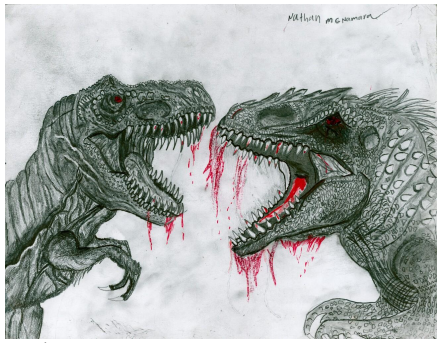
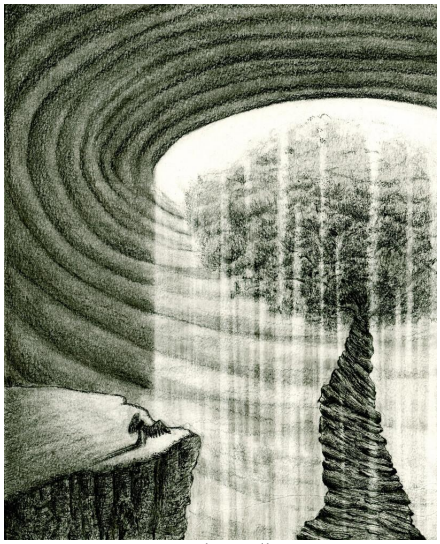
Avery Comeau, Spring 2025

Sarah Hasener, Spring 2025



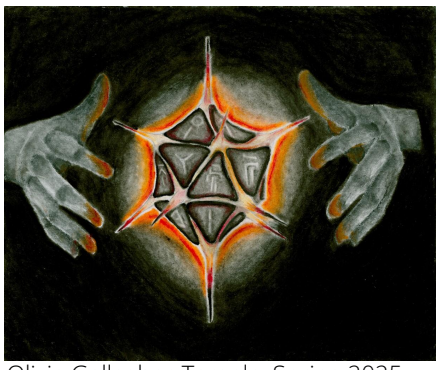
Nathan McNamara, Spring 2025

Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024

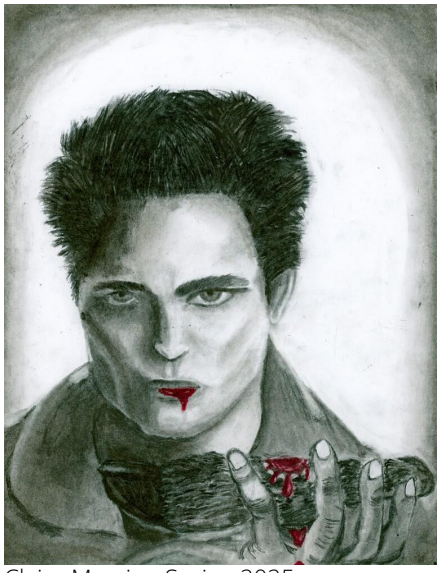
Amelia Burgess, Spring 2025



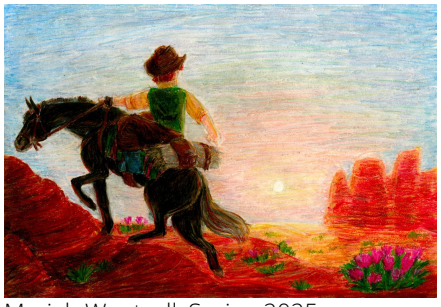
Olivia Gallagher-Temple, Spring 2025

Viktoriia Svyrydenko, 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 wlll 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
## *Critérios de avaliação para o desenho da textura*

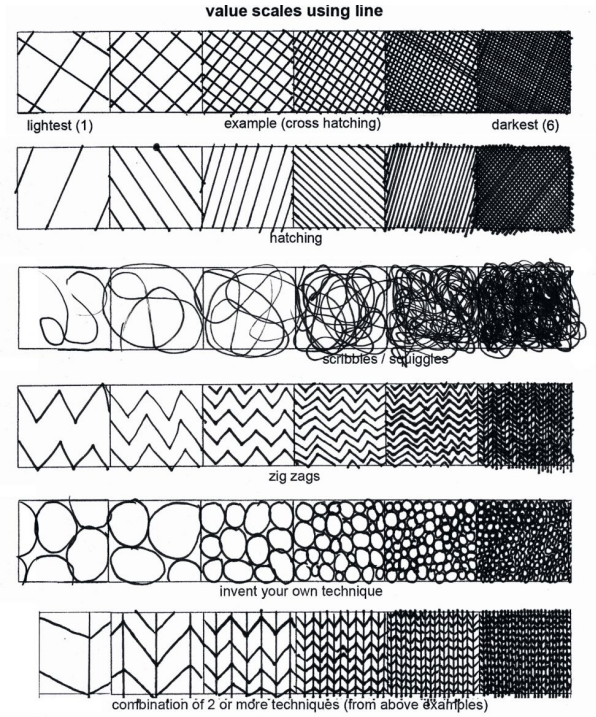
| | |
|---|---|
| **Materials technique**<br>*Técnica de materiais* | How well you use charcoal, ink, pastel, coloured pencil, and so on to create **accurate line, shape, and shading**.<br>*Quão bem você usa carvão, tinta, pastel, lápis de cor e assim por diante para criar linhas, formas e sombreamentos precisos.* |
| **Texture**<br>*Textura* | How well you capture the **visual sense** of each **texture**.<br>*Quão bem você captura o sentido visual de cada textura.* |
| **Composition**<br>*Composição* | 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**.<br>*Quão bem você cria uma obra de arte que seja completa, bem equilibrada e não centralizada. Se você estiver usando cores, isso inclui usar um esquema de cores claro.* |

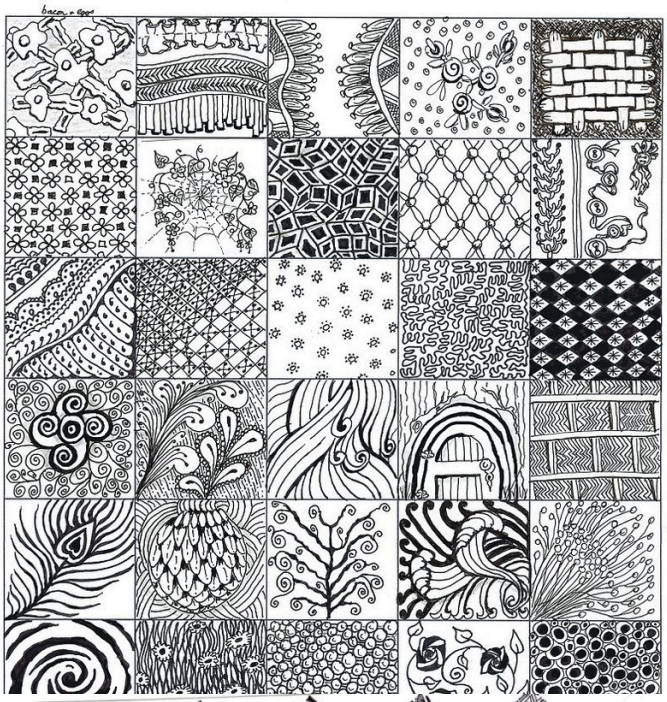
# Vocabulary for the texture drawing
## *Vocabulário para desenho de textura*

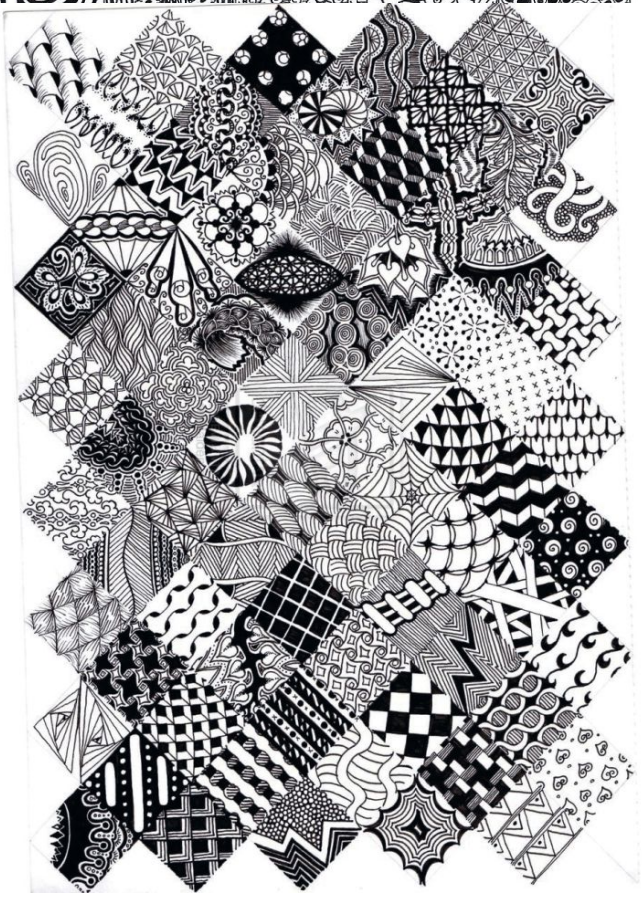
| | |
|---|---|
| **composition**<br>*composição* | **the arrangement of things in an artwork**<br>*o arranjo de coisas em uma obra de arte* |
| **creativity**<br>*criatividade* | **ideas that are useful, unique, and insightful**<br>*ideias que são úteis, únicas e perspicazes* |
| **cross-hatching**<br>*hachura* | **drawing using close parallel lines that cross each other at an angle**<br>*desenho usando linhas paralelas próximas que se cruzam em um ângulo* |
| **hatching**<br>*hachura* | **drawing using close parallel lines**<br>*desenho usando linhas paralelas próximas* |
| **idea development**<br>*desenvolvimento de ideias* | **a process that is used to create useful, insightful, and unique ideas**<br>*um processo usado para criar ideias úteis, perspicazes e únicas* |
| **negative space**<br>*espaço negativo* | **the shape of the space between the things you would normally look at (the positive space)**<br>*a forma do espaço entre as coisas que você normalmente olharia (o espaço positivo)* |
| **non-central composition**<br>*composição não central* | **an arrangement where the most important thing is NOT in the middle**<br>*um arranjo onde o mais importante NÃO está no meio* |
| **pointillism**<br>*pontilhismo* | **drawing or painting with small dots or dashes**<br>*desenho ou pintura com pequenos pontos ou traços* |
| **positive space**<br>*espaço positivo* | **the contour of the things you would normally look at**<br>*o contorno das coisas que você normalmente olharia* |
| **reference images**<br>*imagens de referência* | **photographs you look at carefully so you can make a better artwork**<br>*fotografias que você olha com atenção para poder fazer uma arte melhor* |
| **stippling**<br>*pontilhado* | **drawing using small dots**<br>*desenho usando pequenos pontos* |
| **texture**<br>*textura* | **drawing that looks the same as what it feels like**<br>*desenho que parece o mesmo que parece* |
| **thumbnail drawings**<br>*desenhos em miniatura* | **small drawings that are used to develop the composition of an artwork**<br>*pequenos desenhos que servem para desenvolver a composição de uma obra de arte* |

