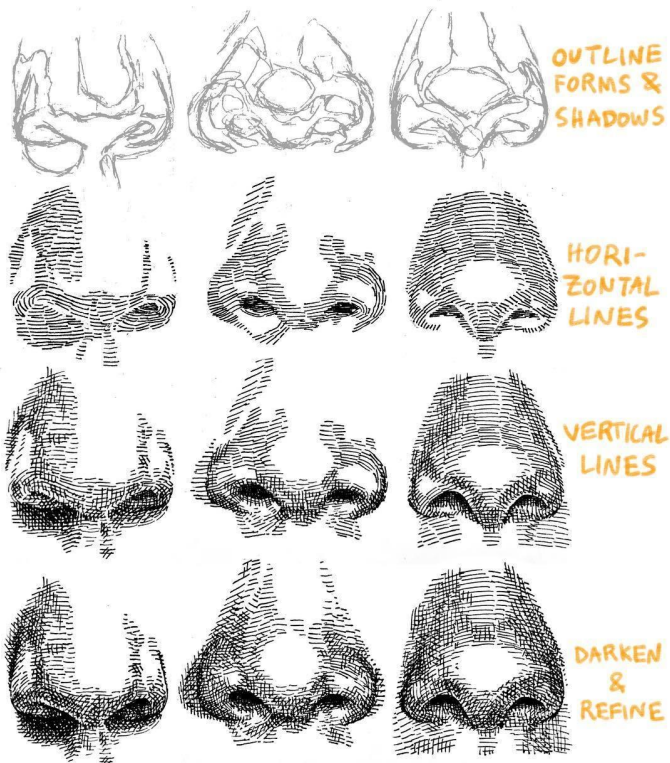
Lukis tangan anda dalam buku lakaran anda Elakkan menjejak: kekurangan pemerhatian akan menyediakan anda untuk permulaan yang sukar. Kemudian lukis tekstur yang berbeza untuk setiap jari anda.



Technique Intermediate Crosshatching

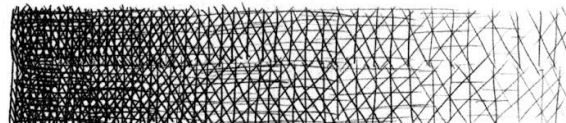
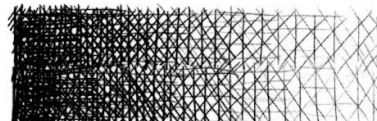
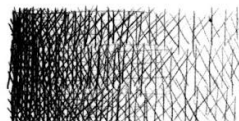
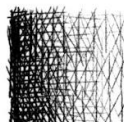
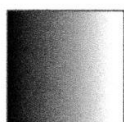


CROSSHATCHING NOSES

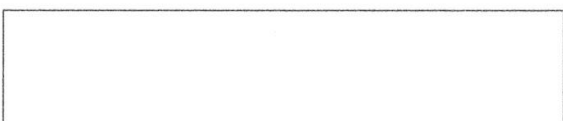
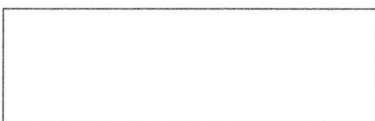
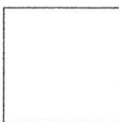


RATE OF GRADATION

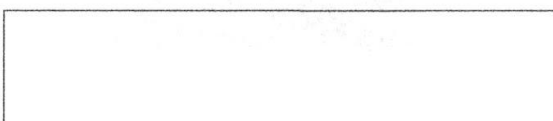
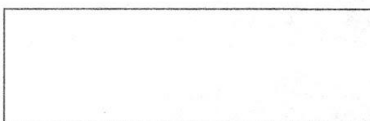
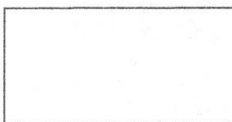
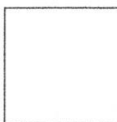
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice

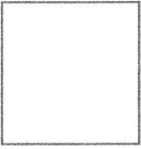
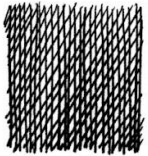
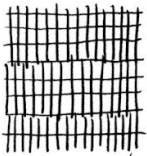
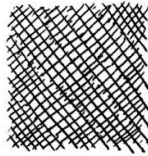
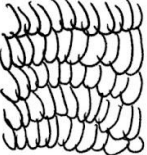
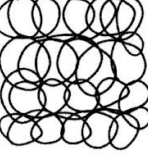
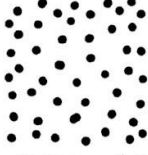
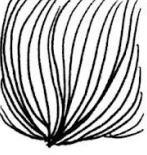


Practice

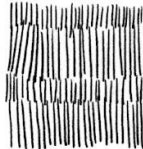
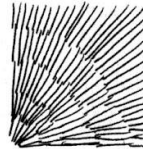
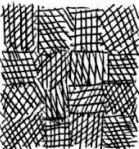
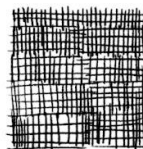
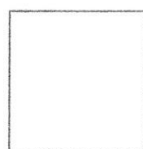
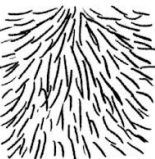
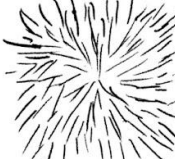
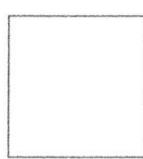
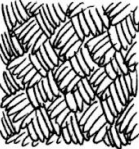
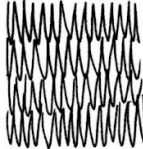
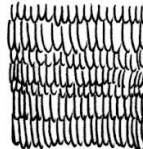
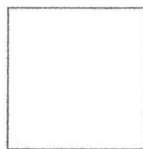
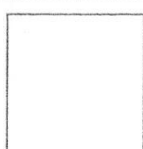
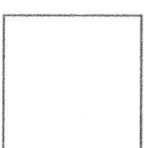
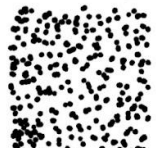
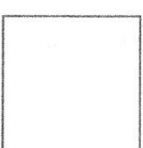
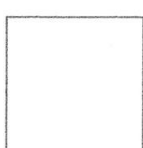


THE BASIC STROKES

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.

