



Avery Comeau, Spring 2025



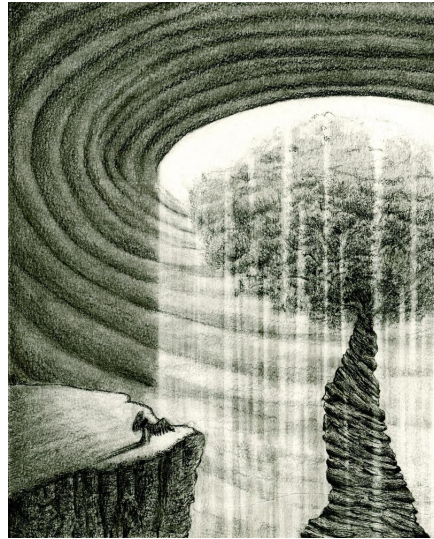
Sarah Hasener, Spring 2025



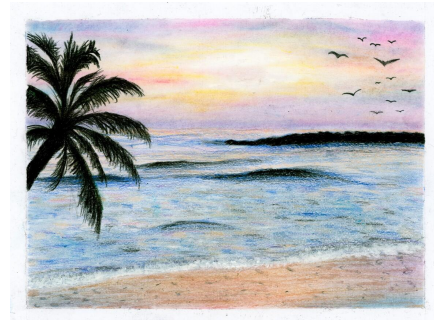
Nathan McNamara, Spring 2025



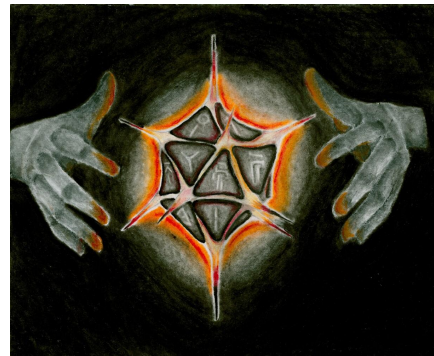
Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024



Amelia Burgess, Spring 2025



Olivia Gallagher-Temple, Spring 2025



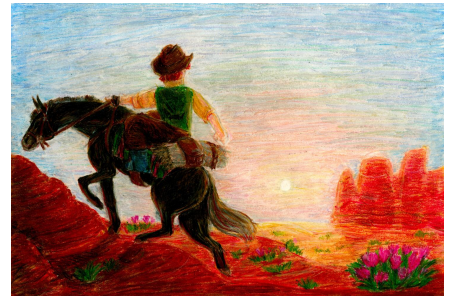
Viktoriia Svrydenko, Fall 2024



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 evaluasi pikeun gambar tékstur

Materials technique <i>Téchnik bahan</i>	How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading . <i>Kumaha anjeun ngagunakeun areng, mangsi, pastel, pensil warna, jeung saterusna pikeun nyieun garis akurat, bentuk, jeung shading.</i>
Texture <i>Tékstur</i>	How well you capture the visual sense of each texture. <i>Kumaha anjeun néwak rasa visual unggal tékstur.</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>Kumaha anjeun nyieun karya seni nu lengkep lengkep, saimbang, sarta non-sentral. Upami anjeun nganggo warna, ieu kalebet nganggo skéma warna anu jelas.</i>

Vocabulary for the texture drawing

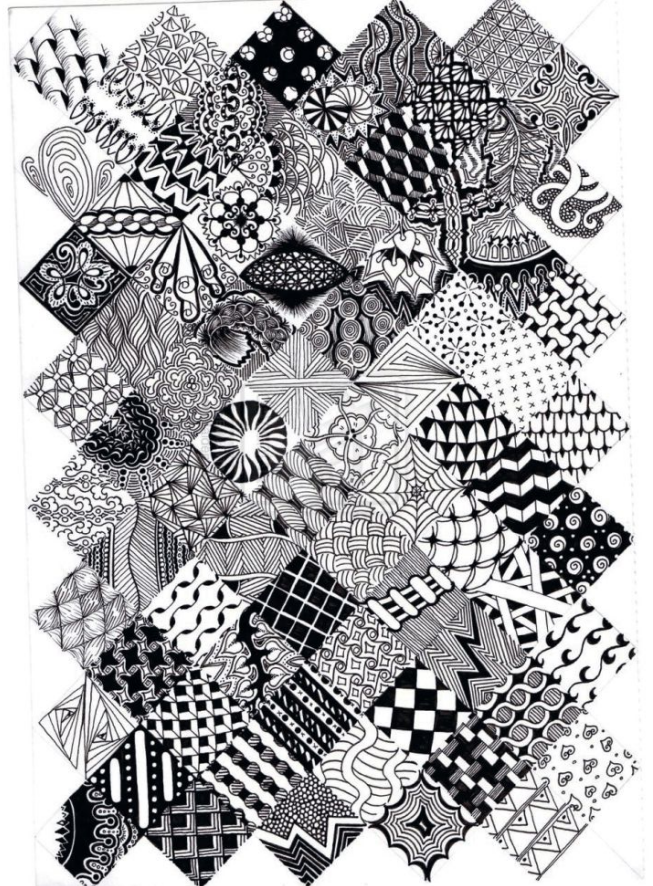
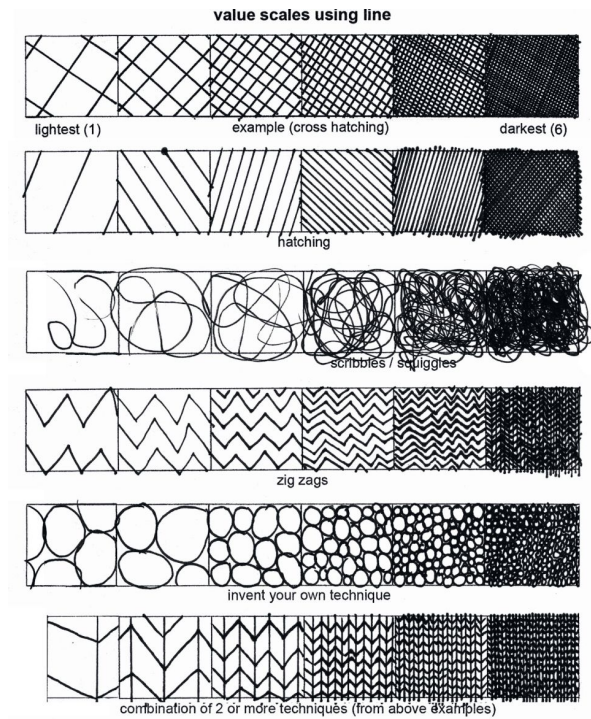
Kosakata pikeun tékstur gambar

composition <i>komposisi</i>	the arrangement of things in an artwork <i>susunan hal dina karya seni</i>
creativity <i>kreativitas</i>	ideas that are useful, unique, and insightful <i>gagasan anu mangpaat, unik, jeung wawasan</i>
cross-hatching <i>cross-hatching</i>	drawing using close parallel lines that cross each other at an angle <i>ngagambar maké garis paralel deukeut nu meuntas silih dina hiji sudut</i>
hatching <i>hatching</i>	drawing using close parallel lines <i>ngagambar maké garis paralel nutup</i>
idea development <i>ngembangkeun ide</i>	a process that is used to create useful, insightful, and unique ideas <i>prosés nu dipaké pikeun nyieun mangpaat, wawasan, jeung gagasan unik</i>
negative space <i>spasi négatip</i>	the shape of the space between the things you would normally look at (the positive space) <i>bentuk spasi antara hal nu normal bakal kasampak di (ruang positif)</i>
non-central composition <i>komposisi non-sentral</i>	an arrangement where the most important thing is NOT in the middle <i>susunan dimana hal pangpentingna NOT di tengah</i>
pointillism <i>Pointillism</i>	drawing or painting with small dots or dashes <i>ngagambar atawa lukisan kalawan titik-titik leutik atawa dashes</i>
positive space <i>spasi positif</i>	the contour of the things you would normally look at <i>kontur hal nu ilaharna bakal kasampak di</i>
reference images <i>gambar rujukan</i>	photographs you look at carefully so you can make a better artwork <i>poto nu Anjeun tempo taliti sangkan anjeun bisa nyieun karya seni hadé</i>
stippling <i>stippling</i>	drawing using small dots <i>ngagambar maké titik-titik leutik</i>
texture <i>Tékstur</i>	drawing that looks the same as what it feels like <i>gambar nu Sigana sarua jeung naon karasaeun kawas</i>
thumbnail drawings <i>gambar leutik</i>	small drawings that are used to develop the composition of an artwork <i>gambar leutik nu dipaké pikeun ngembangkeun komposisi hiji karya seni</i>

Skill builder: **Created textures** / Skill builder: *Dijieun tékstur*

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

Sababaraha tékstur diciptakeun Tékstur anu diciptakeun langkung mirip pola tibatan réalistik. Gambar kumpulan tékstur anu diciptakeun dina buku kerja anjeun.



