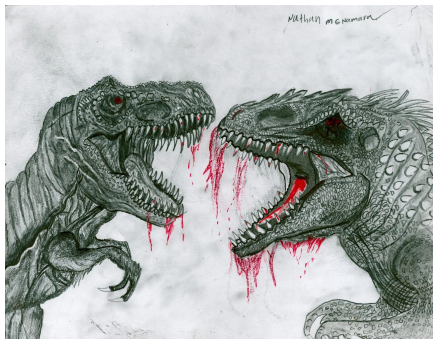




Avery Comeau, Spring 2025



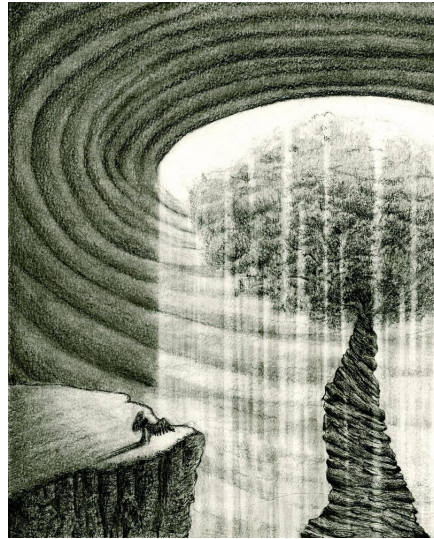
Sarah Hasener, Spring 2025



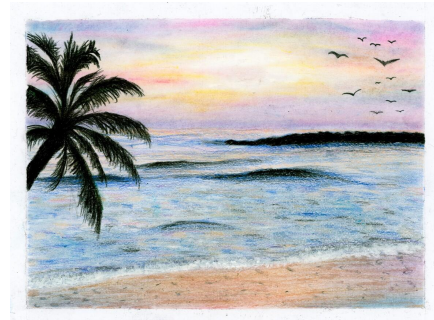
Nathan McNamara, Spring 2025



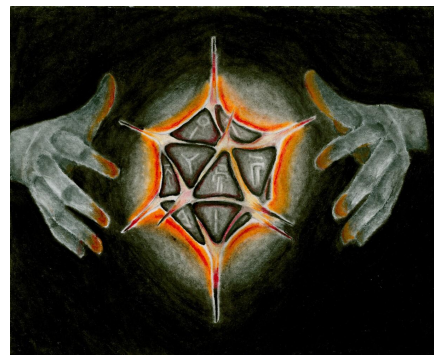
Scarlett Reynolds, Fall 2024



Cristian Inoue Iguchi, Fall 2024



Amelia Burgess, Spring 2025



Olivia Gallagher-Temple, Spring 2025



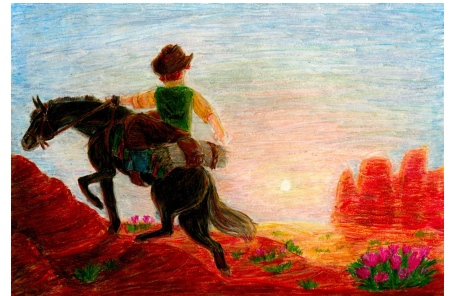
Viktoriia Svrydenko, Fall 2024



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

Doku çizimi için değerlendirme kriterleri

Materials technique <i>Malzeme tekniği</i>	How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading . <i>Doğru çizgi, şekil ve gölgelendirme oluşturmak için kömür, mürekkep, pastel, renkli kalem vb. malzemeleri ne kadar iyi kullanıyorsunuz?</i>
Texture <i>Doku</i>	How well you capture the visual sense of each texture. <i>Her bir dokunun görsel duygusunu ne kadar iyi yakalayabiliyorsunuz.</i>
Composition <i>Kompozisyon</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>Tamamen tamamlanmış, dengeli ve merkezden uzak bir sanat eseri yaratmada ne kadar başarılısınız? Renk kullanıyorsanız, bu, net bir renk şeması kullanmayı da içerir.</i>