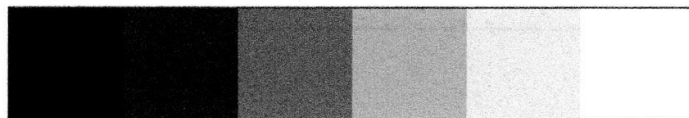
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

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

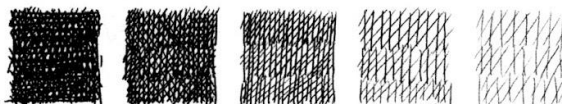
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



Uneven Hatching



Curved Hatching



Scribbling

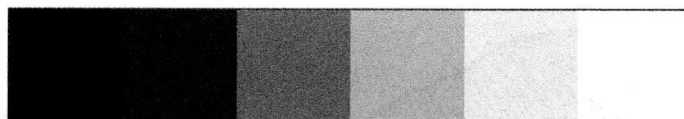


Stippling

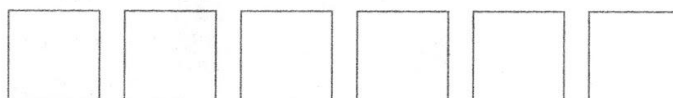


Flowing Lines

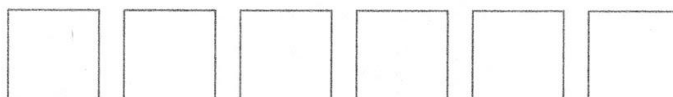




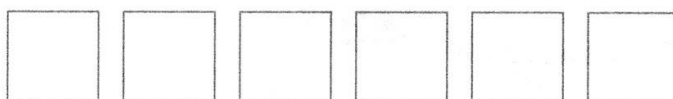
Hatching



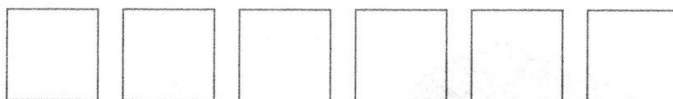
Cross-hatching



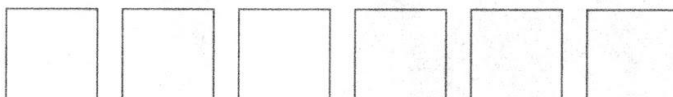
Uneven Hatching



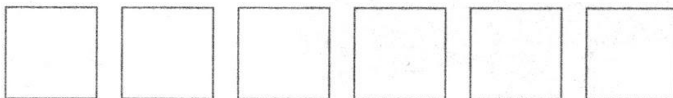
Curved Hatching



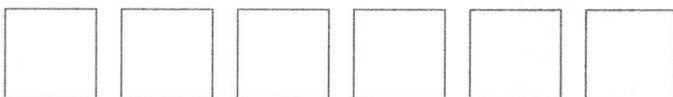
Scribbling



Stippling

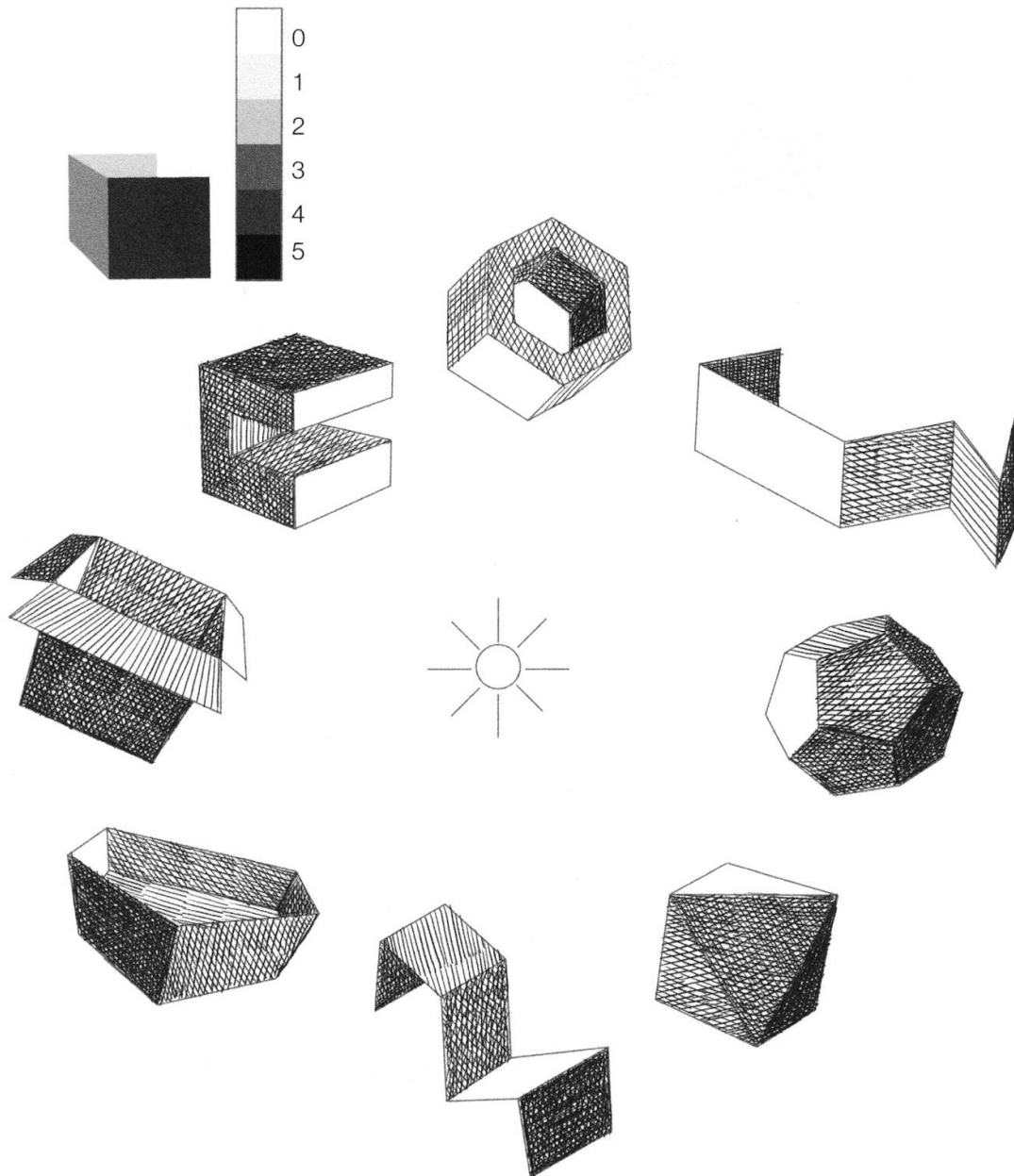