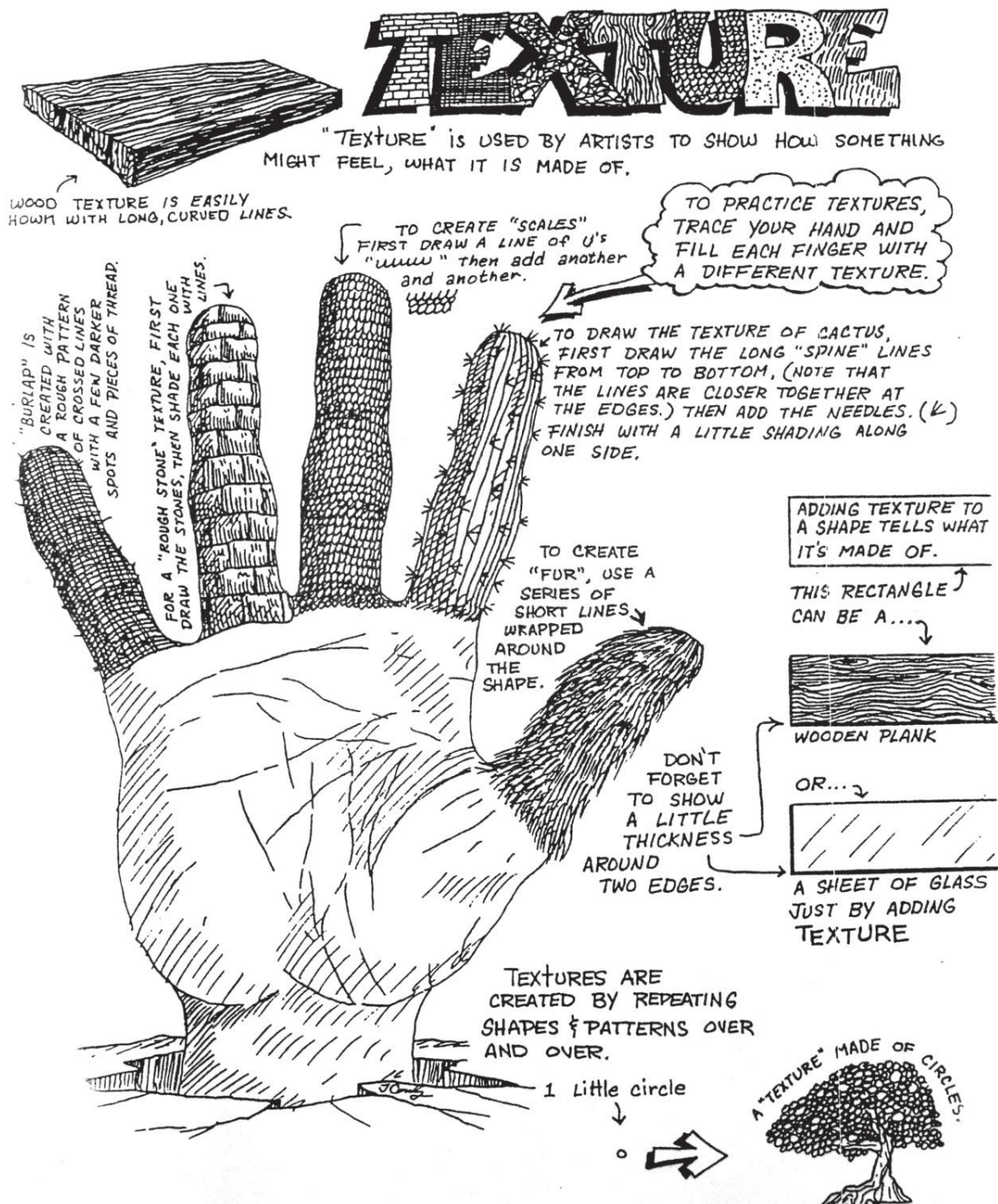
Skill builder: **Hand textures** / *pembina skill: tékstur leungeun*

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

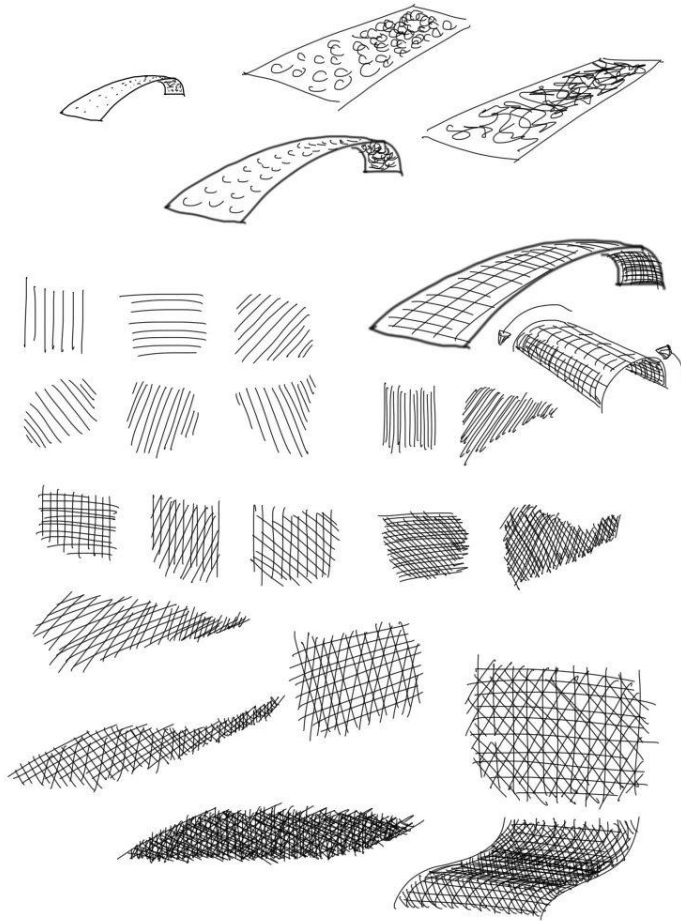
Kadang-kadang tékstur diciptakeun, sareng kadang-kadang dititénan.

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.

Tarik leungeun anjeun dina buku sketsa anjeun. Hindarkeun ngalacak: kurangna observasi bakal nyetél anjeun pikeun ngamimitian anu kasar. Teras tarik tékstur anu béda pikeun unggal ramo anjeun.



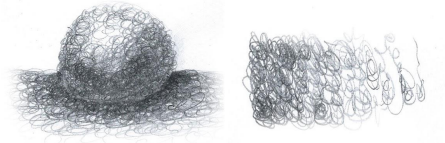
Technique Basic Crosshatching



Stippling



Scumbling



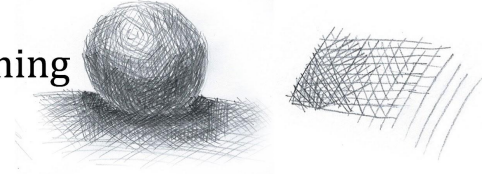
Shading



Smudging



Crosshatching



CROSSHATCHING AN EYE



1. **PENCIL OUTLINE**

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



2. **HORIZONTAL LINES**

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



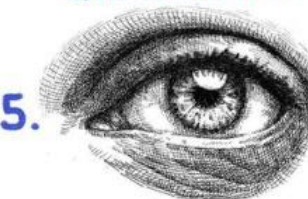
3. **VERTICAL LINES**

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



4. **DIAGONAL LINES**

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



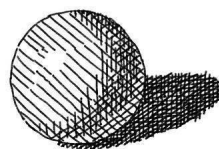
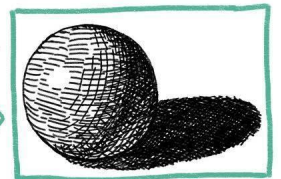
5. **DARKEN & REFINE**