# Skill builder: **Created textures** / *Construtor de habilidades: Texturas criadas*

Some textures are created. Created textures are more like a pattern than realistic. Draw a collection of created textures in your workbook.
*Algumas texturas são criadas. As texturas criadas são mais como um padrão do que realistas. Desenhe uma coleção de texturas criadas na sua pasta de trabalho.*



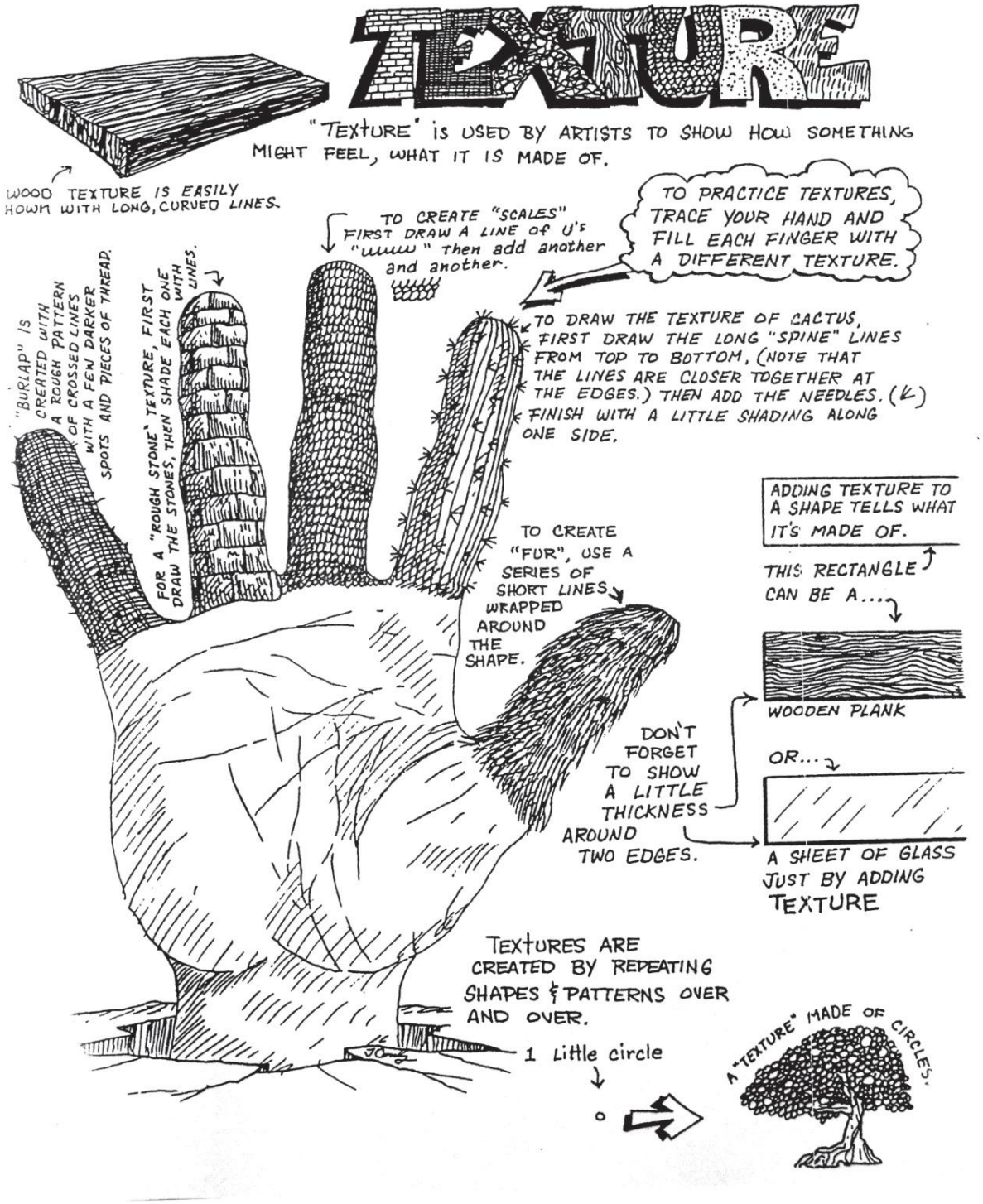





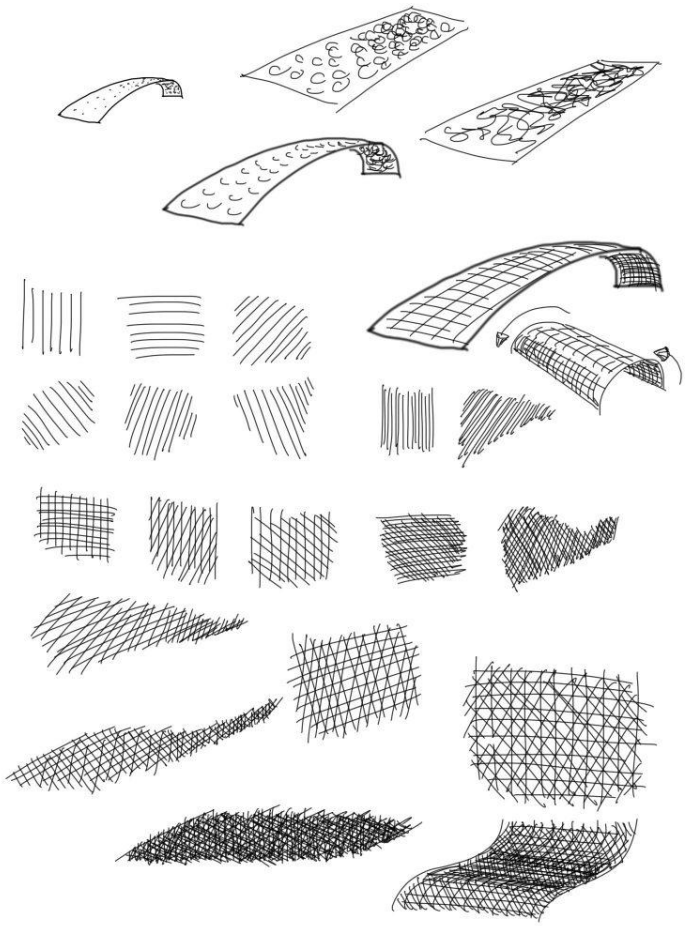
# Skill builder: **Hand textures** / *Construtor de habilidades: Texturas de mão*

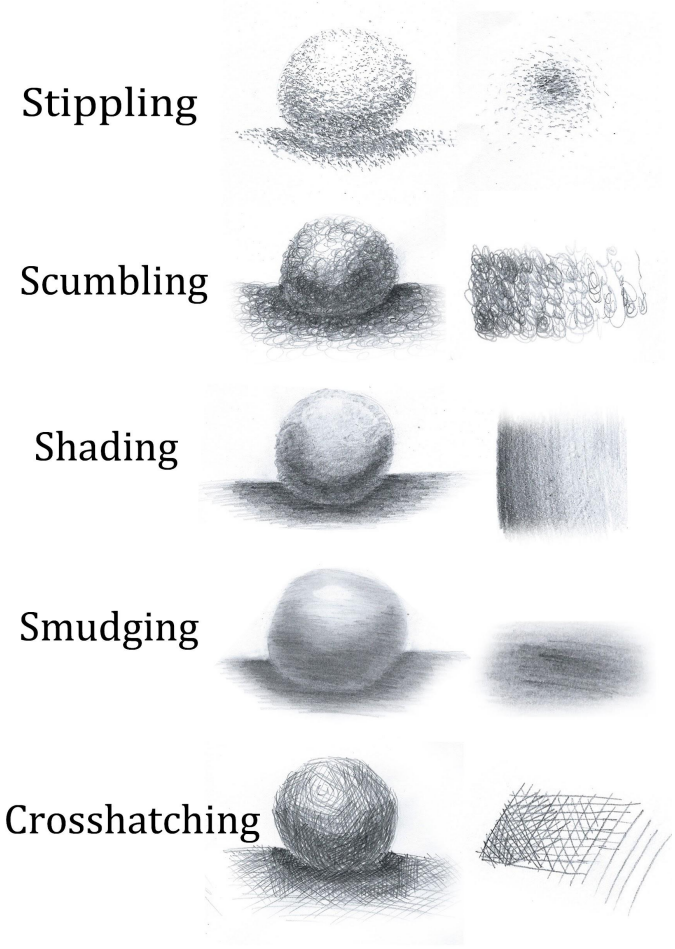
Sometimes texture is created, and sometimes it is observed. Sometimes interesting things happen when you put an unexpected texture on a shape.
*Às vezes, a textura é criada e, às vezes, ela é observada. Às vezes, coisas interessantes acontecem quando você coloca uma textura inesperada em uma forma.*