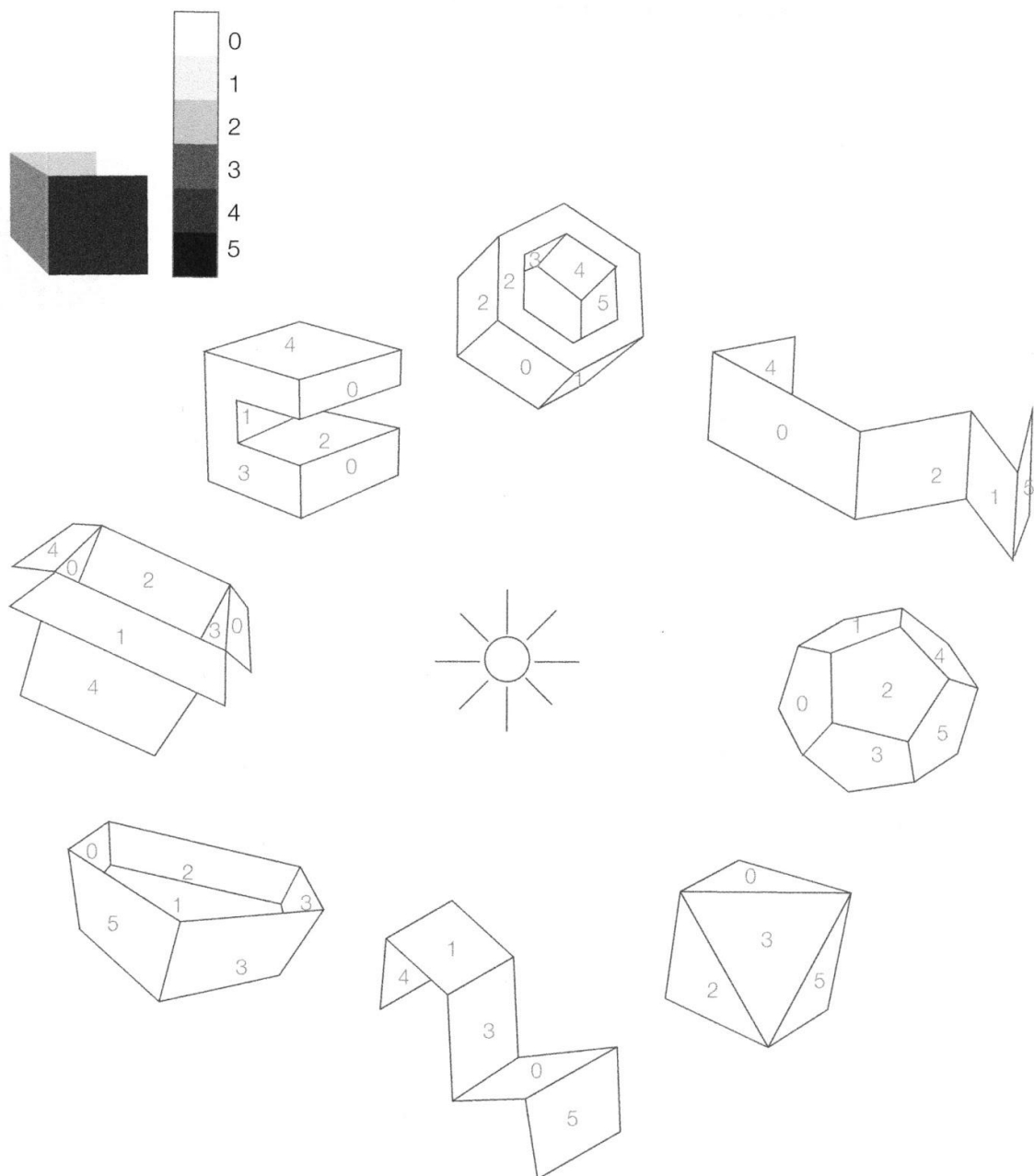
Flowing Lines



SHADING BLOCK FORMS

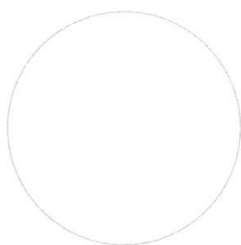
This exercise expands the value range to six values and increases the complexity of the forms. However, the same basic principle applies, so determining the value for each plane is not as elusive as you may think. Study the orientation of each plane with respect to the light source.



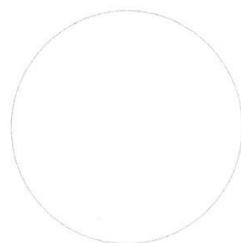
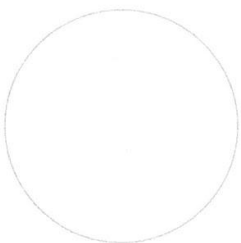
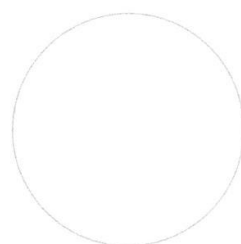
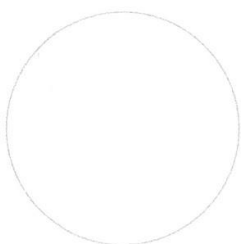
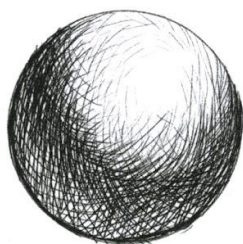
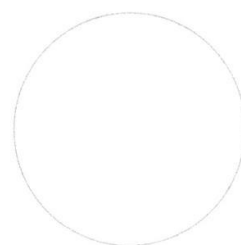
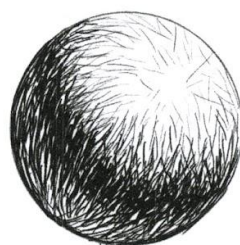


Use the numbers as a guide to assigning values to each plane.