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

HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

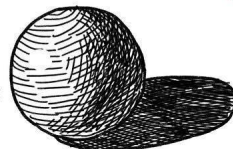
- FULL RANGE OF DARK & LIGHT
- OUTLINE CLARIFIES WITHOUT BEING DISTRACTING
- HATCHING SHOWS SHAPE OF OBJECT



LINES DON'T FOLLOW FORM



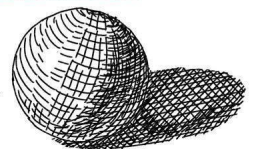
LOOKS FLAT



OUTLINE TOO DARK



CREATES DEPTH



LIMITED TONAL RANGE



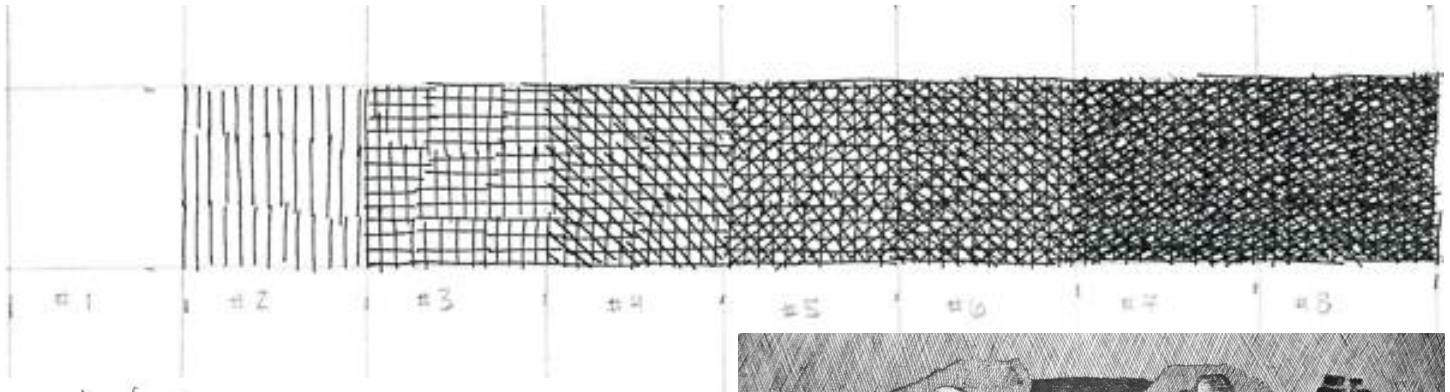
FIRST: LIGHT OUTLINE

THEN: DARK OUTLINE

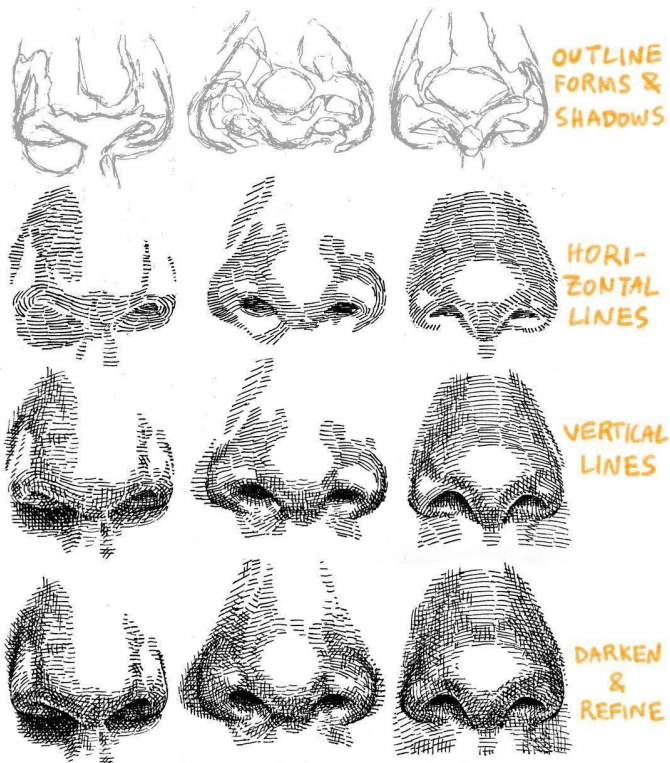


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

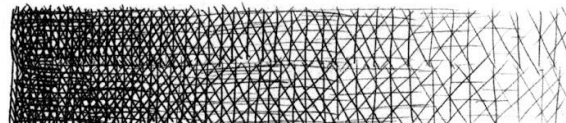
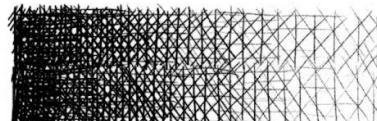
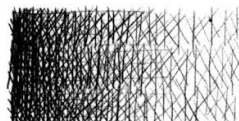
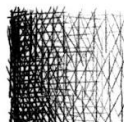
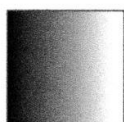


CROSSHATCHING NOSES

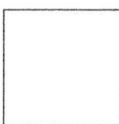


RATE OF GRADATION

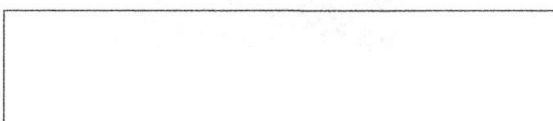
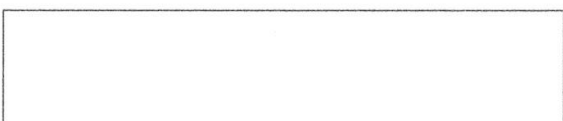
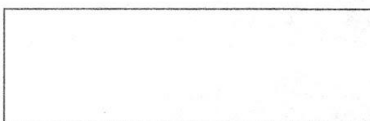
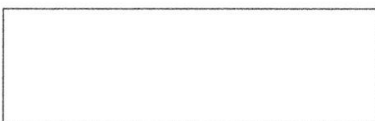
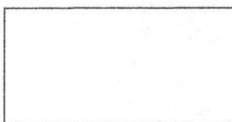
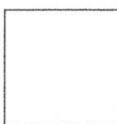
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice

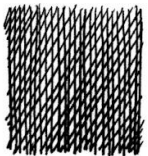
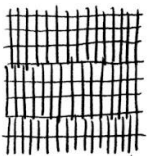
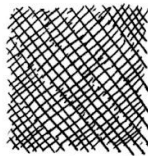
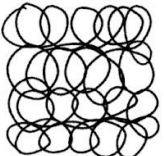
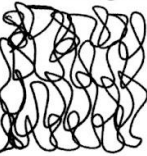
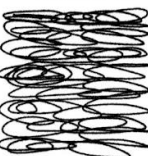
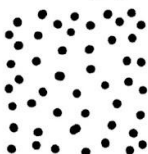
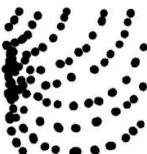
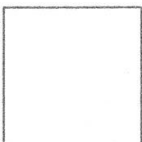
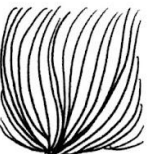


Practice

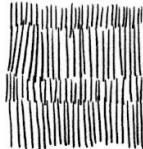
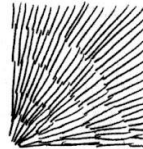
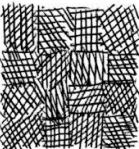
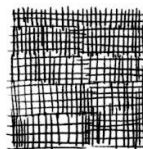
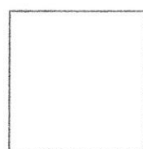
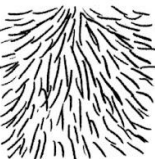
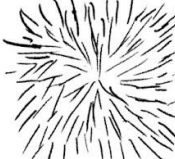
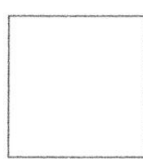
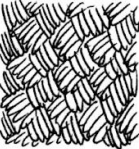
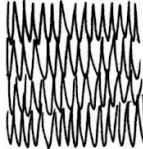
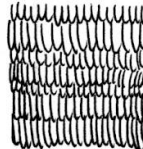
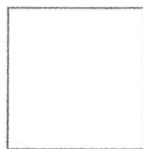
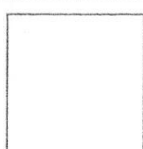
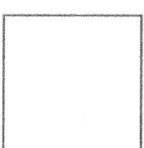
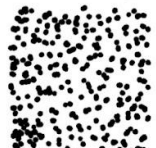
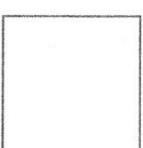
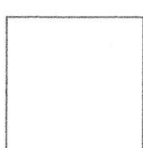