Vocabulary for the texture drawing

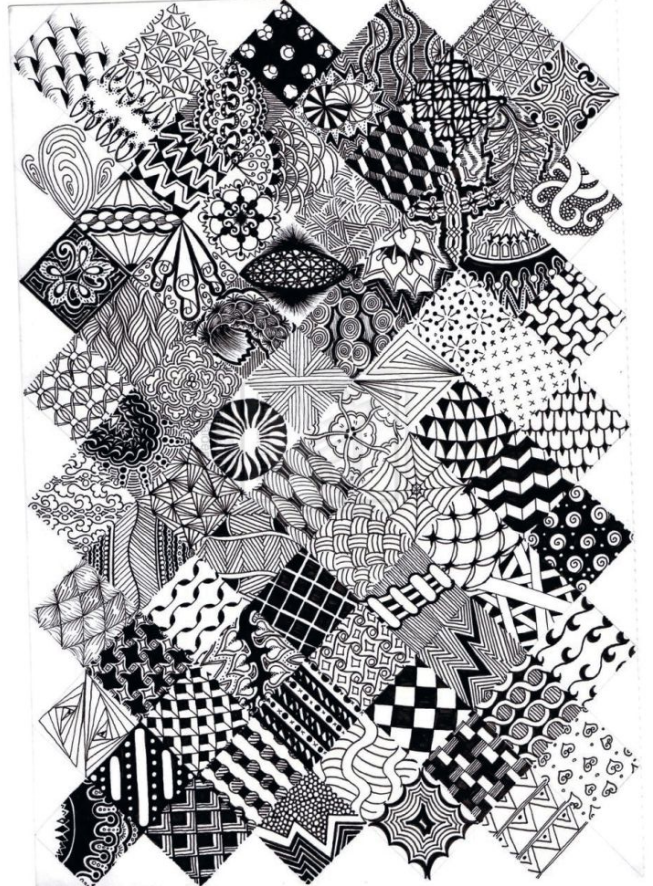
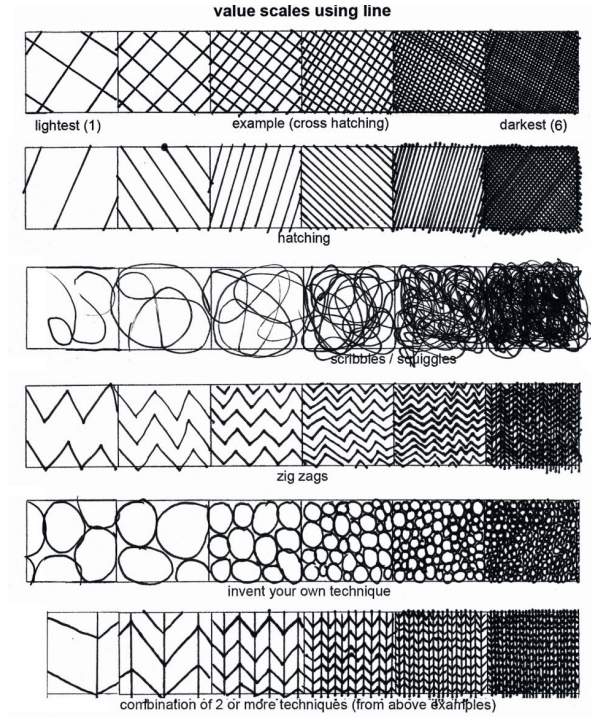
Doku çizimi için kelime bilgisi