Practice



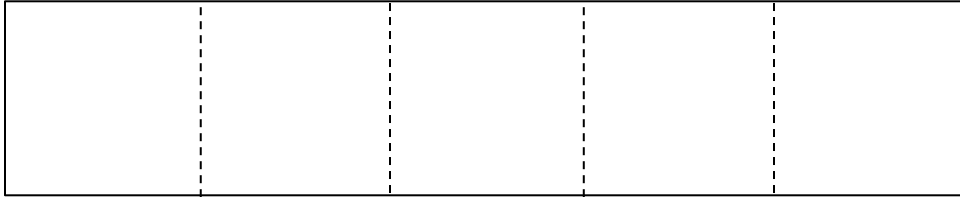
Practice



Skill builder



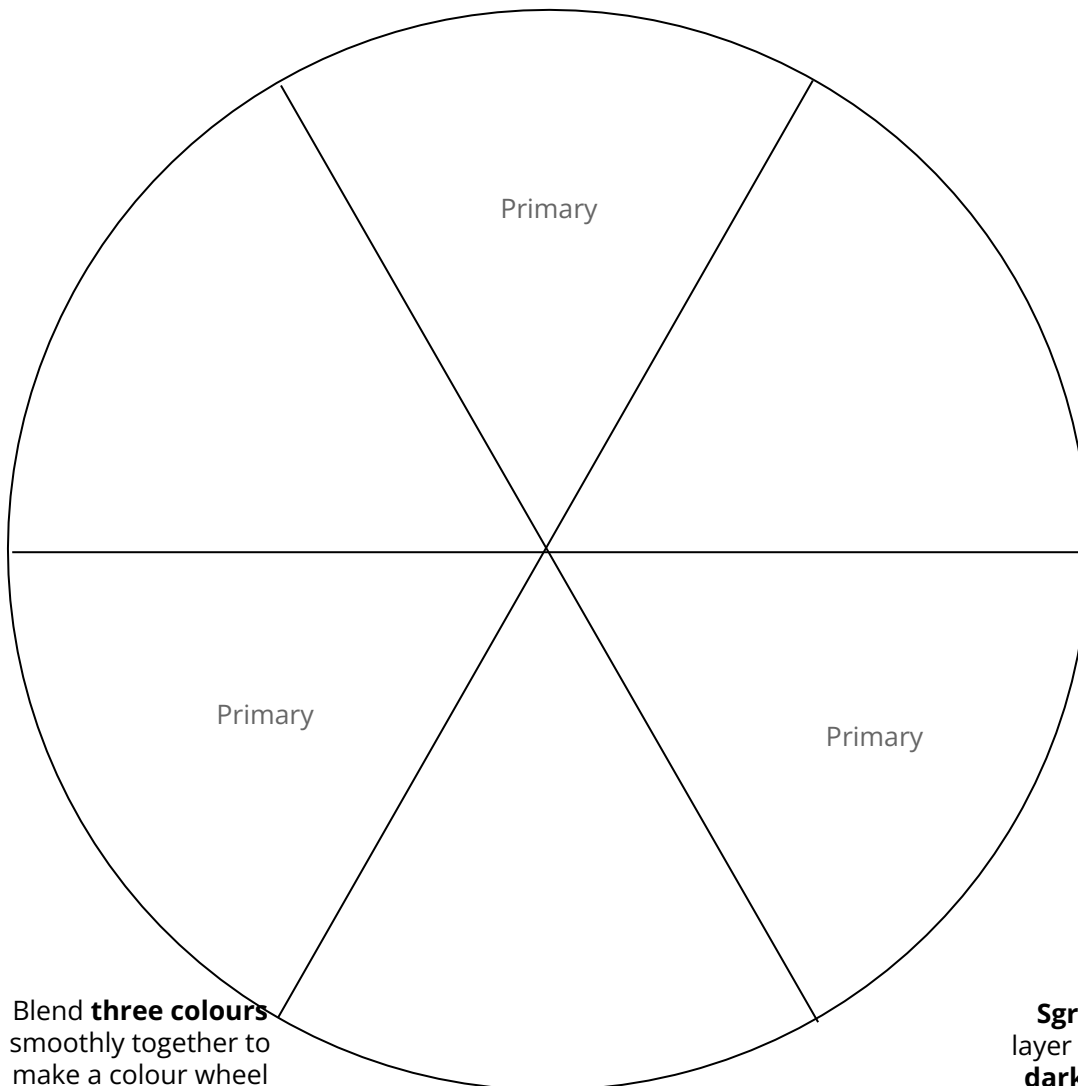
Blend **one colour** of pastel smoothly from dark to light



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



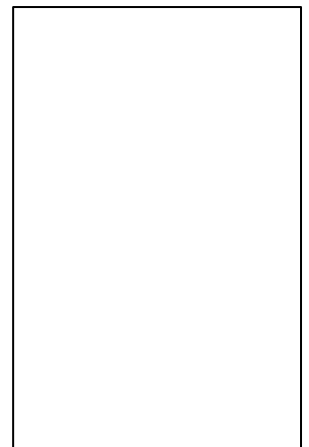
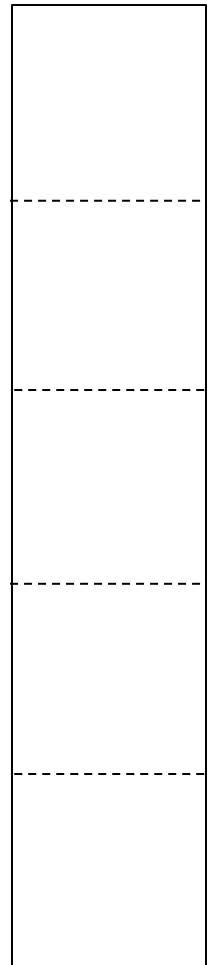
Blend **one colour + a dark colour** smoothly from dark to light