THE BASIC STROKES

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

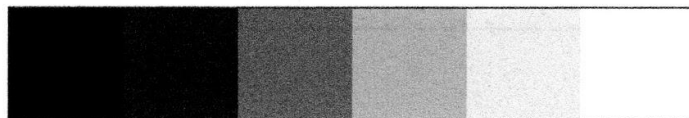
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

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

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

6-STEP VALUE SCALE

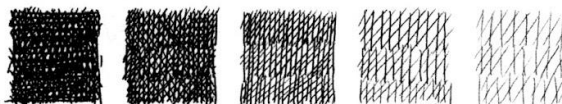
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



Uneven Hatching



Curved Hatching



Scribbling

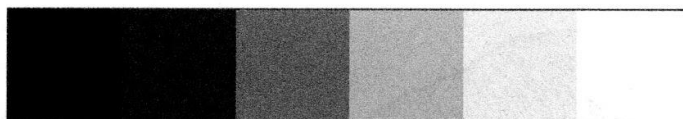


Stippling

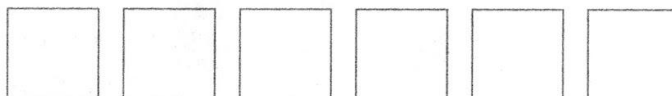


Flowing Lines

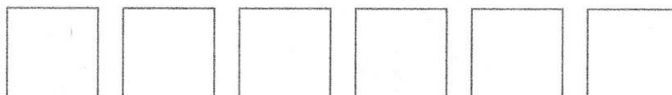




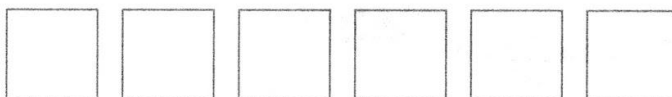
Hatching



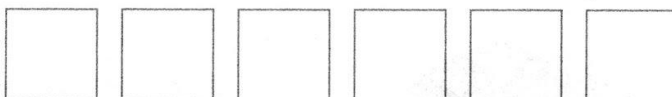
Cross-hatching



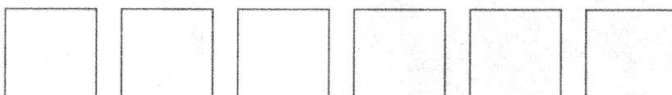
Uneven Hatching



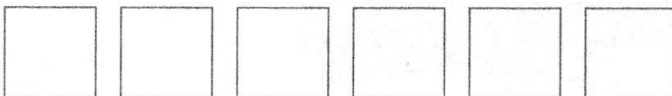
Curved Hatching



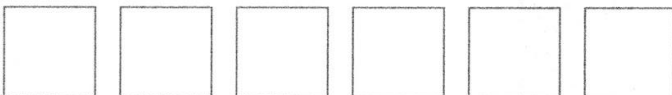
Scribbling



Stippling

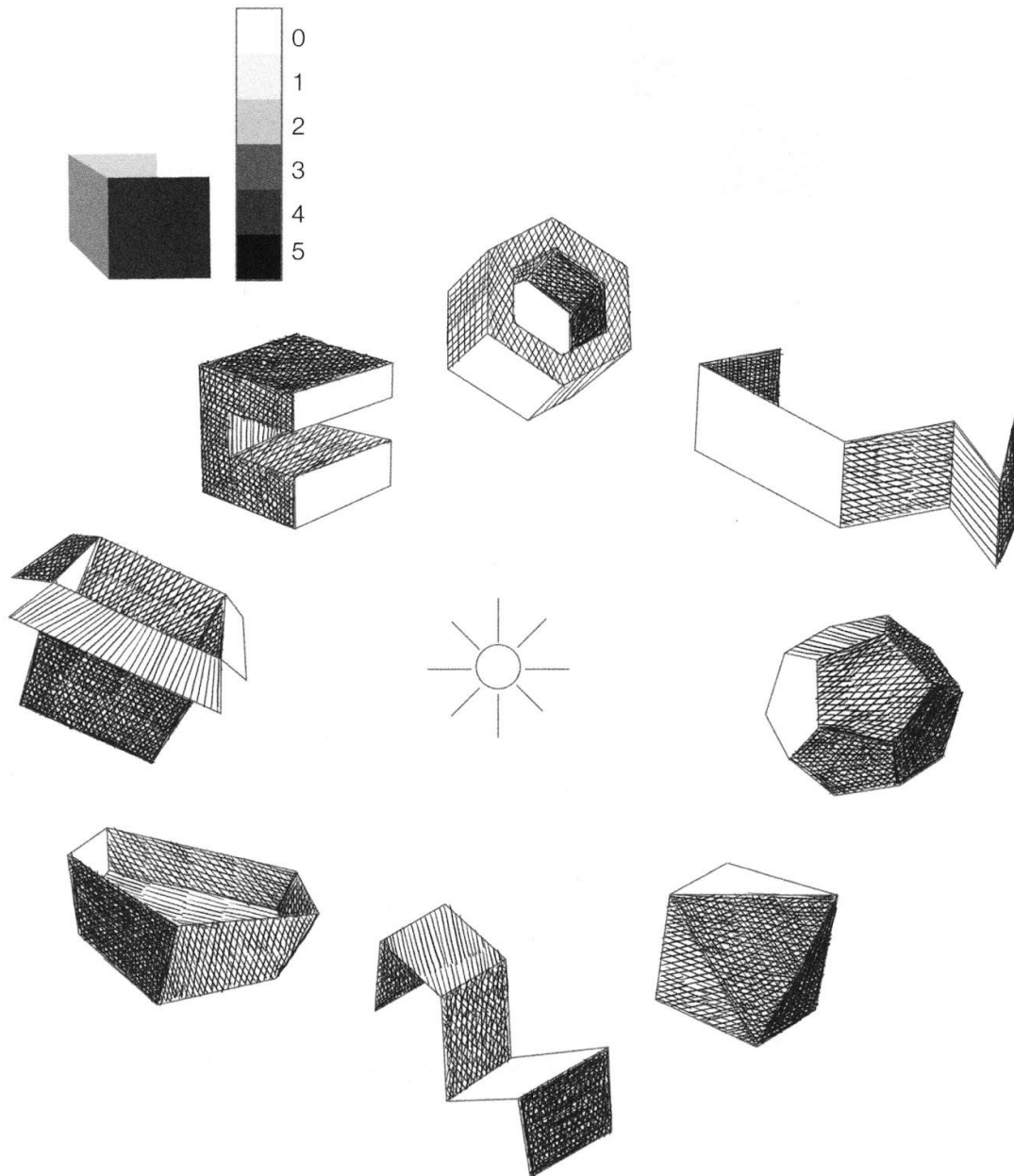


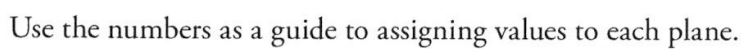
Flowing Lines



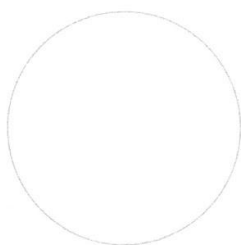
SHADING BLOCK FORMS

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

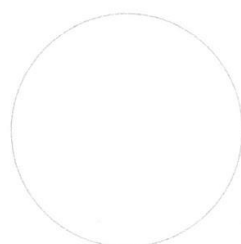
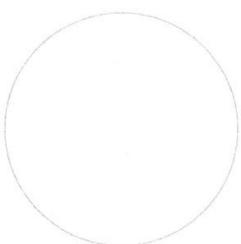
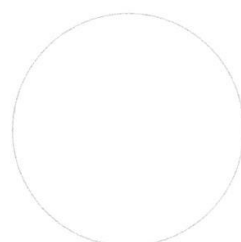
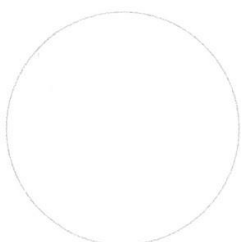
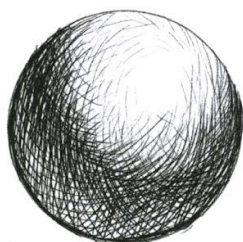
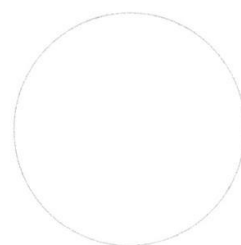
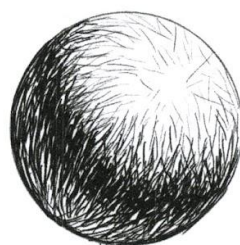