composition <i>kompozisyon</i>	the arrangement of things in an artwork <i>bir sanat eserindeki şeylerin düzenlenmesi</i>
creativity <i>yaratıcılık</i>	ideas that are useful, unique, and insightful <i>yararlı, benzersiz ve içgörülü fikirler</i>
cross-hatching <i>çapraz tarama</i>	drawing using close parallel lines that cross each other at an angle <i>Birbirini açılı olarak kesen yakın paralel çizgiler kullanarak çizim</i>
hatching <i>tarama</i>	drawing using close parallel lines <i>yakın paralel çizgiler kullanılarak çizim</i>
idea development <i>fikir geliştirme</i>	a process that is used to create useful, insightful, and unique ideas <i>yararlı, içgörülü ve benzersiz fikirler yaratmak için kullanılan bir süreç</i>
negative space <i>negatif boşluk</i>	the shape of the space between the things you would normally look at (the positive space) <i>normalde bakacağınız şeyler arasındaki boşluğun şekli (pozitif boşluk)</i>
non-central composition <i>merkezi olmayan kompozisyon</i>	an arrangement where the most important thing is NOT in the middle <i>en önemli şeyin ortada OLMADIĞI bir düzenleme</i>
pointillism <i>puantilizm</i>	drawing or painting with small dots or dashes <i>küçük noktalar veya çizgilerle çizim veya boyama</i>
positive space <i>pozitif boşluk</i>	the contour of the things you would normally look at <i>normalde bakacağınız şeylerin konturu</i>
reference images <i>referans görseller</i>	photographs you look at carefully so you can make a better artwork <i>daha iyi bir sanat eseri oluşturabilmeniz için dikkatlice incelediğiniz fotoğraflar</i>
stippling <i>noktalama</i>	drawing using small dots <i>küçük noktalar kullanarak çizim</i>
texture <i>doku</i>	drawing that looks the same as what it feels like <i>hissettiğiniz şeye benzeyen çizim</i>
thumbnail drawings <i>küçük çizimler</i>	small drawings that are used to develop the composition of an artwork <i>bir sanat eserinin kompozisyonunu geliştirmek için kullanılan küçük çizimler</i>

Skill builder: **Created textures** / *Beceri geliştirici: Oluşturulan dokular*

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

Bazı dokular oluşturulur. Oluşturulan dokular gerçekçi olmaktan çok desenlere benzer. Çalışma kitabınıza oluşturulan dokulardan oluşan bir koleksiyon çizin.