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

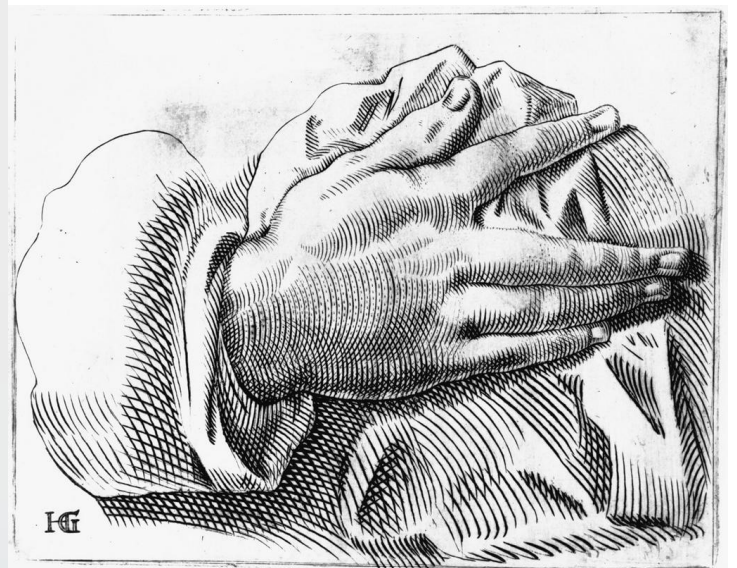
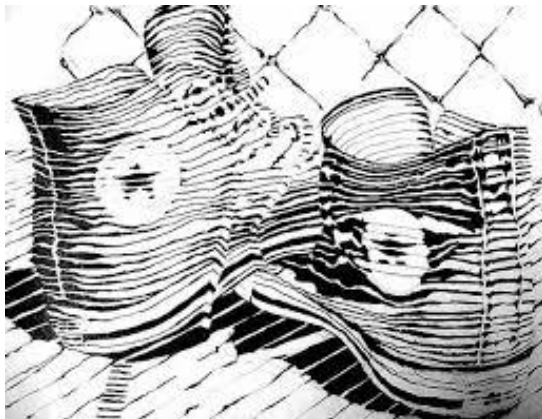
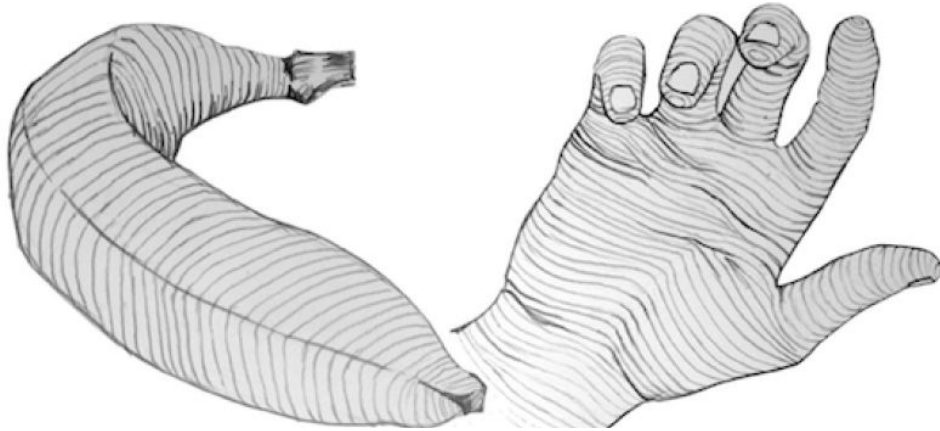
Pastels

Stipple - two colours smoothly together with dots



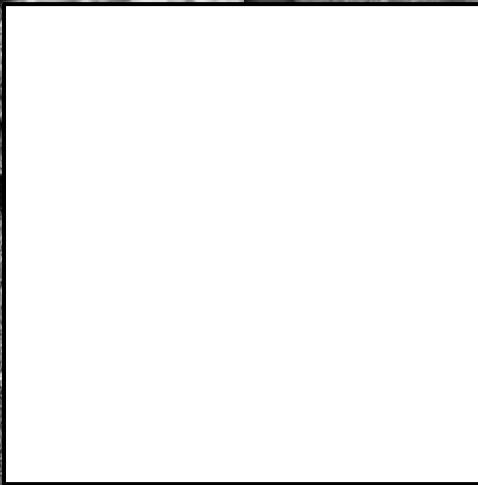
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

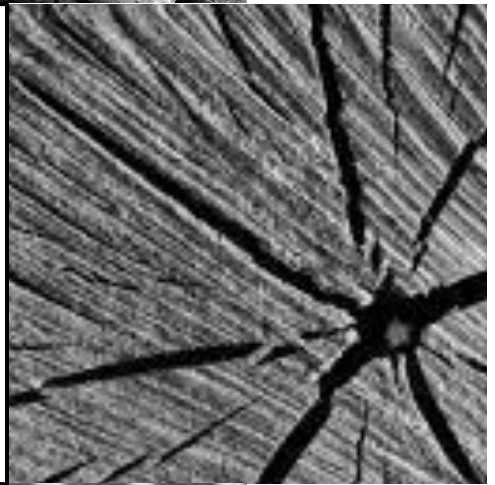
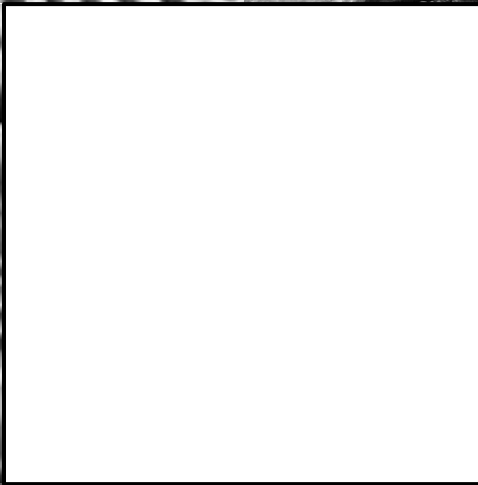
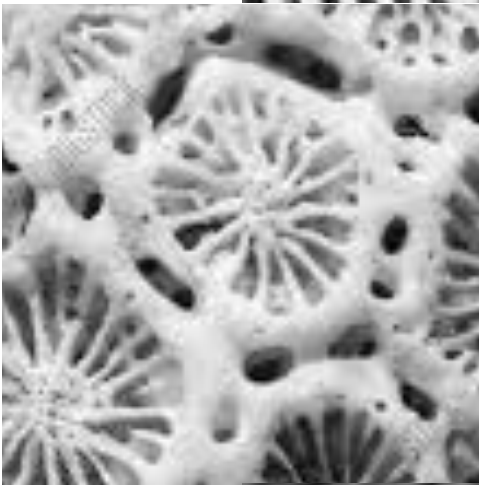
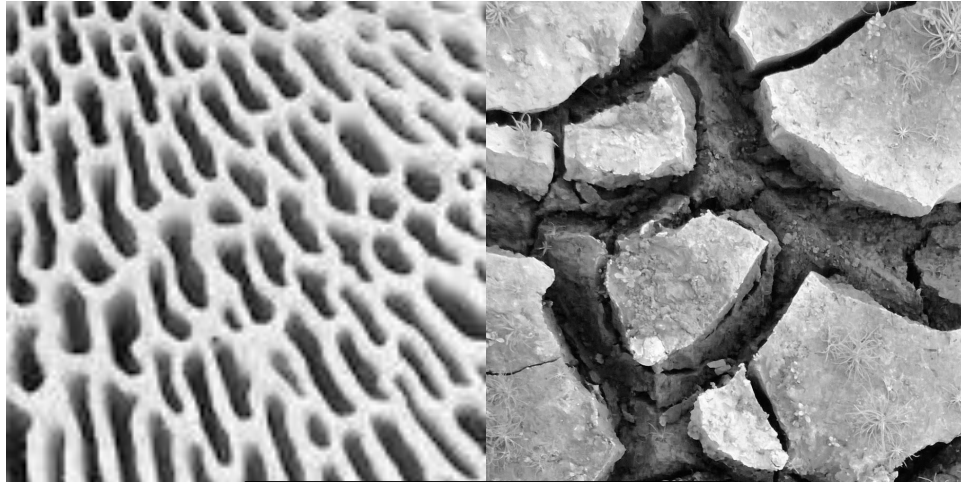