Practice



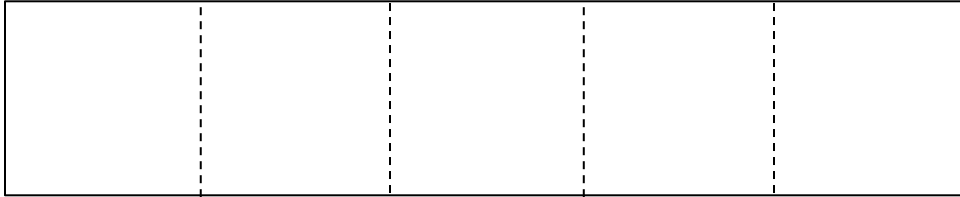
Practice



Skill builder



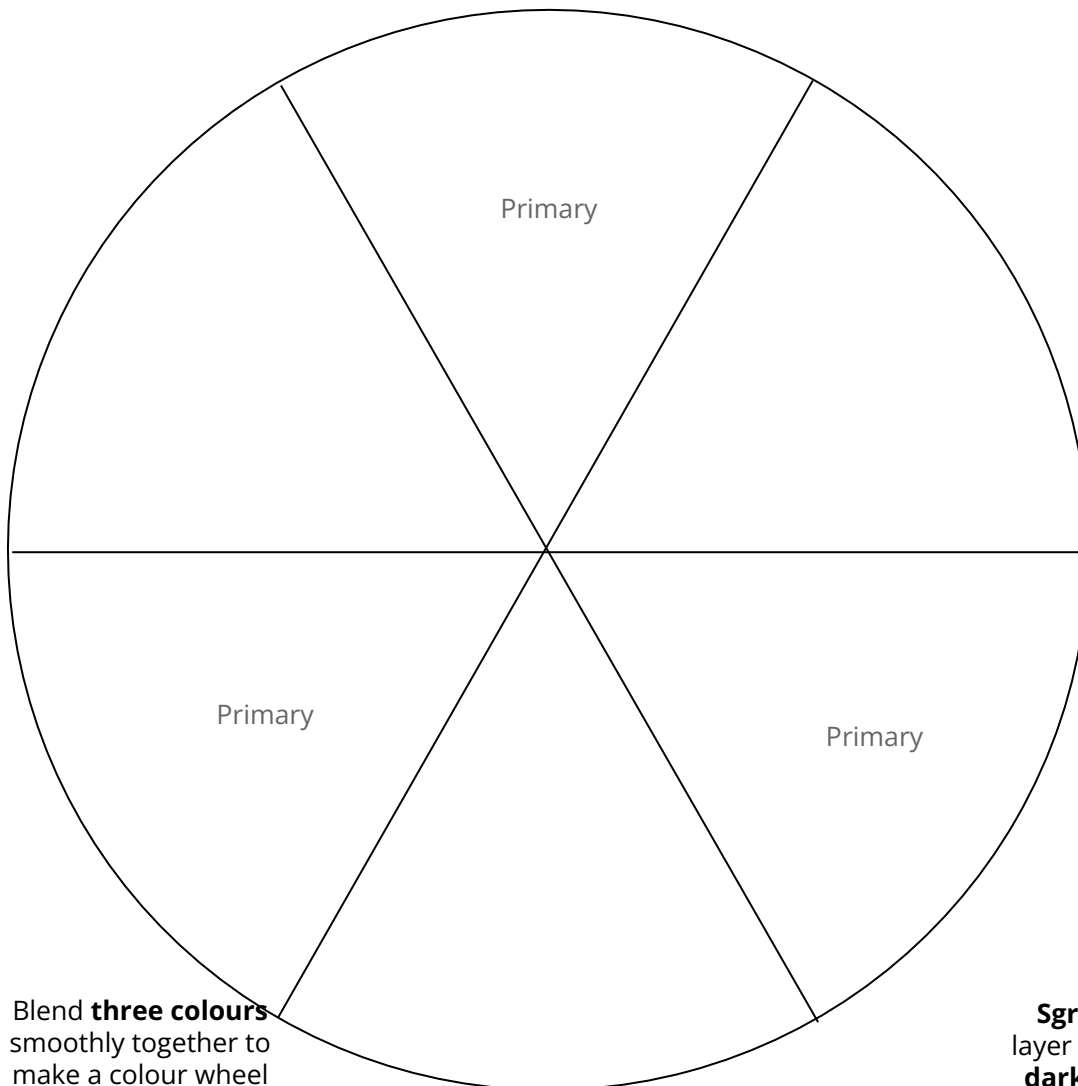
Blend **one colour** of pastel smoothly from dark to light



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



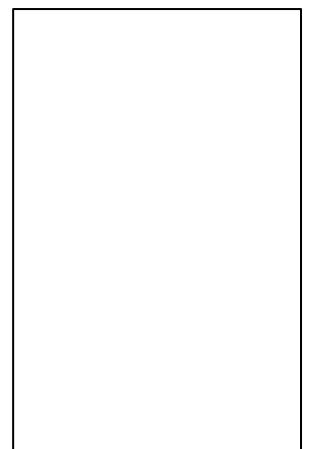
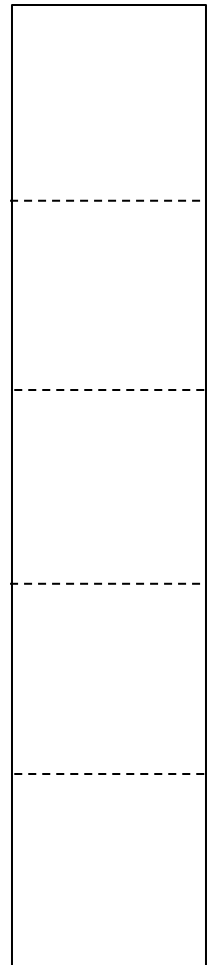
Blend **one colour + a dark colour** smoothly from dark to light