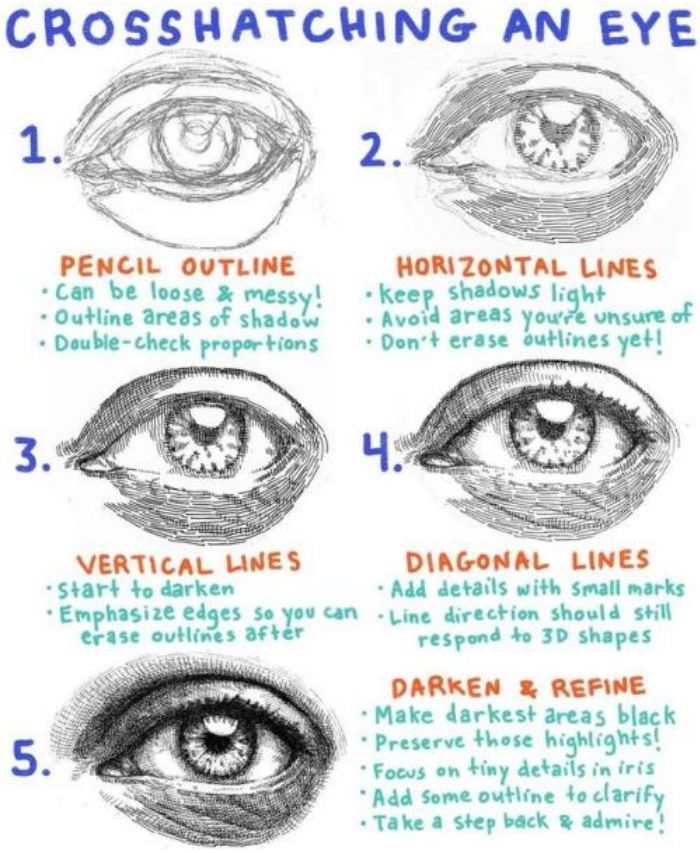
Draw your hand in your sketchbook. **Avoid tracing:** the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.
*Desenhe sua mão no seu caderno. Evite traçar: a falta de observação pode causar um começo difícil. Em seguida, desenhe uma textura diferente para cada um dos seus dedos.*

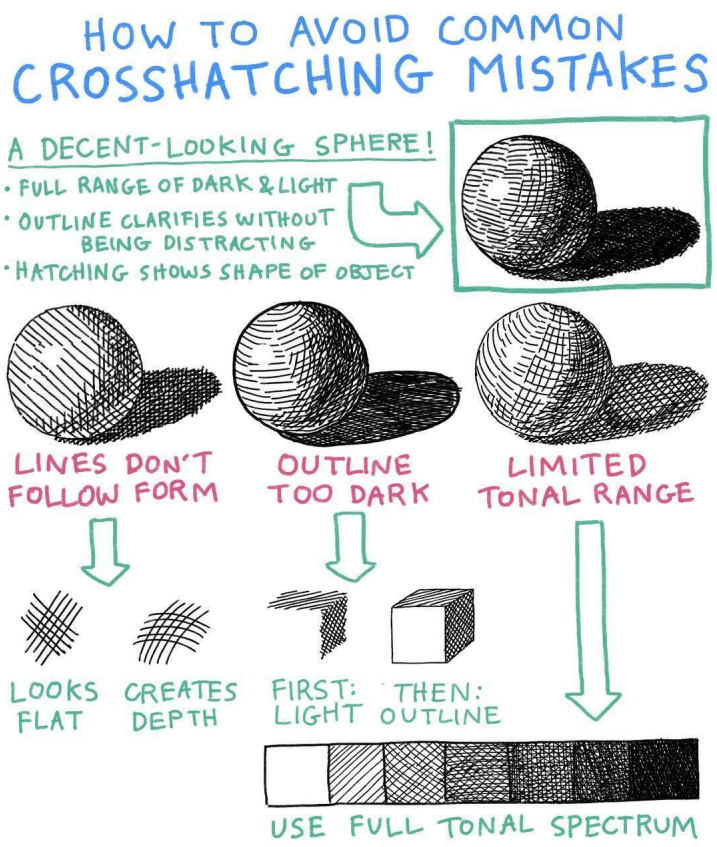


# Technique **Basic Crosshatching**

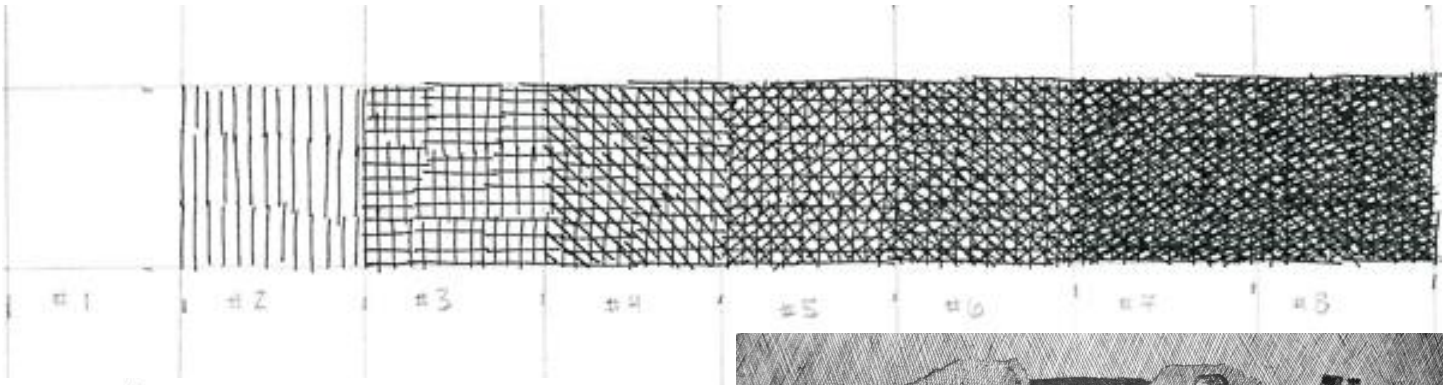


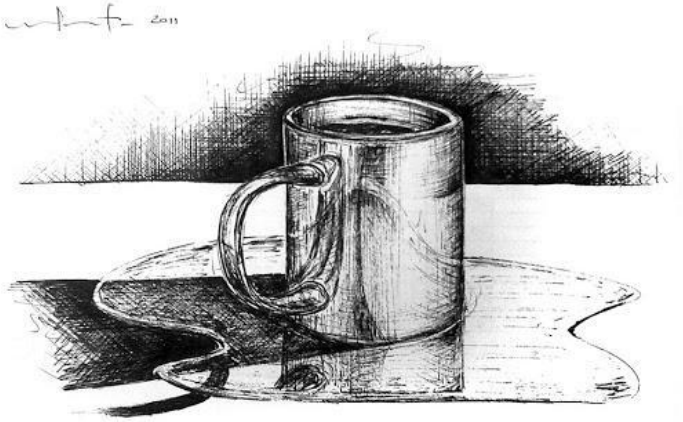


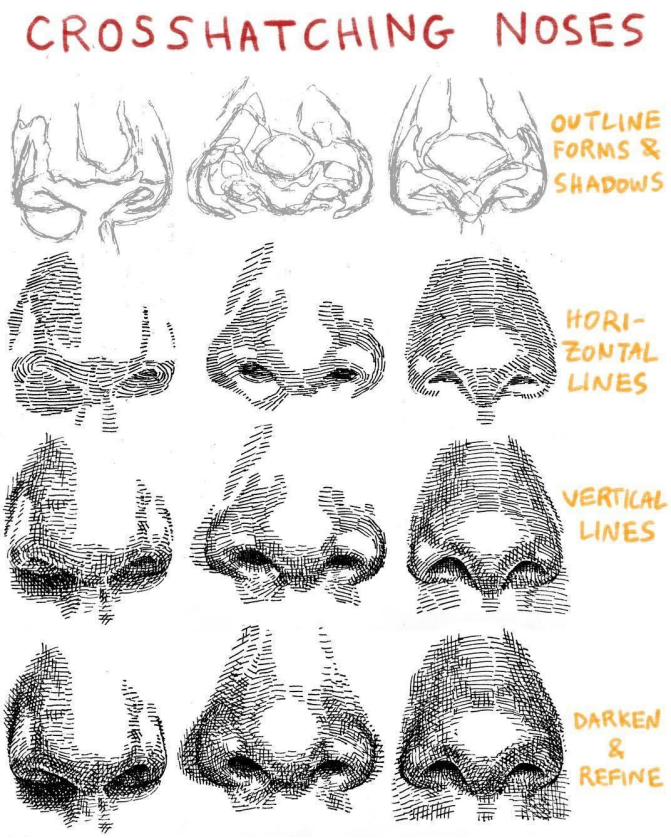



Technique **Intermediate Crosshatching**

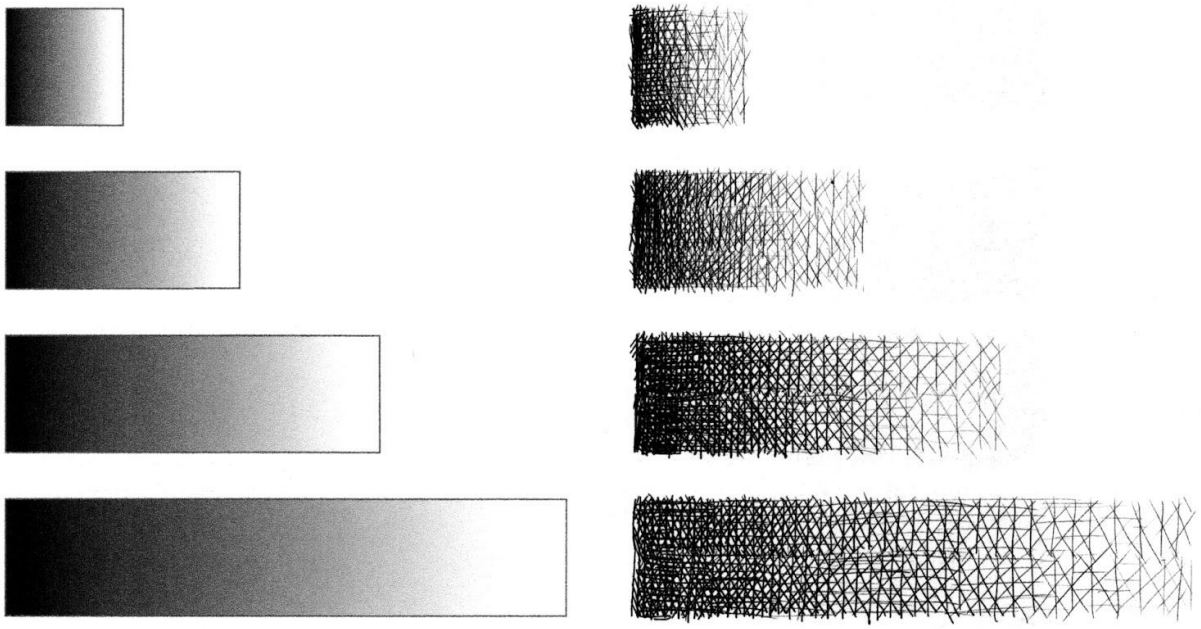






## RATE OF GRADATION

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.