Skill builder: **Hand textures** / Beceri geliştirici: El dokuları

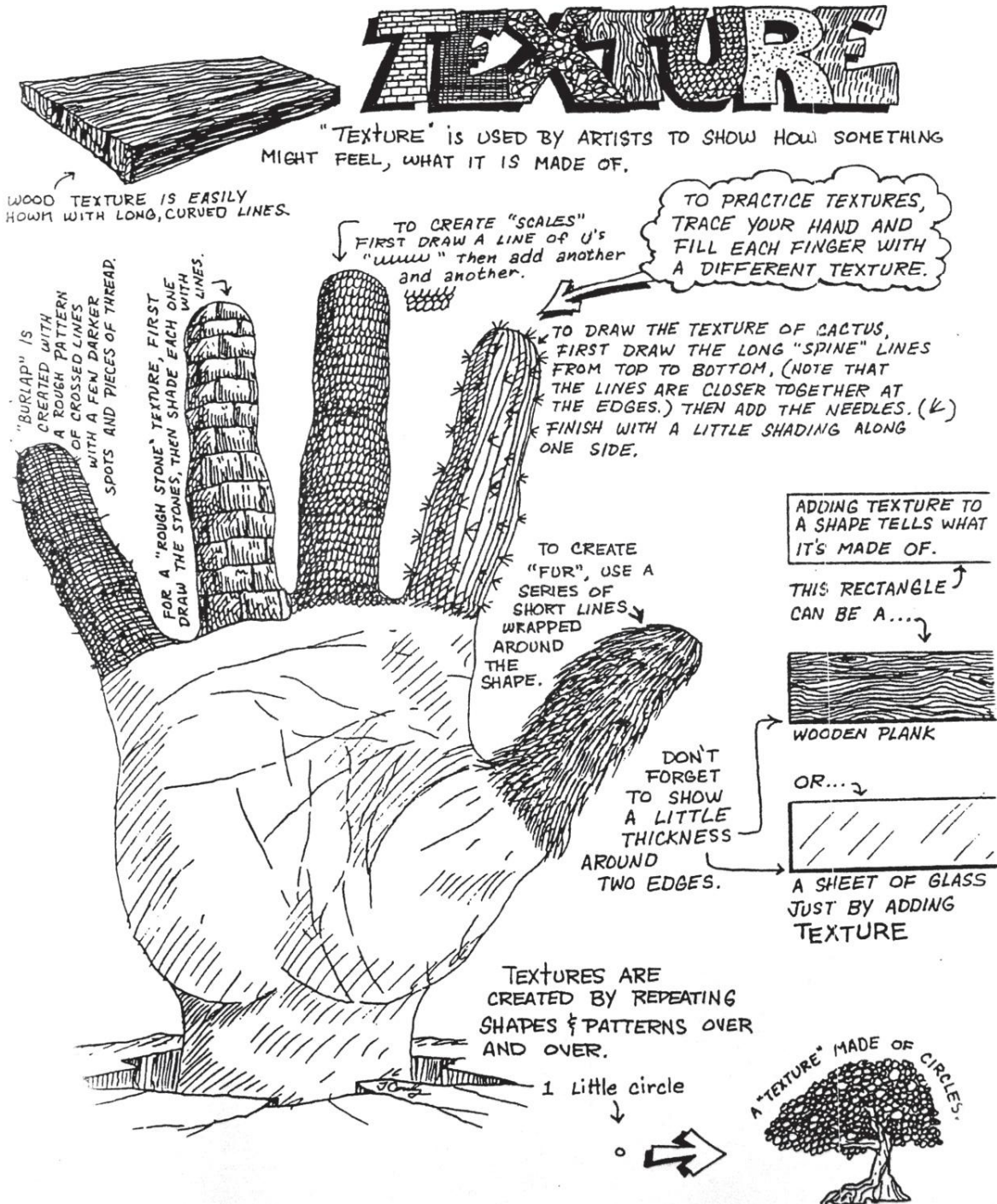
Sometimes texture is created, and sometimes it is observed. Sometimes interesting things happen when you put an unexpected texture on a shape.

Bazen doku yaratılır, bazen de gözlemlenir. Bazen de bir şekle beklenmedik bir doku koyduğunuzda ilginç şeyler olur.

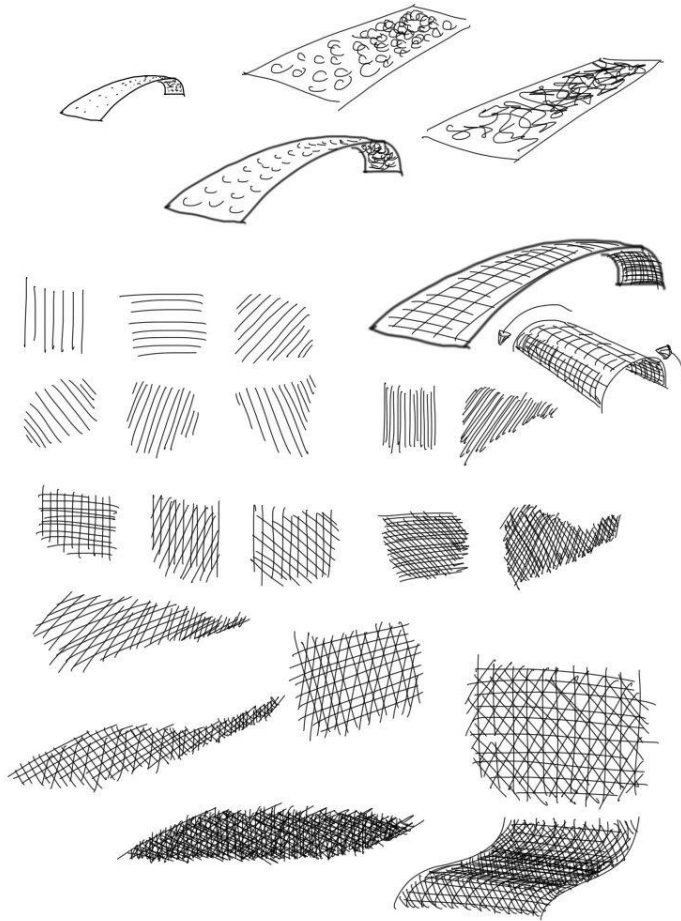
Draw your hand in your sketchbook. **Avoid tracing:** the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.