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

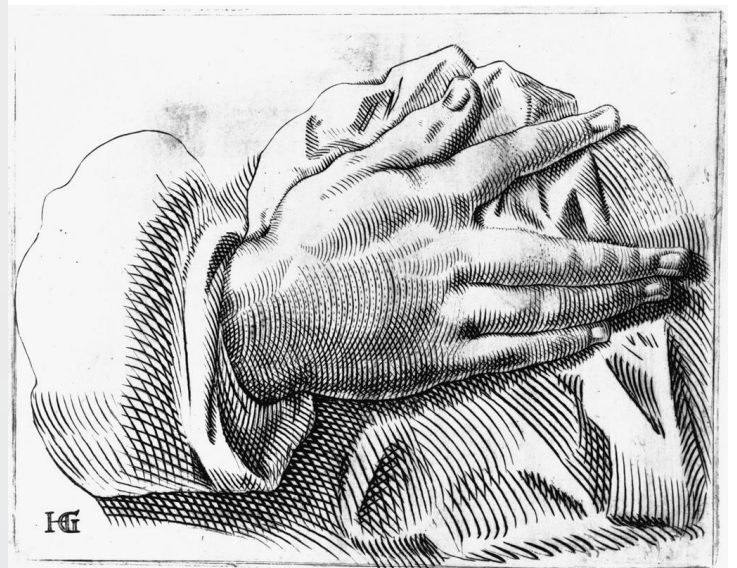
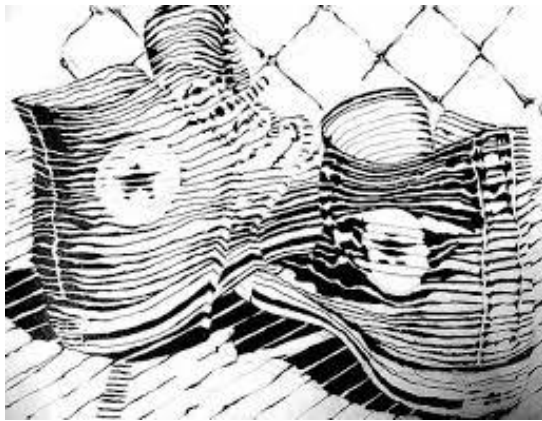
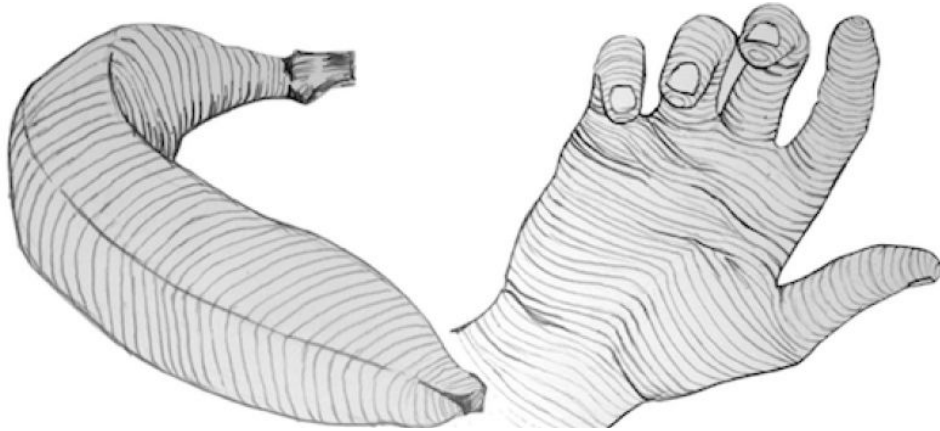
Pastels

Stipple - two colours smoothly together with dots



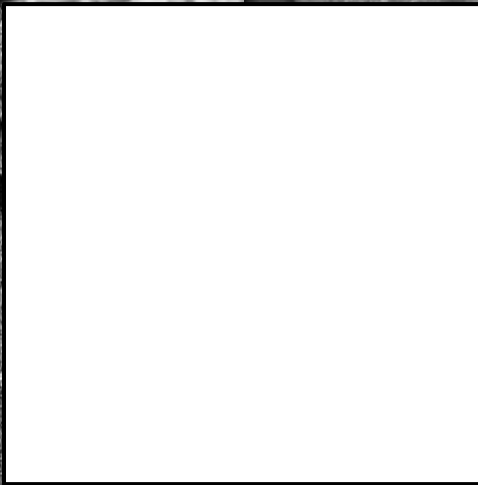
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

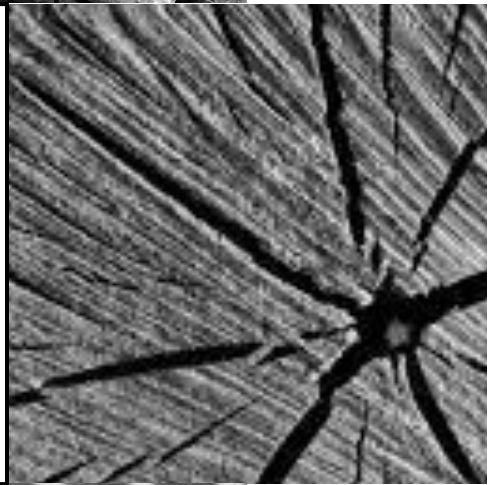
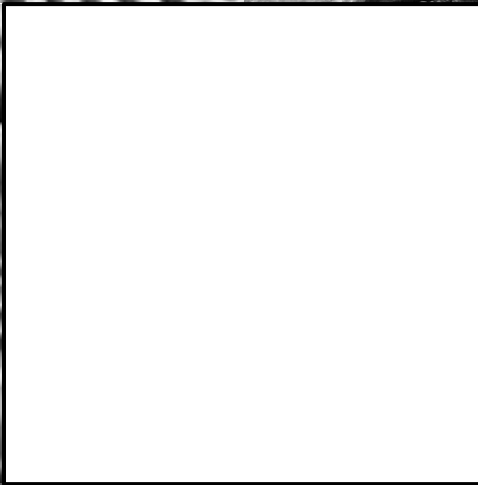
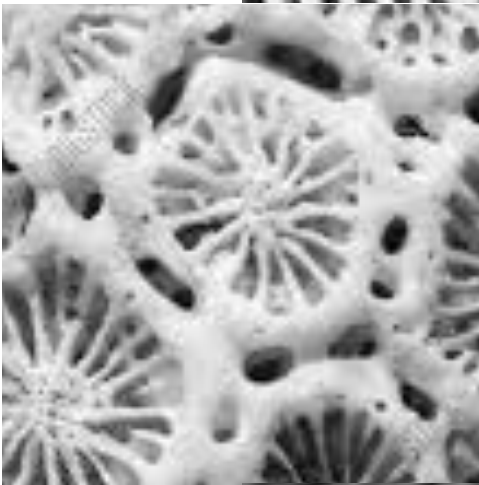
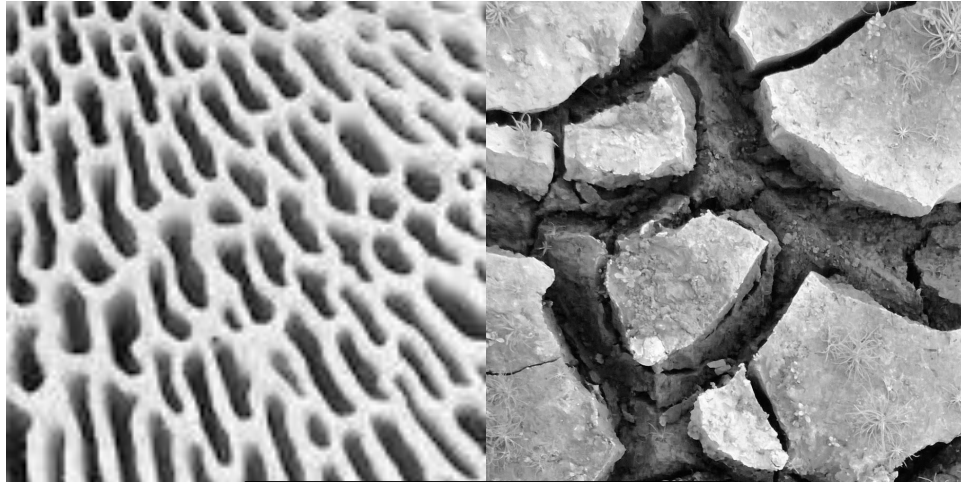