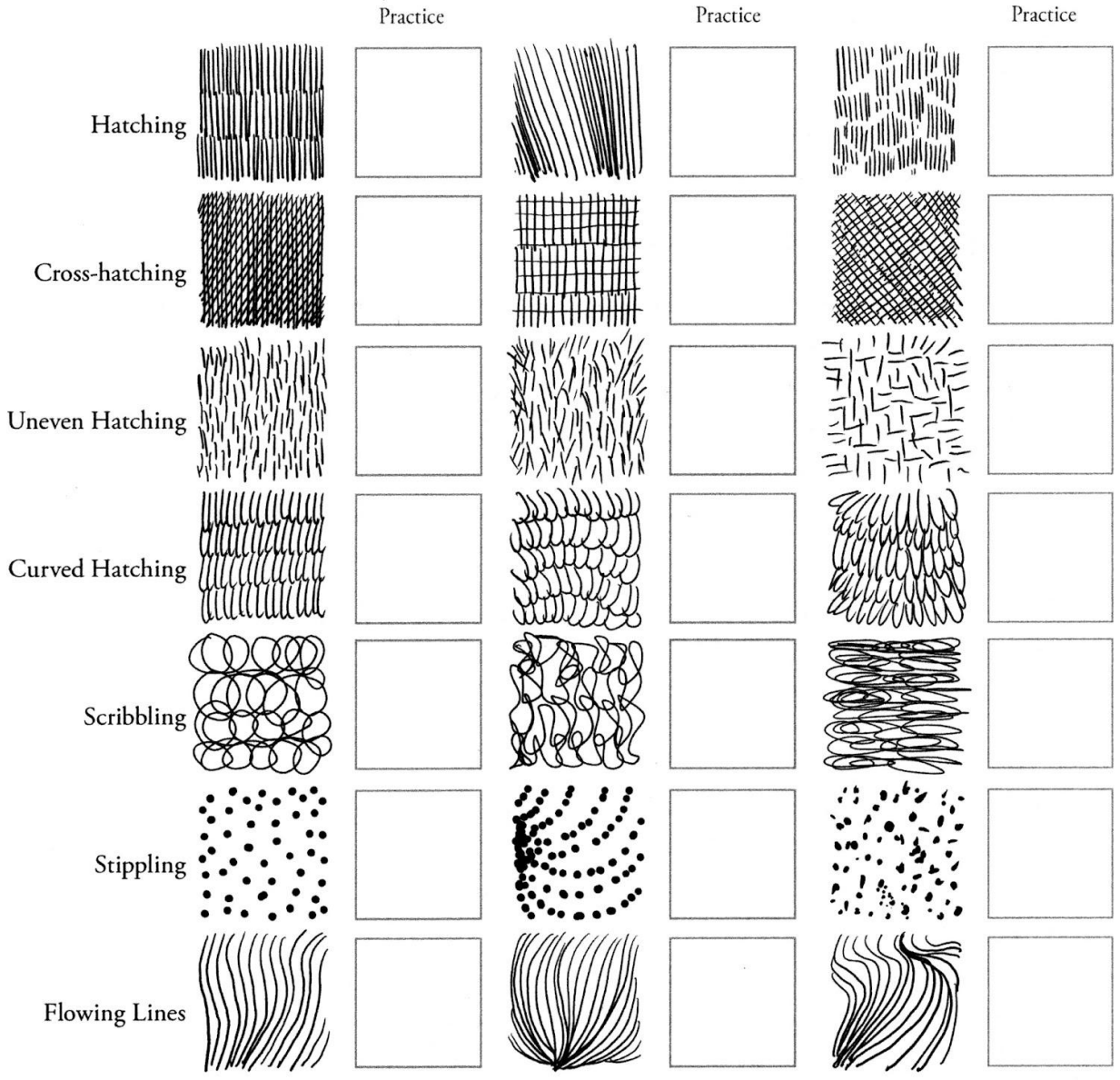


Practice

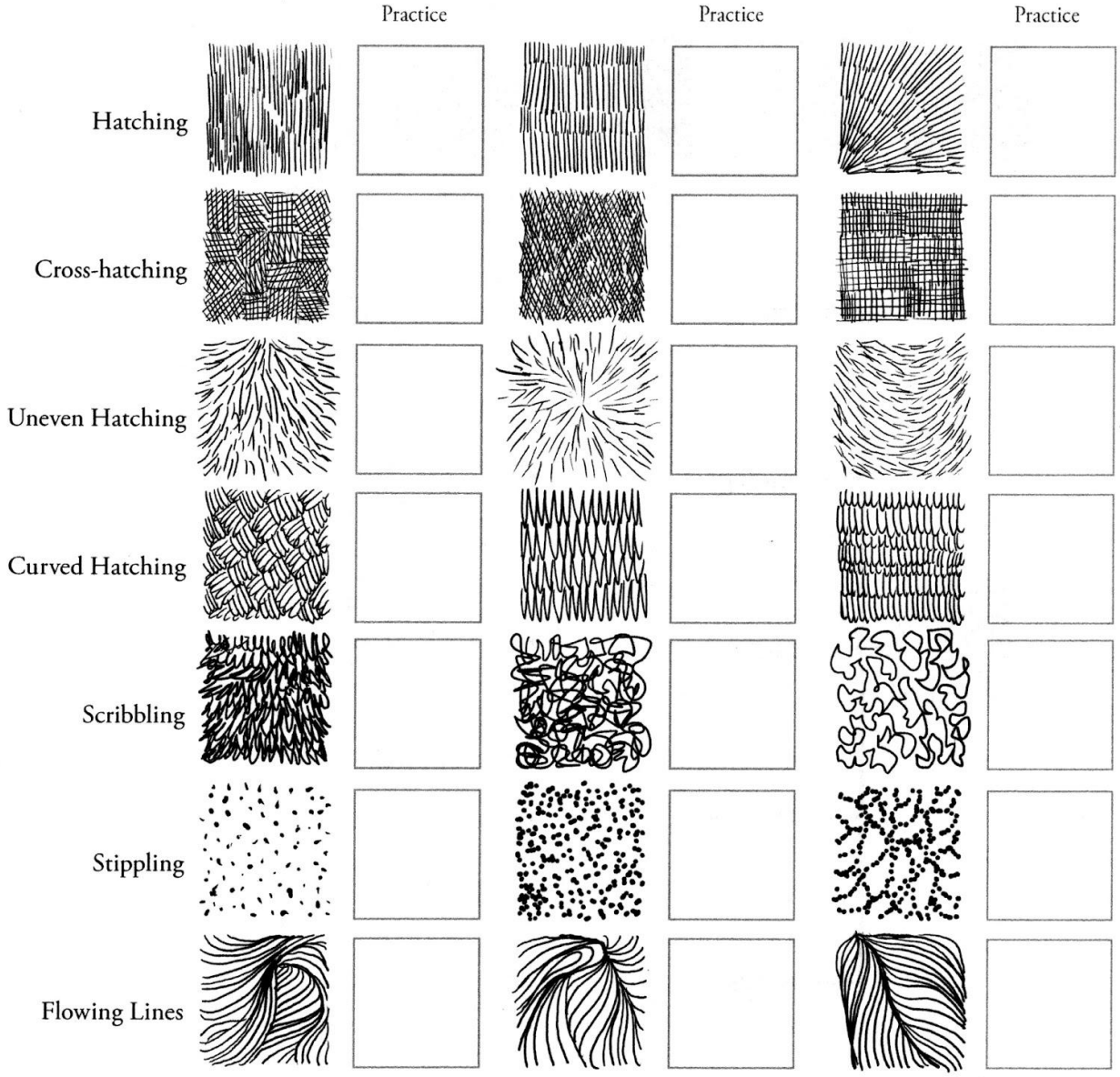
Practice

## 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.

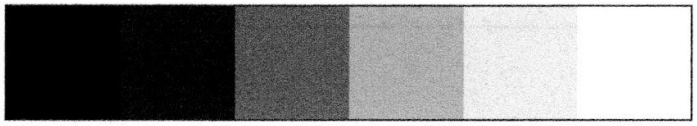


Aim to be as proficient as possible with as many of the basic strokes as possible. Each bears its own unique characteristics, which gives you more versatility and can make your artwork more visually appealing.