STUDY OF A HAND
Anonymous Artists

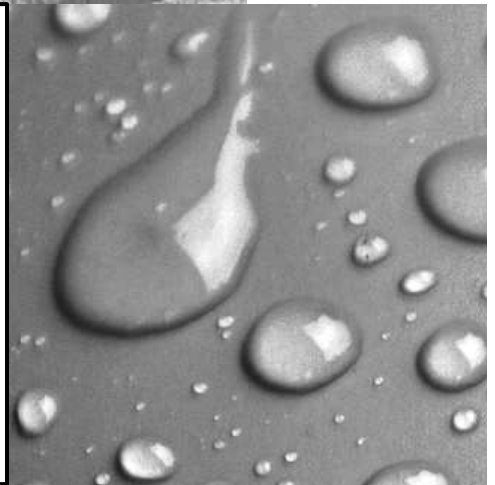
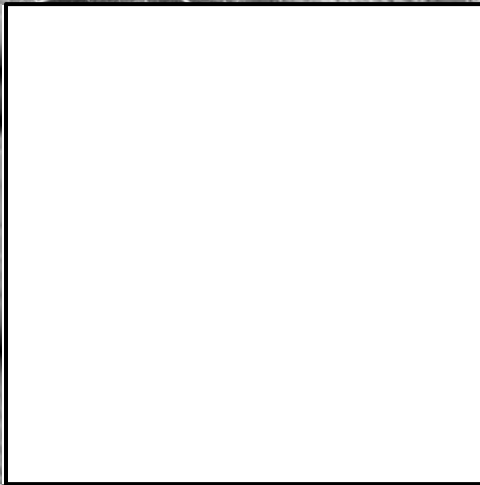
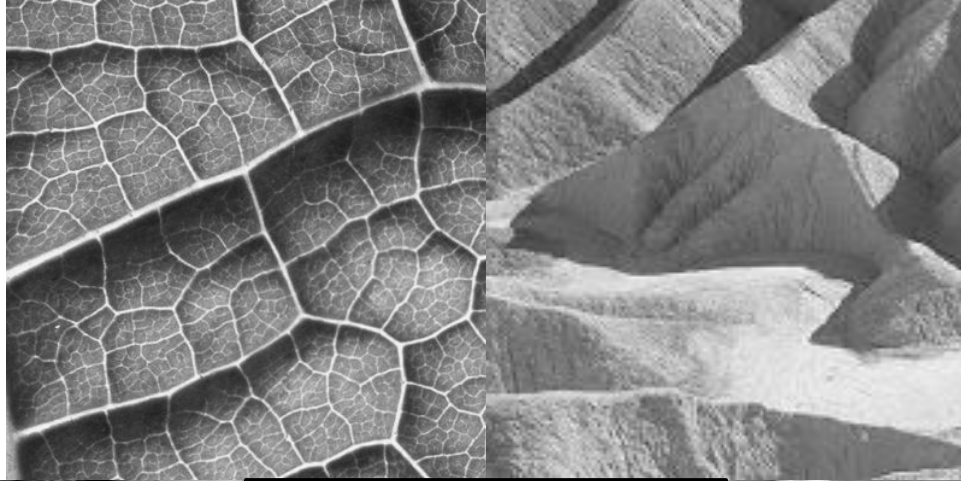
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Creativity — Brainstorming practice I

Kreativiti — Latihan sumbangsaran 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.

Kreativiti boleh dipelajari. Kesilapan terbesar bagi pemula ialah cuba menyimpan semua idea anda dalam kepala anda. Anda akan berlatih menyenaraikan sejumlah besar idea untuk meningkatkan kemahiran kreatif anda.

- You will improve your ability to generate a large number of ideas.
Anda akan meningkatkan keupayaan anda untuk menjana sejumlah besar idea.
- 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.
Anda akan meningkatkan keupayaan anda untuk menangguhkan penghakiman sehingga selepas idea anda direkodkan. Kebanyakan orang menghentikan idea yang baik semasa mereka masih dalam fikiran mereka.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anda akan meningkatkan keupayaan anda untuk mencari idea luar biasa atau khusus yang berkaitan dengan topik dengan sengaja.

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

Topik anda hari ini: *Perkara yang tajam, atau yang telah membuat anda marah atau kecewa*

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

Apabila anda selesai, sila kira bilangan idea yang anda hasilkan: _____

Creativity — Brainstorming practice II

Kreativiti — Latihan sumbangsaran 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.

Kreativiti boleh dipelajari. Kesilapan terbesar bagi pemula ialah cuba menyimpan semua idea anda dalam kepala anda. Anda akan berlatih menyenaraikan sejumlah besar idea untuk meningkatkan kemahiran kreatif anda.

- You will improve your ability to generate a large number of ideas.
Anda akan meningkatkan keupayaan anda untuk menjana sejumlah besar idea.
- 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.
Anda akan meningkatkan keupayaan anda untuk menangguhkan penghakiman sehingga selepas idea anda direkodkan. Kebanyakan orang menghentikan idea yang baik semasa mereka masih dalam fikiran mereka.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anda akan meningkatkan keupayaan anda untuk mencari idea luar biasa atau khusus yang berkaitan dengan topik dengan sengaja.