STUDY OF A HAND
Anonymous Artists

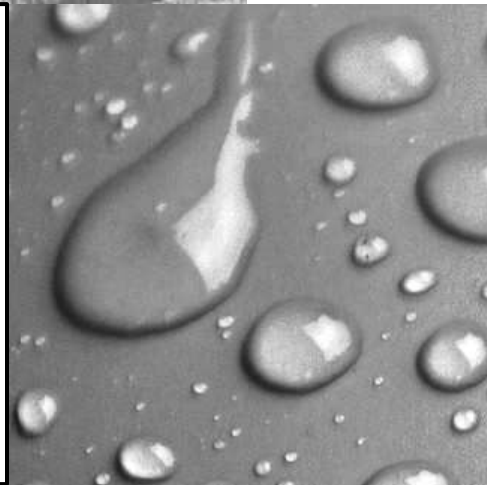
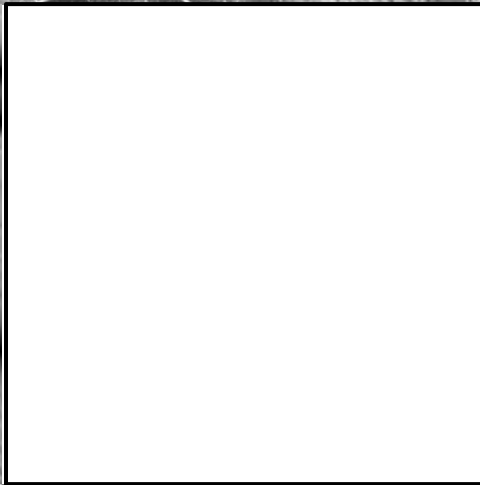
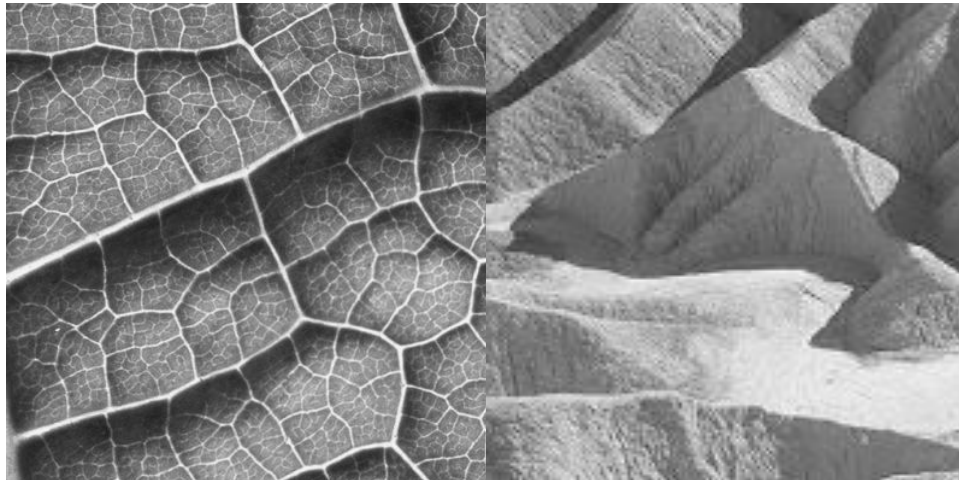
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Creativity — Brainstorming practice I

Kreativitas - Praktek 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.

Kreativitas tiasa diajar. Kasalahan pangbadagna pikeun beginners nyobian tetep sakabéh gagasan anjeun dina sirah anjeun. Anjeun badé latihan daptar sajumlah ageung ideu pikeun ningkatkeun kaahlian kréatif anjeun.

- You will improve your ability to generate a large number of ideas.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahasilkeun sajumlah ageung ide.
- 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.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngagantungkeun kaputusan dugi ka ide anjeun dirékam. Kalolobaan jalma ngeureunkeun gagasan alus bari maranéhna masih dina pikiran maranéhanana.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahaja milarian ideu anu teu biasa atanapi khusus anu aya hubunganana sareng topik.

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

Topik anjeun ayeuna: *Hal-hal anu seukeut, atanapi anu ngajantenkeun anjeun ambek atanapi frustasi*

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

Sawaktos Anjeun geus rengse, mangga cacah jumlah gagasan nu dihasilkeun: _____

Creativity — Brainstorming practice II

Kreativitas - Praktek 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.

Kreativitas tiasa diajar. Kasalahan pangbadagna pikeun beginners nyobian tetep sakabéh gagasan anjeun dina sirah anjeun. Anjeun badé latihan daptar sajumlah ageung ideu pikeun ningkatkeun kaahlian kréatif anjeun.

- You will improve your ability to generate a large number of ideas.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahasilkeun sajumlah ageung ide.
- 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.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngagantungkeun kaputusan dugi ka ide anjeun dirékam. Kalolobaan jalma ngeureunkeun gagasan alus bari maranéhna masih dina pikiran maranéhanana.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahaja milarian ideu anu teu biasa atanapi khusus anu aya hubunganana sareng topik.

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

Topik anjeun ayeuna: *Hal-hal anu melengkung, atanapi anu ngareuwaskeun atanapi ngabingungkeun anjeun*

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

Sawaktos Anjeun geus rengse, mangga cacah jumlah gagasan nu dihasilkeun: _____

Creativity — Brainstorming practice III

Kreativitas - Praktek 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.

Kreativitas tiasa diajar. Kasalahan pangbadagna pikeun beginners nyobian tetep sakabéh gagasan anjeun dina sirah anjeun. Anjeun badé latihan daptar sajumlah ageung ideu pikeun ningkatkeun kaahlian kréatif anjeun.

- You will improve your ability to generate a large number of ideas.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahasilkeun sajumlah ageung ide.
- 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.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngagantungkeun kaputusan dugi ka ide anjeun dirékam. Kalolobaan jalma ngeureunkeun gagasan alus bari maranéhna masih dina pikiran maranéhanana.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Anjeun bakal ningkatkeun kamampuan anjeun pikeun ngahaja milarian ideu anu teu biasa atanapi khusus anu aya hubunganana sareng topik.

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

Topik anjeun dinten ieu: Hal-hal anu pikasieuneun, atanapi anu ngajantenkeun anjeun hariwang atanapi sieun

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

Sawaktos Anjeun geus rengse, mangga cacah jumlah gagasan nu dihasilkeun: _____

Creativity — Things that you wish would change

Kreativitas - Hal-hal anu anjeun hoyong robih

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

Kecap-kecap ieu bakal dianggo pikeun ngabantosan anjeun ngembangkeun ide pikeun lukisan anjeun. Aranjeunna bakal nuju ka tanda pangembangan ide anjeun.

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Idea Development/*Pangwangunan Ide*

1 **Generate ideas/*Ngahasilkeun ide*** *maximum of 50%/maksimal 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.

Anggo daptar, peta wéb, atanapi gambar sederhana pikeun ngahasilkeun LOT ideu! Upami anjeun parantos gaduh ide, pilih éta salaku téma sentral anjeun sareng dilegakeun. Hayu gagasan anjeun ngumbara - hiji gagasan ngarah ka nu sejen. Gambar tiasa rinci ngeunaan gambar sumber, sudut pandang anu béda, tékstur, ékspérimén téknis, jsb.

Number of **words**/*Jumlah kecap* → ____ ÷ 3 = ____ %

Number of **simple** sketches/*Jumlah sketsa basajan* → ____ × 2% = ____ %

Number of **better** sketches/*Jumlah sketsa hadé* → ____ × 4% = ____ %

2 **Select the best and join together ideas/ *Pilih anu pangsaéna sareng gabungkeun ideu***

Circle the **best** ideas/*Lingkaran ideu anu pangsaéna*
circled/*ngurilingan* = □ 5%

Link into **groups** of ideas/*Tumbu kana grup gagasan*
linked/*numbu* = □ 5%

3 **Print reference images/*Nyitak gambar 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.
- *Nyitak EIGHT gambar rujukan sangkan anjeun bisa niténan sacara akurat bagian-bagian anu nangtang dina karya seni anjeun. Nyandak poto anjeun sareng nganggo nyalira langkung dipikaresep, tapi milarian gambar ogé saé. Ulah ngan saukur nyalin gambar nu manggihan. Gagasanana nyaéta pikeun ngédit sareng ngagabungkeun gambar sumber pikeun nyiptakeun karya seni anjeun nyalira. Upami anjeun ngan saukur nyalin gambar, anjeun plagiat sareng bakal nampi nol pikeun generasi ide anjeun sareng kriteria naon waé anu ngalibetkeun kreativitas dina karya seni akhir anjeun. Nepi ka satengah tina gambar anjeun tiasa tina gambar, lukisan, atanapi karya seni anu sanés pikeun dianggo salaku inspirasi. Gambar anu sanés kedah janten foto anu réalistik. Anjeun kedah nyerahkeun salinan gambar anu dicitak pikeun kéngingkeun tanda.*

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

Idea Development/Pangwangunan Ide

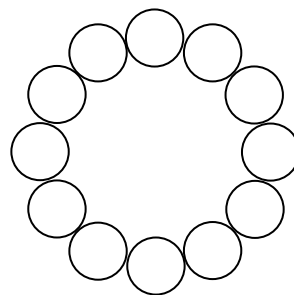
4 Compositions/Komposisi *maximum of 10 thumbnails*

- 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
- *Jieun gambar gambar leutik dimana waé dina bagian pamekaran ide. Ieu kedah dumasar kana kombinasi ideu anu anjeun tiasa laksanakeun. Kalebet latar anjeun. Ékspérimén sareng sudut anu teu biasa, sudut pandang, sareng pangaturan pikeun ngabantosan karya seni anjeun menonjol. Gambar pigura sabudeureun gambar leutik Anjeun pikeun mintonkeun edges karya seni. Milih skéma warna diitung salaku komposisi, kitu ogé collages digital kasar*