Elinizi eskiz defterinize çizin. İz sürmekten kaçınınız: Gözlem eksikliği sizi kaba bir başlangıç yapmaya zorlayacaktır.

Ardından, her parmağınız için farklı bir doku çizin.



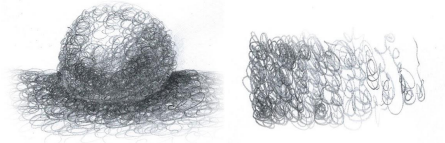
Technique Basic Crosshatching



Stippling



Scumbling



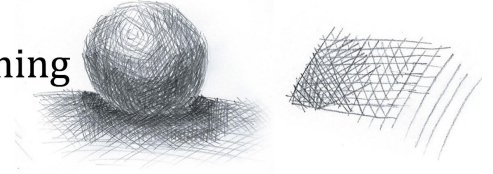
Shading



Smudging



Crosshatching



CROSSHATCHING AN EYE



1.

PENCIL OUTLINE

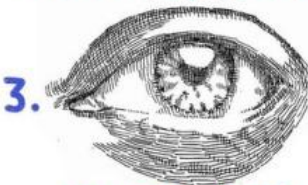
- Can be loose & messy!
- Outline areas of shadow
- Double-check proportions



2.

HORIZONTAL LINES

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



3.

VERTICAL LINES

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



4.

DIAGONAL LINES

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



5.

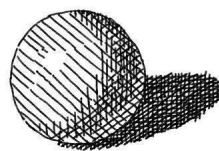
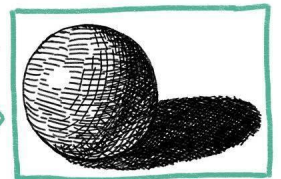
DARKEN & REFINE