## 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

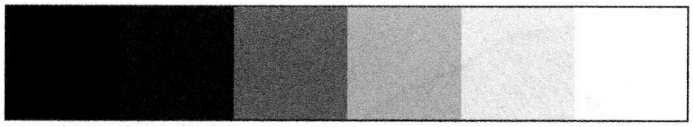
Curved Hatching

Scribbling

Stippling

Flowing Lines

## EXERCISE 2.12 6-Step Value Scale



Hatching

Cross-hatching

Uneven Hatching

Curved Hatching

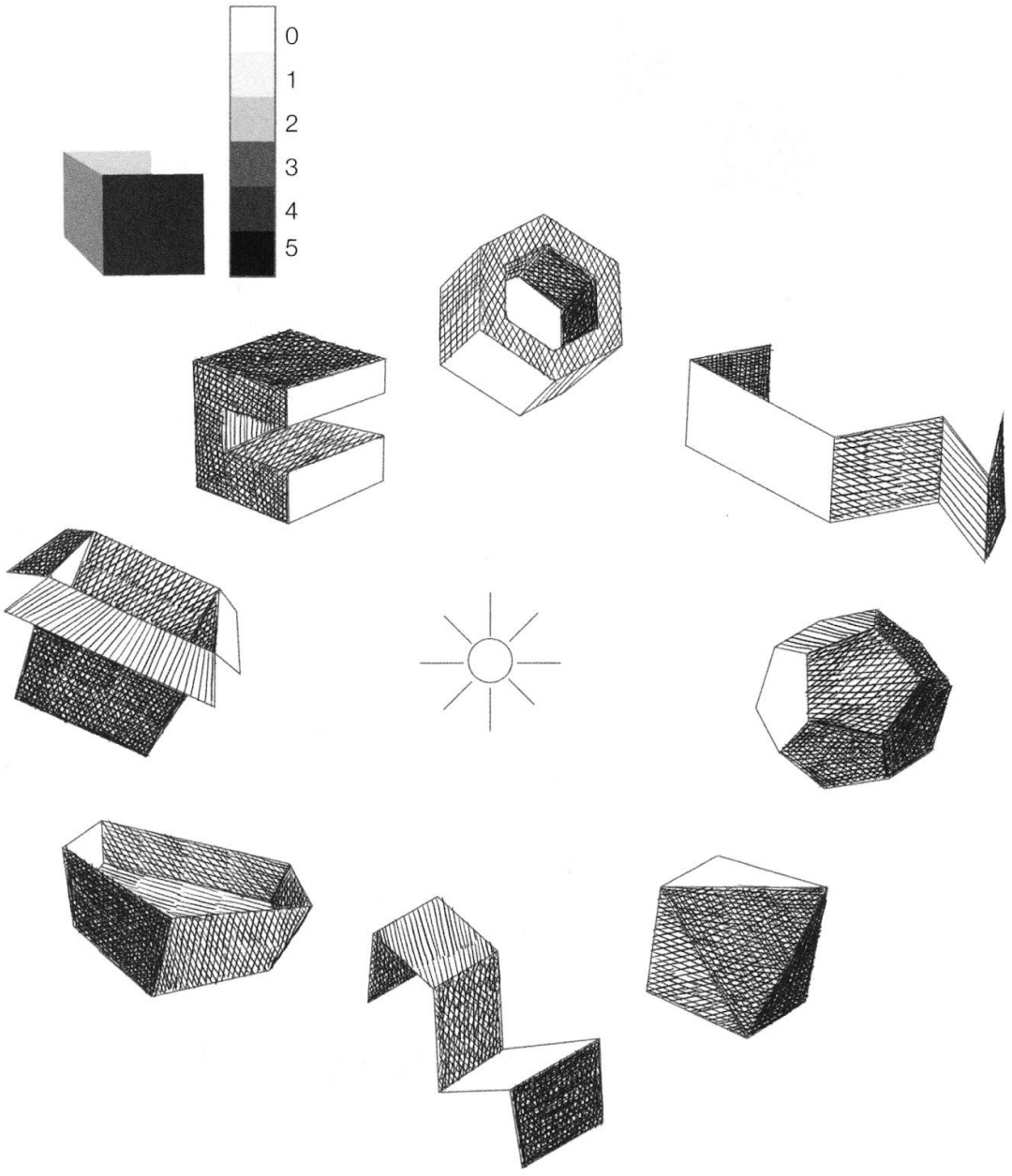
Scribbling

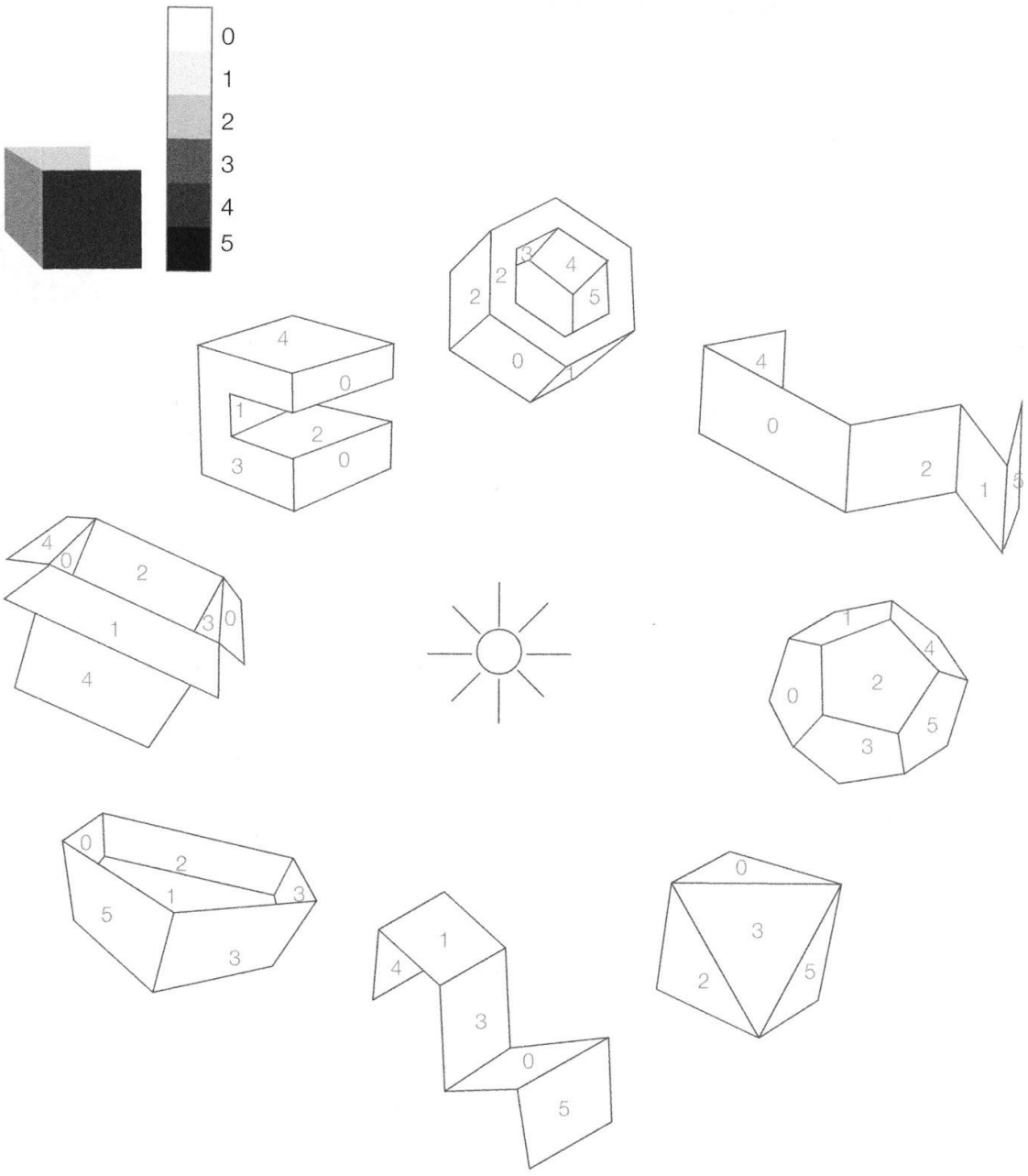
Stippling

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.



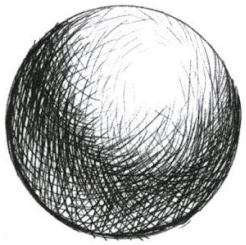



Use the numbers as a guide to assigning values to each plane.