____ thumbnails/gambar leutik x 8% = ____ %

____ digital collages/kolase digital x 8% = ____ %

Selecting a **colour scheme**/Milih skéma warna = □ 8%



5 Rough copy/Salinan kasar *great quality or better*

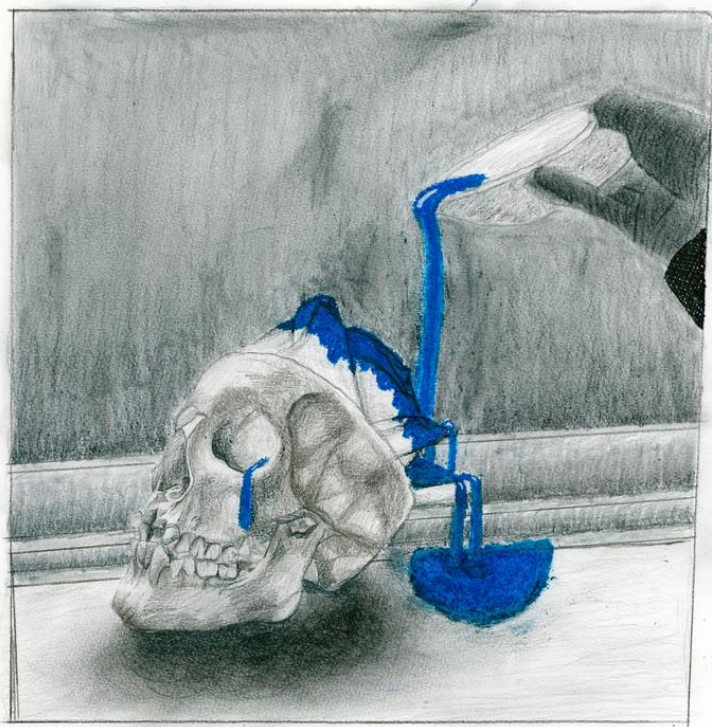
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- **Remember to choose a non-central composition.**
- 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.
- *Candak ideu pangsaéna tina gambar leutik anjeun sareng gabungkeun kana salinan kasar anu langkung saé. Anggo ieu pikeun ngabéréskeun bug sareng ningkatkeun kaahlian anjeun sateuacan ngamimitian hal anu nyata. Upami anjeun nganggo warna, paké cét atanapi pensil warna pikeun nunjukkeun skéma warna anjeun. Gambar dina pigura pikeun nembongkeun ujung luar karya seni Anjeun. Inget pikeun milih komposisi non-sentral.*

____ drawing/ngagambar x 25% = ____ %

Total/Total = ____ %

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

CATETAN: Upami anjeun ngan saukur nyalin gambar tina internét, tanda anjeun turun ka 25%.



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



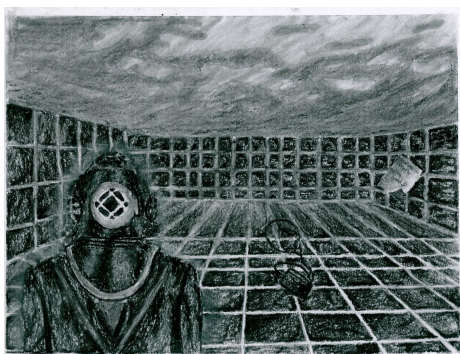
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23

Texture drawing goal-setting

____/10

Tékstur gambar gawang-setting

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.

Dina ahir unggal kelas, punten nyandak waktos nulis tujuan anjeun pikeun kelas salajengna. Karya seni anjeun bakal ditandaan dumasar kana kaahlian téknis anjeun pikeun bahan gambar anu anjeun pilih, kamampuan anjeun pikeun nyiptakeun tékstur visual, sareng kumaha saé anjeun nyiptakeun komposisi anu saimbang, non-sentral. Tetep kriteria ieu dina pikiran nalika milih tujuan anjeun.

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

Janten spésifik: *Bagian mana tina gambar anjeun anu anjeun fokuskeun? Kaahlian ngagambar naon anu anjeun peryogikeun pikeun ngalakukeun ieu?*

- | | | |
|---|--|---|
| → | What should be improved and where:
<i>Naon anu kedah dironjatkeun sareng dimana:</i> | <i>"Look for more texture in the bark of the trees"</i>
"Teangan langkung tékstur dina kulit tangkal" |
| → | What should be improved and where:
<i>Naon anu kedah dironjatkeun sareng dimana:</i> | <i>"I need to darken the grey of the sky"</i>
"Kuring kedah poékkeun kulawu langit" |
| → | What can be added and where:
<i>Naon anu tiasa ditambahan sareng dimana:</i> | <i>"I should add some texture to the rocks in the front"</i>
"Kuring kedah nambahan sababaraha tékstur kana batu di payun" |
| → | What you can do to catch up:
<i>Naon anu anjeun tiasa laksanakeun pikeun ngiringan:</i> | <i>"I need to take my drawing home this weekend."</i>
"Kuring kedah nyandak gambar kuring ka bumi sabtu minggu ieu." |

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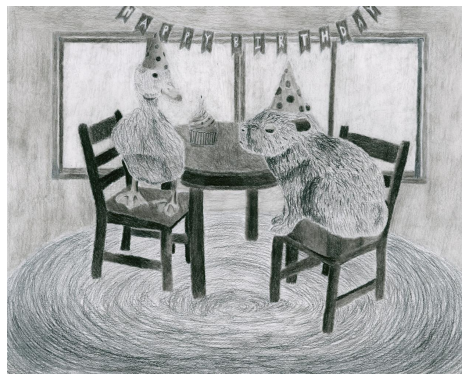
6.

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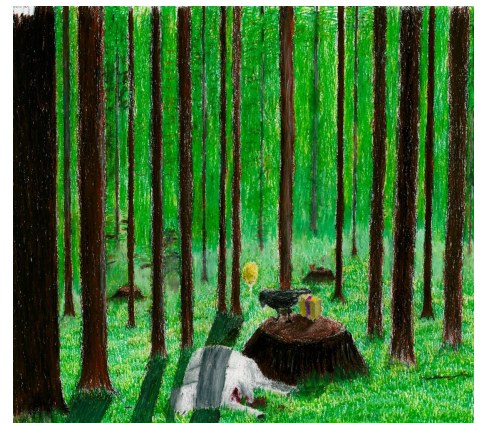
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Ziyao Ding, 2023-24



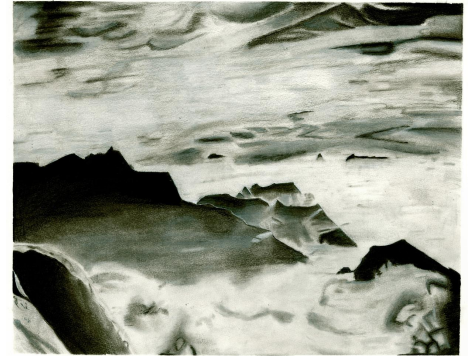
Julia Chiasson, 2023-24



Drew Gooding, 2023-24



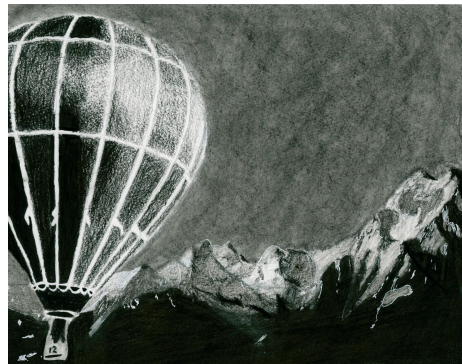
Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



Norah Bezanson, Spring 2025



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



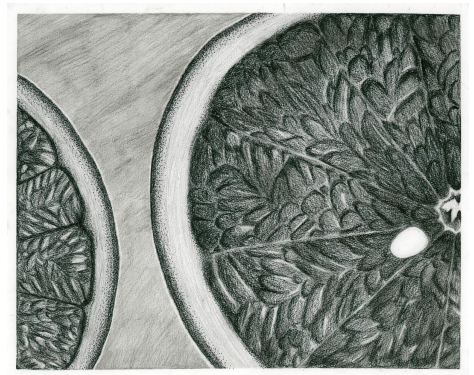
Maia Menard, 2023-24



Tony Nguyen, 2023-24



Sadie Buxton, 2023-24



Brooklyn Walker, 2023-24