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

HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

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



LINES DON'T FOLLOW FORM



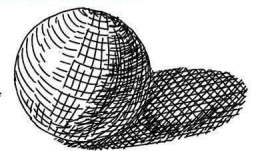
LOOKS FLAT



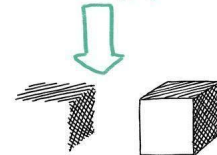
OUTLINE TOO DARK



CREATES DEPTH



LIMITED TONAL RANGE

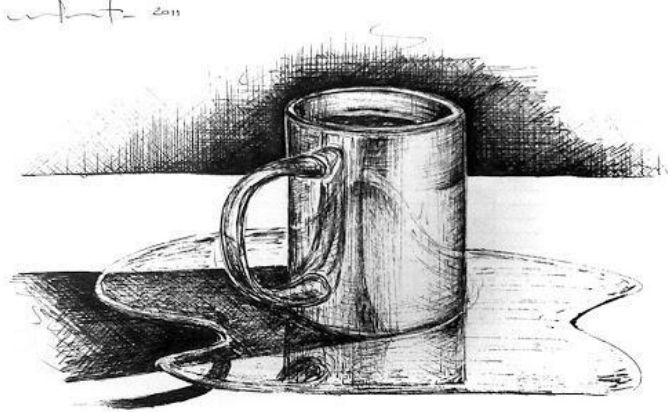
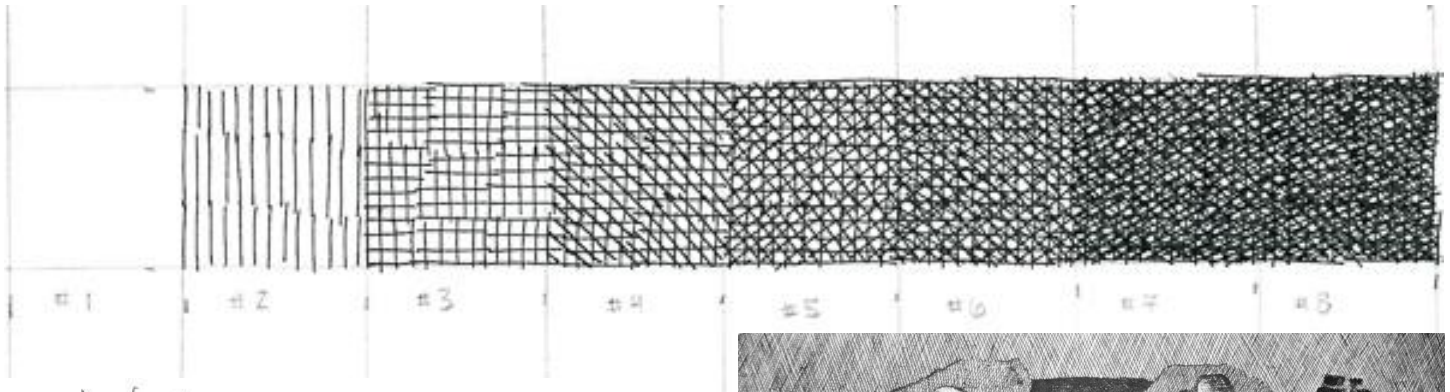


FIRST: LIGHT OUTLINE

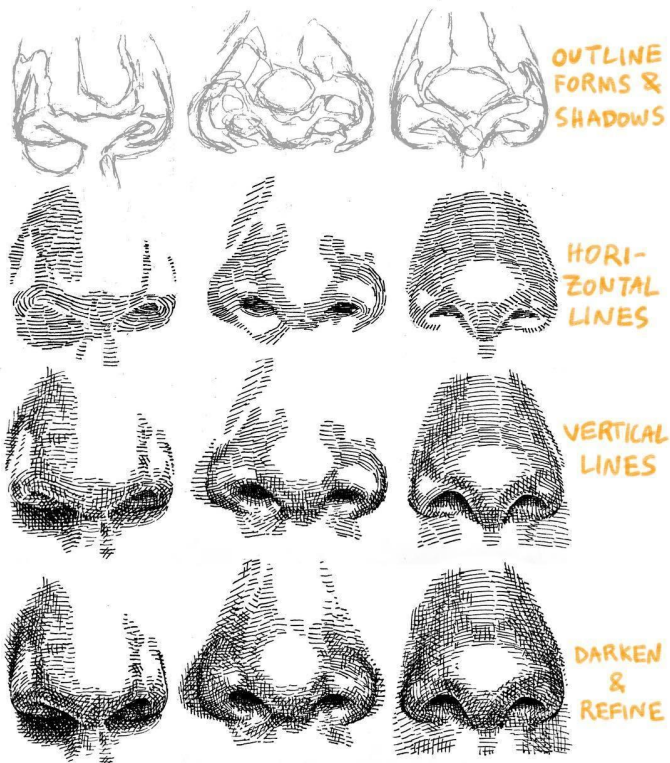


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

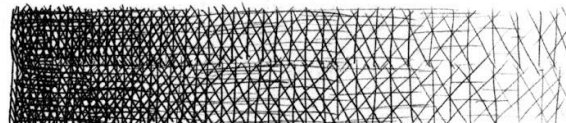
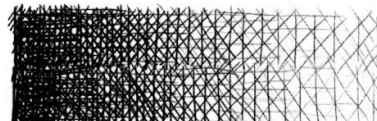
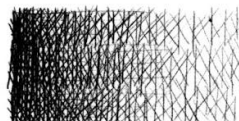
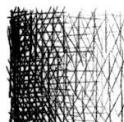
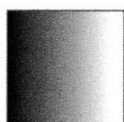