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

Topik anda hari ini: *Perkara yang melengkung, atau yang mengejutkan atau mengelirukan anda*

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

Apabila anda selesai, sila kira bilangan idea yang anda hasilkan: _____

Creativity — Brainstorming practice III

Kreativiti — Latihan sumbangsaran 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.

Kreativiti boleh dipelajari. Kesilapan terbesar bagi pemula ialah cuba menyimpan semua idea anda dalam kepala anda. Anda akan berlatih menyenaraikan sejumlah besar idea untuk meningkatkan kemahiran kreatif anda.

- You will improve your ability to generate a large number of ideas.
Anda akan meningkatkan keupayaan anda untuk menjana sejumlah besar idea.
- 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.
Anda akan meningkatkan keupayaan anda untuk menangguhkan penghakiman sehingga selepas idea anda direkodkan. Kebanyakan orang menghentikan idea yang baik semasa mereka masih dalam fikiran mereka.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anda akan meningkatkan keupayaan anda untuk mencari idea luar biasa atau khusus yang berkaitan dengan topik dengan sengaja.

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

Topik anda hari ini: *Perkara yang menjijikkan, atau yang membuat anda cemas atau takut*

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

Apabila anda selesai, sila kira bilangan idea yang anda hasilkan: _____

Creativity — Things that you wish would change

Kreativiti — Perkara yang anda inginkan akan berubah

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

Perkataan ini akan digunakan untuk membantu anda mengembangkan idea anda untuk lukisan anda. Mereka akan pergi ke arah tanda pembangunan idea anda.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

Idea Development/*Perkembangan Idea*

1 **Generate ideas/*Menjana idea*** *maximum of 50%/maksimum 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.

Gunakan senarai, peta web atau lukisan mudah untuk menghasilkan BANYAK idea! Jika anda sudah mempunyai idea dalam fikiran, pilih idea itu sebagai tema utama anda dan kembangkannya. Biarkan idea anda melayang - satu idea membawa kepada yang lain. Lukisan boleh berupa butiran imej sumber, sudut pandangan yang berbeza, tekstur, eksperimen teknikal, dsb.

Number of **words**/*Bilangan perkataan* → ____ ÷ 3 = ____ %

Number of **simple** sketches/*Bilangan lakaran mudah* → ____ × 2% = ____ %

Number of **better** sketches/*Bilangan lakaran yang lebih baik* → ____ × 4% = ____ %

2 **Select the best and join together ideas/ *Pilih yang terbaik dan gabungkan idea***

Circle the **best** ideas/*Bulatkan idea yang terbaik*
circled/*dibulatkan* = ☐ 5%

Link into **groups** of ideas/*Hubungkan ke dalam kumpulan idea*
linked/*dipautkan* = ☐ 5%

3 **Print reference images/*Cetak imej rujukan*** *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.
- *Cetak LAPAN imej rujukan supaya anda boleh memerhatikan bahagian karya seni anda yang mencabar dengan tepat. Mengambil gambar anda dan menggunakan gambar sendiri lebih diutamakan, tetapi carian imej juga bagus. Jangan hanya menyalin gambar yang anda temui. Ideanya adalah untuk mengedit dan menggabungkan imej sumber untuk mencipta karya seni anda sendiri. Jika anda hanya menyalin gambar, anda memplagiat dan akan memperoleh sifar untuk penjaan idea anda dan sebarang kriteria yang melibatkan kreativiti dalam karya seni akhir anda. Sehingga separuh daripada gambar anda mungkin merupakan lukisan, lukisan atau karya seni lain orang lain untuk digunakan sebagai inspirasi. Imej-imej lain mestilah gambar yang realistik. Anda mesti menyerahkan salinan bercetak imej untuk mendapatkan markah.*

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

Idea Development/*Perkembangan Idea*

4 Compositions/*Komposisi* 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
- *Cipta lukisan lakaran kecil di mana-mana dalam bahagian pembangunan idea. Ini harus berdasarkan gabungan idea yang boleh anda gunakan. Sertakan latar belakang anda. Eksperimen dengan sudut, sudut pandangan dan susunan yang luar biasa untuk membantu menonjolkan karya seni anda. Lukis bingkai di sekeliling lakaran kecil anda untuk menunjukkan tepi karya seni. Memilih skema warna dikira sebagai komposisi, dan begitu juga kolaj digital kasar*

____ thumbnails/lakaran kecil x 8%

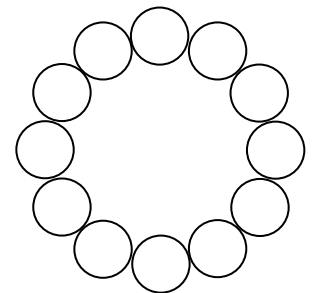
= ____ %

____ digital collages/kolaj digital x 8%

= ____ %

Selecting a **colour scheme**/Memilih skema warna

= □ 8%



5 Rough copy/*Salinan kasar* 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.**
- *Ambil idea terbaik daripada lakaran kecil anda dan gabungkannya menjadi salinan kasar yang dipertingkatkan. Gunakan ini untuk menyelesaikan pepijat dan meningkatkan kemahiran anda sebelum anda memulakan perkara sebenar. Jika anda menggunakan warna, gunakan cat atau pensel warna untuk menunjukkan skema warna anda. Lukis dalam bingkai untuk menunjukkan tepi luar karya seni anda. Ingat untuk memilih komposisi bukan pusat.*