## EXERCISE 2.38 Shading Spherical Forms

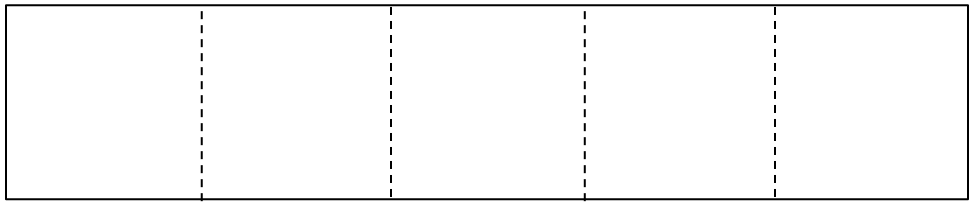
Practice

Practice

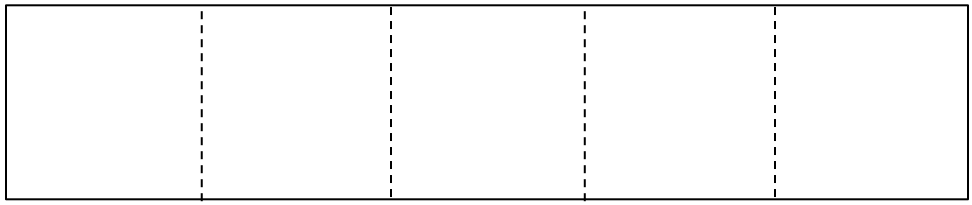


# Skill builder

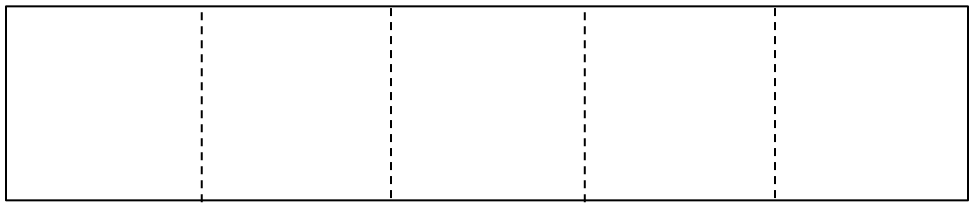
# Pastels



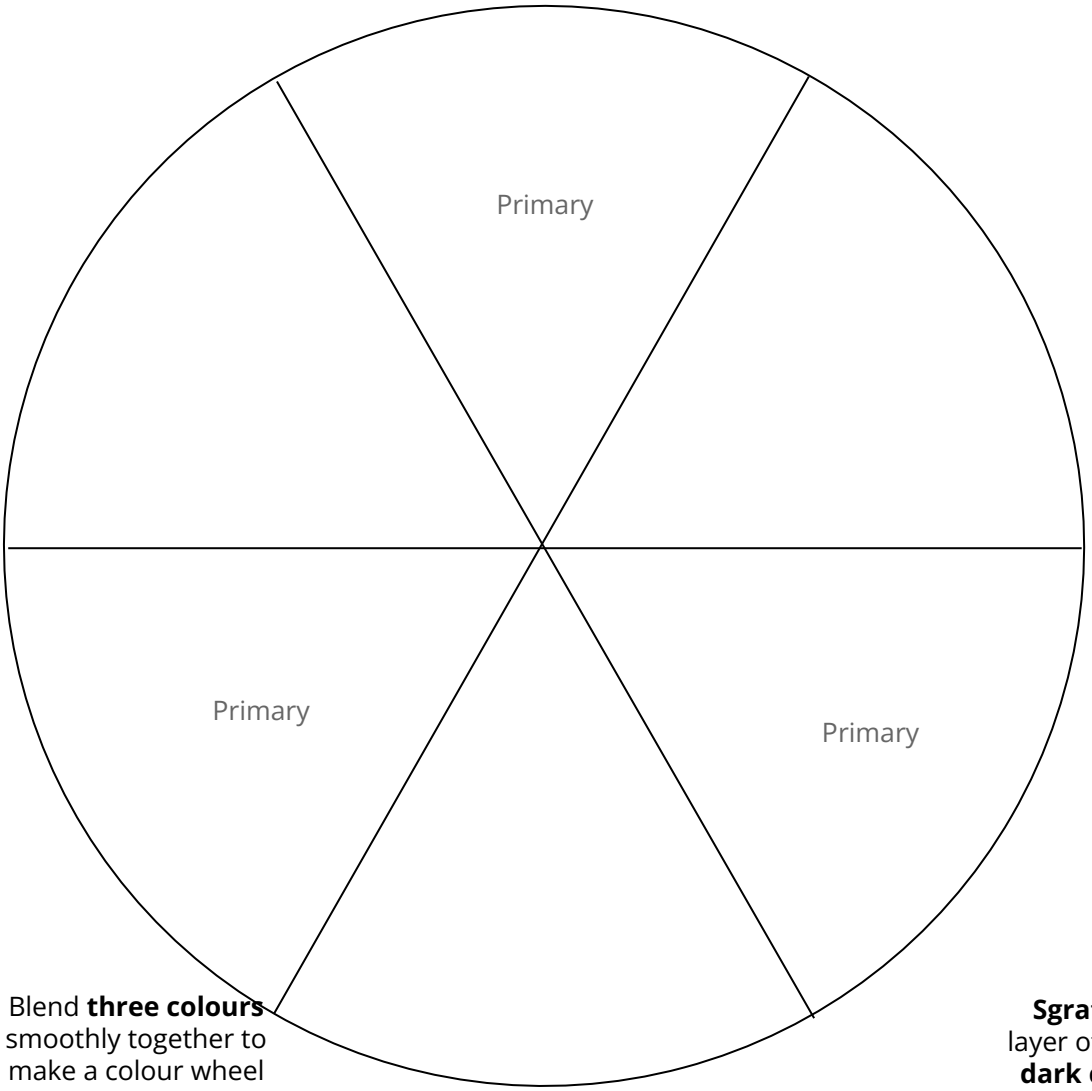
Blend **one colour** of pastel smoothly from dark to light



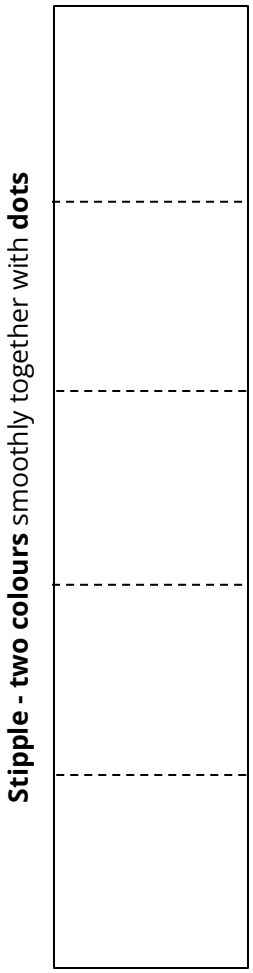
Blend **one colour + a light colour** smoothly from dark to light



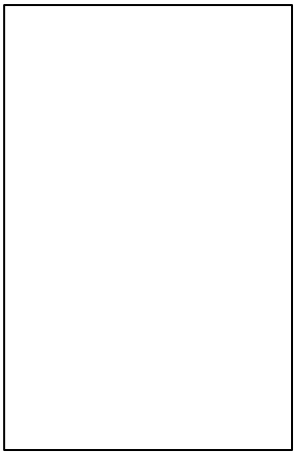
Blend **one colour + a dark colour** smoothly from dark to light




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

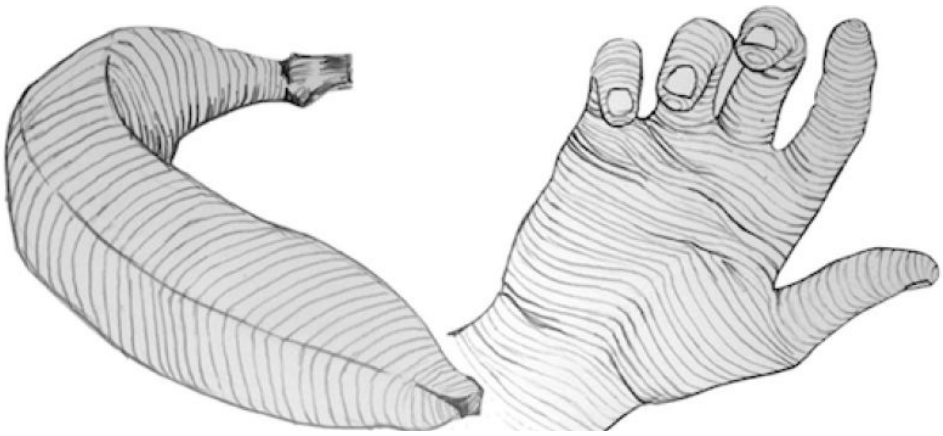


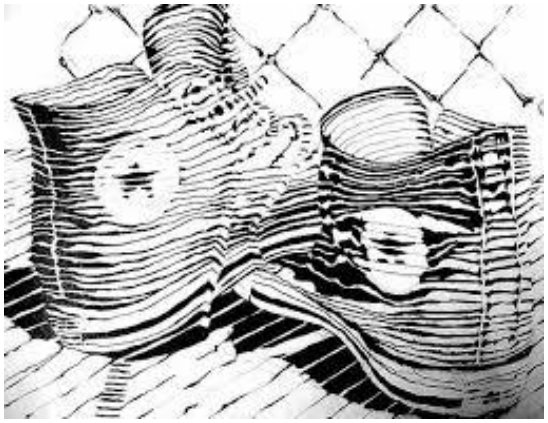
**Stipple - two colours** smoothly together with **dots**