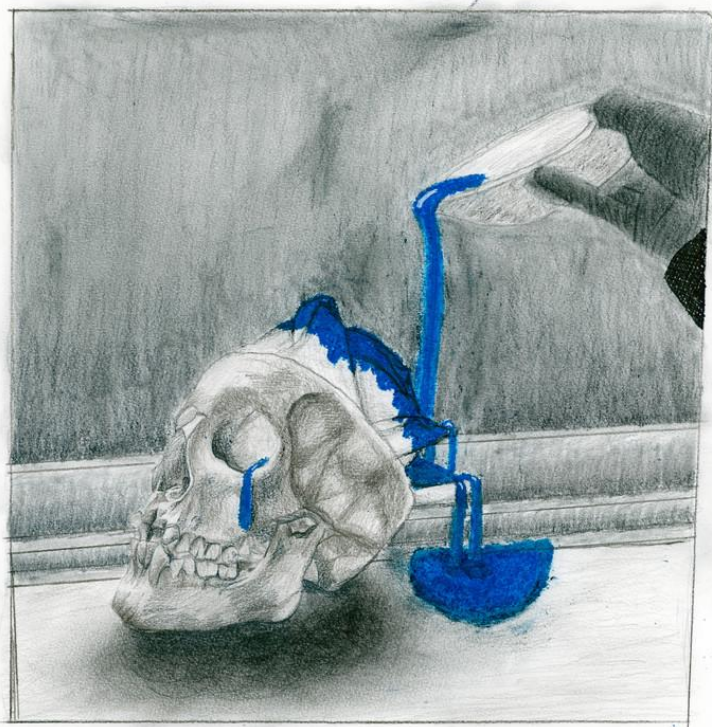
____ drawing/lukisan x 25%

= ____ %

Total/Jumlah = ____ %

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

NOTA: Jika anda hanya menyalin gambar dari internet, markah anda akan menurun kepada 25%.



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



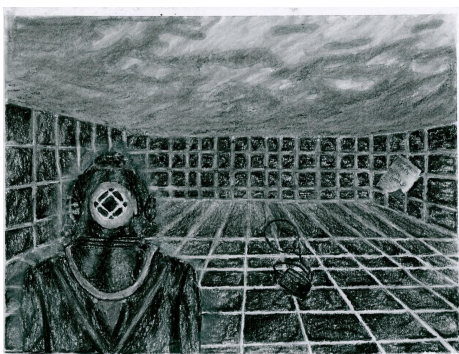
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23

Texture drawing goal-setting

____/10

Tekstur lukisan penetapan matlamat

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.

Pada akhir setiap kelas, sila luangkan masa untuk menulis matlamat anda untuk kelas seterusnya. Karya seni anda akan ditanda berdasarkan kemahiran teknikal anda untuk bahan lukisan yang anda pilih, keupayaan anda untuk mencipta tekstur visual dan sejauh mana anda mencipta komposisi yang seimbang dan bukan berpusat. Ingatlah kriteria ini apabila memilih matlamat anda.

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

Jadi khusus: Apakah bahagian lukisan anda yang anda fokuskan? Apakah kemahiran melukis yang paling anda perlukan untuk melakukan ini?

- | | |
|---|--|
| → What should be improved and where:
<i>Apa yang perlu diperbaiki dan di mana:</i> | <i>"Look for more texture in the bark of the trees"</i>
"Cari lebih banyak tekstur pada kulit pokok" |
| → What should be improved and where:
<i>Apa yang perlu diperbaiki dan di mana:</i> | <i>"I need to darken the grey of the sky"</i>
"Saya perlu menggelapkan kelabu langit" |
| → What can be added and where:
<i>Apa yang boleh ditambah dan di mana:</i> | <i>"I should add some texture to the rocks in the front"</i>
"Saya harus menambah sedikit tekstur pada batu di hadapan" |
| → What you can do to catch up:
<i>Perkara yang boleh anda lakukan untuk mengejar ketinggalan:</i> | <i>"I need to take my drawing home this weekend."</i>
"Saya perlu membawa lukisan saya pulang hujung minggu ini." |

1.

2.

3.

4.

5.

6.

7.

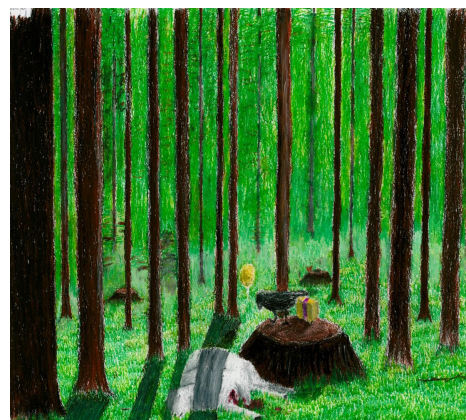
8.



Ziyao Ding, 2023-24



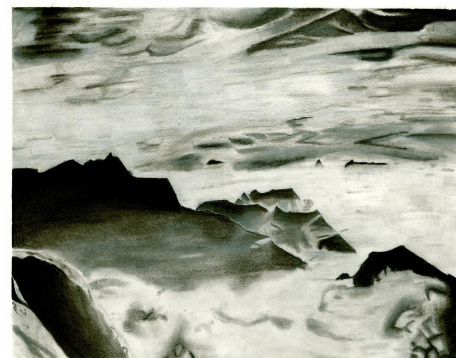
Julia Chiasson, 2023-24



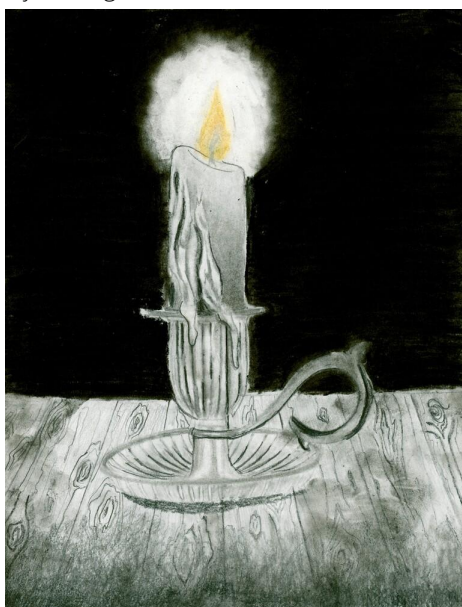
Drew Gooding, 2023-24



Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



Norah Bezanson, Spring 2025



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



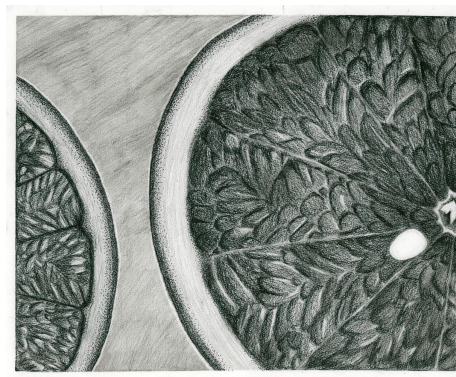
Maia Menard, 2023-24



Tony Nguyen, 2023-24



Sadie Buxton, 2023-24



Brooklyn Walker, 2023-24