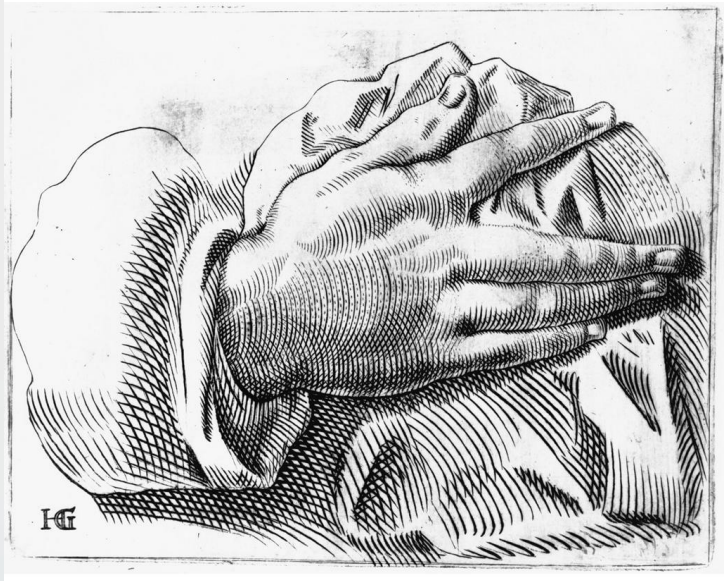


**Sgraffito** - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

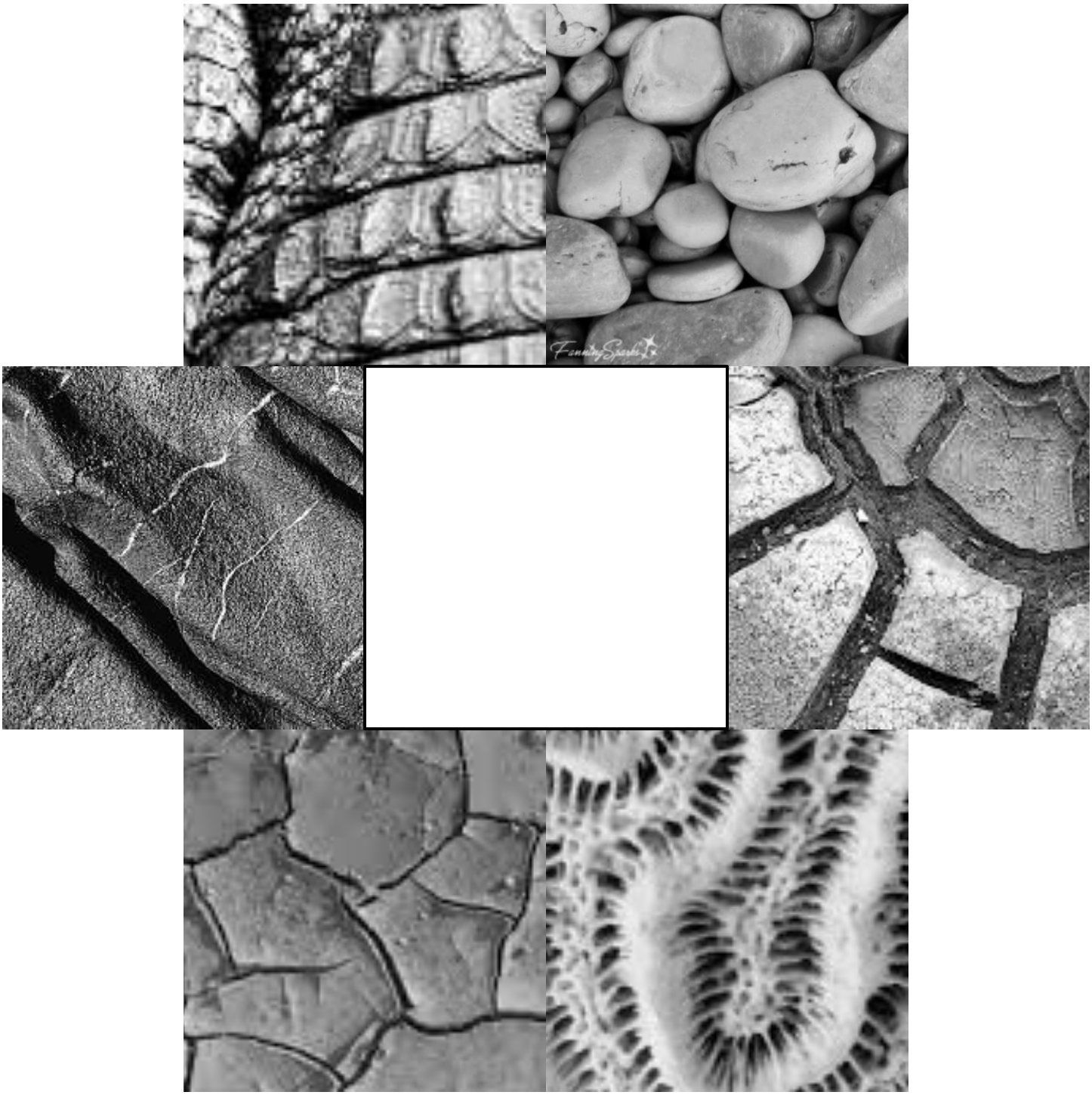




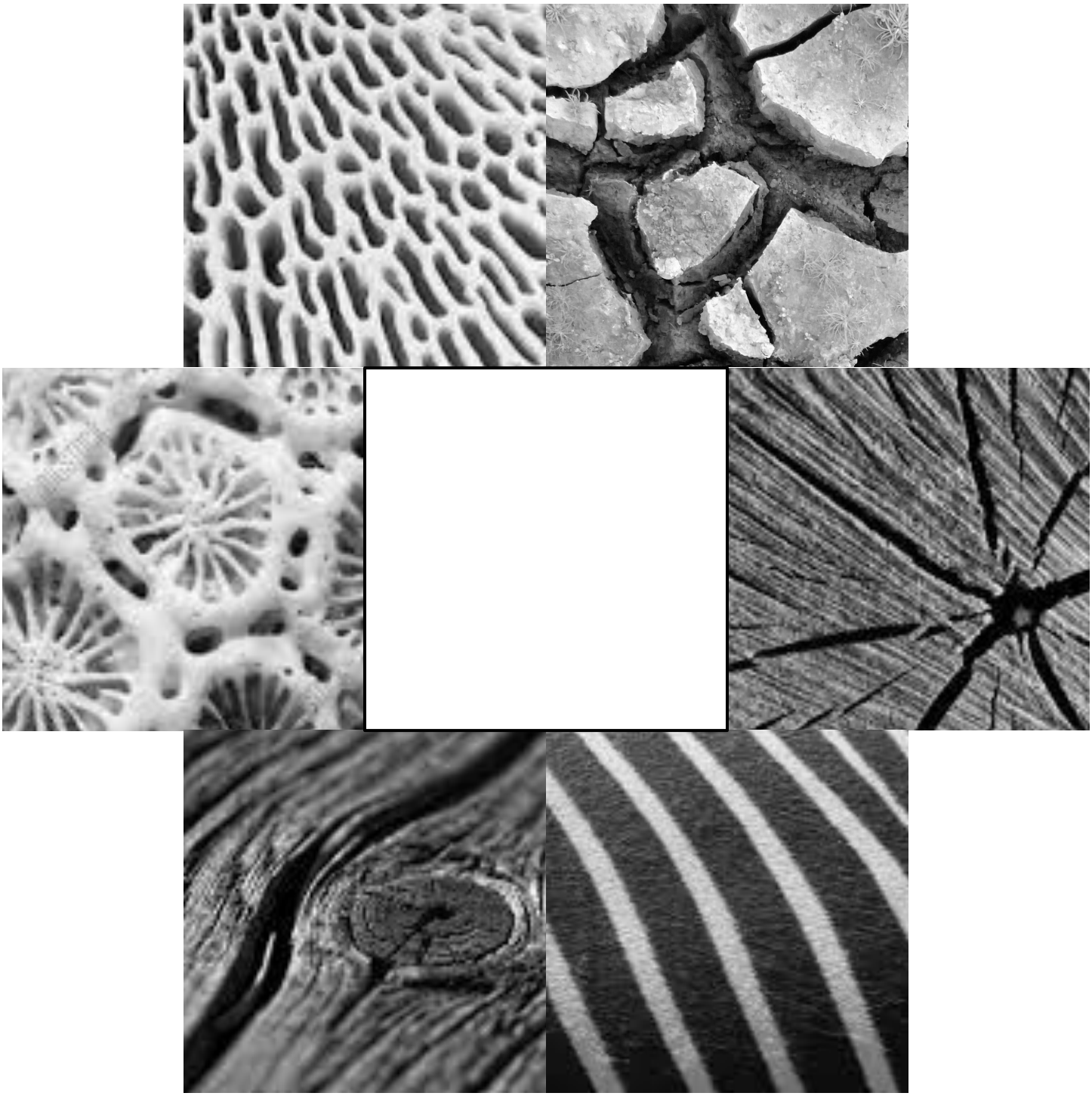


*STUDY OF A HAND*
Anonymous Artists

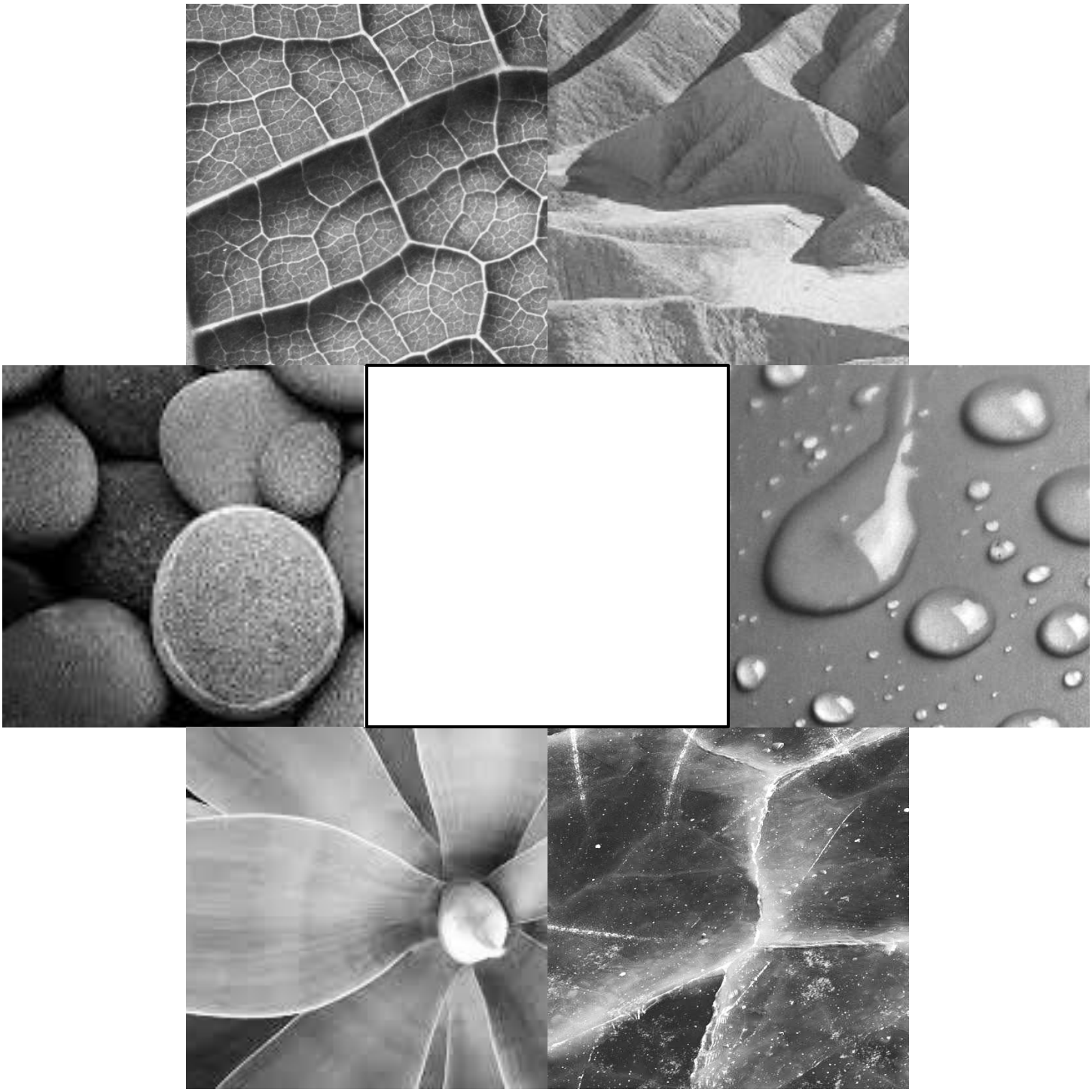
# Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



# **Creativity** — Brainstorming practice I

## *Criatividade — Prática de Brainstorming 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.
*A criatividade pode ser aprendida. O maior erro de iniciantes é tentar manter todas as suas ideias na cabeça. Você vai praticar listar um grande número de ideias para aprimorar suas habilidades criativas.*

- You will improve your ability to generate a large number of ideas.
  *Você melhorará sua capacidade de gerar um grande número de ideias.*
- 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.
  *Você melhorará sua capacidade de suspender o julgamento até que sua ideia seja registrada. A maioria das pessoas interrompe boas ideias enquanto elas ainda estão na mente.*
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
  *Você melhorará sua capacidade de buscar intencionalmente ideias incomuns ou específicas relacionadas a um tópico.*

Your topic today: **Things that are sharp, or that have made you angry or frustrated**
*Seu tópico hoje: Coisas que são afiadas ou que deixaram você com raiva ou frustrado*

When you are finished, please count the number of ideas you generated: _____
*Quando terminar, conte o número de ideias que você gerou: _____*

# **Creativity** — Brainstorming practice II

## *Criatividade — Prática de Brainstorming 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.
*A criatividade pode ser aprendida. O maior erro de iniciantes é tentar manter todas as suas ideias na cabeça. Você vai praticar listar um grande número de ideias para aprimorar suas habilidades criativas.*

- You will improve your ability to generate a large number of ideas.
  *Você melhorará sua capacidade de gerar um grande número de ideias.*
- 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.
  *Você melhorará sua capacidade de suspender o julgamento até que sua ideia seja registrada. A maioria das pessoas interrompe boas ideias enquanto elas ainda estão na mente.*
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
  *Você melhorará sua capacidade de buscar intencionalmente ideias incomuns ou específicas relacionadas a um tópico.*

Your topic today: **Things that are curved, or that have surprised or confused you**
*Seu tópico hoje: Coisas que são curvas, ou que o surpreenderam ou confundiram*

When you are finished, please count the number of ideas you generated: _____
*Quando terminar, conte o número de ideias que você gerou: _____*

# **Creativity** — Brainstorming practice III

## *Criatividade — Prática de Brainstorming 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.
*A criatividade pode ser aprendida. O maior erro de iniciantes é tentar manter todas as suas ideias na cabeça. Você vai praticar listar um grande número de ideias para aprimorar suas habilidades criativas.*

- You will improve your ability to generate a large number of ideas.
  *Você melhorará sua capacidade de gerar um grande número de ideias.*
- 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.
  *Você melhorará sua capacidade de suspender o julgamento até que sua ideia seja registrada. A maioria das pessoas interrompe boas ideias enquanto elas ainda estão na mente.*
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
  *Você melhorará sua capacidade de buscar intencionalmente ideias incomuns ou específicas relacionadas a um tópico.*

Your topic today: **Things that are disgusting, or that have made you anxious or afraid**
*Seu tópico hoje: Coisas que são repugnantes ou que deixaram você ansioso ou com medo*

When you are finished, please count the number of ideas you generated: _____
*Quando terminar, conte o número de ideias que você gerou: _____*

# **Creativity** — Things that you wish would change

## *Criatividade — Coisas que você gostaria que mudassem*

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

*Essas palavras serão usadas para ajudar você a desenvolver a ideia da sua pintura. Elas contribuirão para o desenvolvimento da sua ideia.*

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# Idea Development/*Desenvolvimento de ideias*

1 **Generate ideas/*Gerar ideias*** maximum of 50%/*máximo de 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.

*Use listas, um mapa da web ou desenhos simples para ter MUITAS ideias! Se você já tem uma ideia em mente, escolha-a como tema central e expanda-a. Deixe suas ideias vagarem – uma ideia leva a outra. Os desenhos podem ser detalhes de imagens de origem, diferentes pontos de vista, texturas, experimentos técnicos, etc.*

Number of **words**/*Número de palavras* → ____ *÷ 3* = ____ *%*

Number of **simple** sketches/*Número de esboços simples* → ____ *× 2%* = ____ *%*

Number of **better** sketches/*Número de esboços melhores* → ____ *× 4%* = ____ *%*

2 **Select the best and join together ideas/*Selecione as melhores e junte ideias***

**Circle** the **best** ideas/*Circule as melhores ideias*

circled/*circulado* = ▢ *5%*

**Link** into **groups** of ideas/*Vincule em grupos de ideias*

linked/*vinculado* = ▢ *5%*

3 **Print reference images/*Imprimir imagens de referência*** *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.

- *Imprima OITO imagens de referência para poder observar com precisão as partes desafiadoras do seu trabalho artístico. É preferível tirar suas próprias fotografias, mas pesquisas de imagens também são adequadas. Não copie simplesmente uma imagem que encontrar.*
- *A ideia é editar e combinar imagens de origem para criar sua própria arte. Se você simplesmente copiar uma imagem, estará plagiando e ganhará zero pela geração da ideia e por quaisquer critérios que envolvam criatividade na arte final.*
- *Até metade de suas fotos podem ser desenhos, pinturas ou outras obras de arte de outras pessoas para usar como inspiração. As demais imagens devem ser fotografias realistas.*
- *Você deverá entregar a cópia impressa das imagens para ganhar as notas.*

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

# Idea Development/*Desenvolvimento de ideias*

4 **Compositions/*Composições*** *maximum of 10 thumbnails*

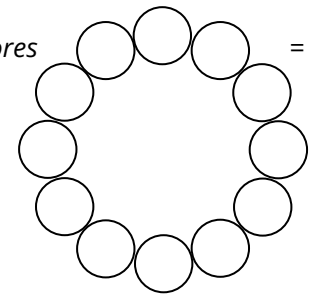
- Create thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you can up with. Include your **background**.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.
- Selecting a colour scheme counts as a composition, and so do rough digital collages

- *Crie desenhos em miniatura em qualquer lugar da seção de desenvolvimento de ideias.*
- *Eles devem ser baseados em combinações de ideias que você possa apresentar. Inclua seu histórico.*
- *Experimente ângulos, pontos de vista e arranjos incomuns para ajudar a destacar seu trabalho artístico.*
- *Desenhe uma moldura ao redor das miniaturas para mostrar as bordas da obra de arte.*
- *A seleção de um esquema de cores conta como uma composição, assim como as colagens digitais grosseiras*

_____ **thumbnails**/*miniaturas x 8%* = ____%

_____ **digital collages**/*colagens digitais x 8%* = ____%

Selecting a **colour scheme**/
*Selecionando um esquema de cores* = ▢ *8%*



5 **Rough copy/*Cópia aproximada*** *great quality or better*

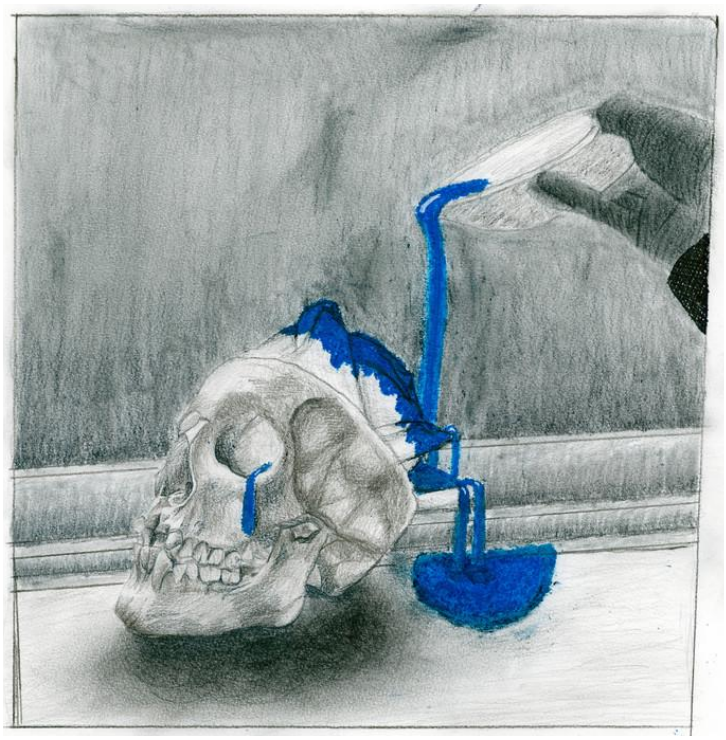
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges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

- *Pegue as melhores ideias de suas miniaturas e combine-as em uma cópia preliminar aprimorada.*
- *Use isso para resolver os bugs e melhorar suas habilidades antes de começar a jogar de verdade.*
- *Se você estiver usando cores, use tinta ou lápis de cor para mostrar seu esquema de cores.*
- *Desenhe uma moldura para mostrar as bordas externas do seu trabalho artístico.*
- *Lembre-se de escolher uma composição não central.*

_____ drawing/*desenho x 25%* = ____%

## Total/*Total* = _____%

**NOTE:** If you simply copy a picture from the internet, your mark drops to 25%.
***NOTA: Se você simplesmente copiar uma imagem da internet, sua marca cai para 25%.***



Seth Bennett-Crundwell, 2022-23

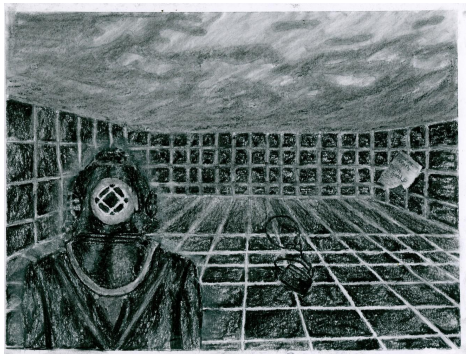
Tia Eshetu, 2022-23

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

## *Definição de metas para desenho de textura*

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.

*Ao final de cada aula, reserve um tempo para escrever sua meta para a próxima aula. Sua arte será avaliada com base em suas habilidades técnicas com os materiais de desenho escolhidos, sua capacidade de criar textura visual e sua habilidade de criar uma composição equilibrada e não centralizada. Leve esses critérios em consideração ao definir sua meta.*

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

*Seja específico: em quais partes do desenho você está se concentrando? Quais habilidades de desenho você mais precisa para fazer isso?*

| | | |
|---|---|---|
| ➔ | **What** should be **improved** and **where:**<br>*O que deve ser melhorado e onde:* | *"Look for **more texture** in the **bark of the trees**"*<br>"Procure mais textura na casca das árvores" |
| ➔ | **What** should be **improved** and **where:**<br>*O que deve ser melhorado e onde:* | *"I need to **darken the grey** of the **sky**"*<br>"Preciso escurecer o cinza do céu" |
| ➔ | **What** can be **added** and **where**:<br>*O que pode ser adicionado e onde:* | *"I should **add some texture** to the **rocks** in the front"*<br>"Eu deveria adicionar alguma textura às pedras da frente" |
| ➔ | What you can do to **catch up**:<br>*O que você pode fazer para recuperar o atraso:* | *"I need to **take my drawing home** this weekend."*<br>"Preciso levar meu desenho para casa neste fim de semana." |

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Ziyao Ding, 2023-24

Norah Bezanson, Spring 2025

Maia Menard, 2023-24

Sadie Buxton, 2023-24

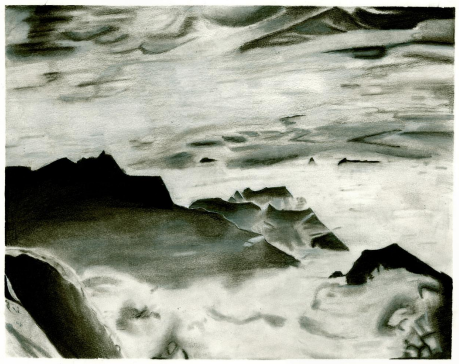
Julia Chiasson, 2023-24

Siyun Lee, 2023-24

George Jangaard, 2023-24

Tony Nguyen, 2023-24

Drew Gooding, 2023-24



Ruzzel Asidera, 2023-24

Paetra Van Ritchie, Spring 2025

Brooklyn Walker, 2023-24