CROSSHATCHING NOSES

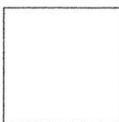


RATE OF GRADATION

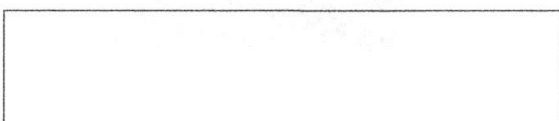
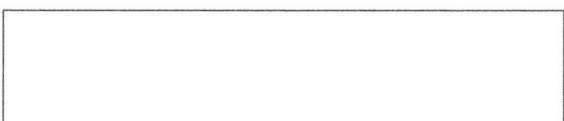
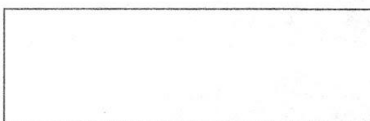
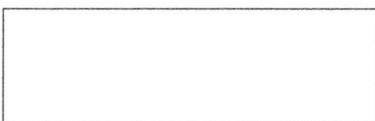
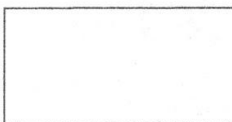
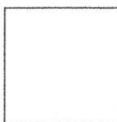
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice







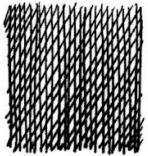

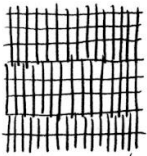

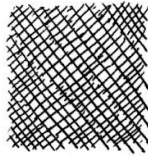









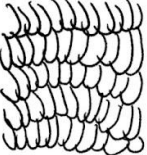



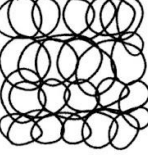




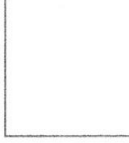
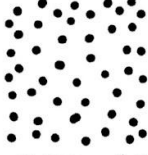




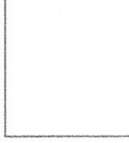








Practice





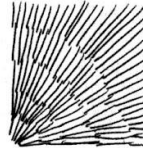
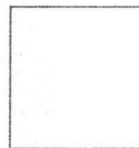
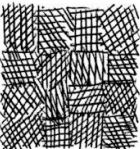



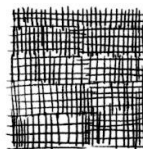

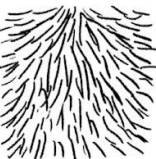

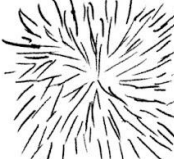



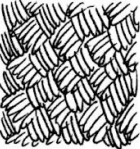
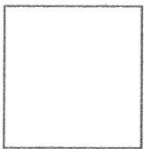
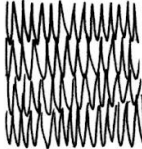

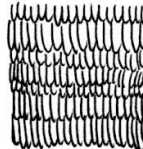







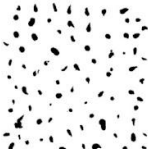
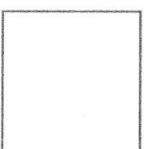



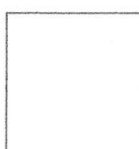








THE BASIC STROKES

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

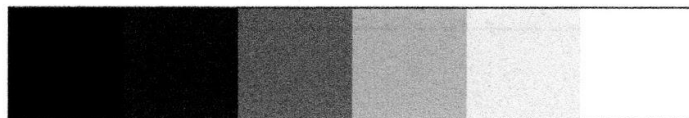
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

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

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

6-STEP VALUE SCALE

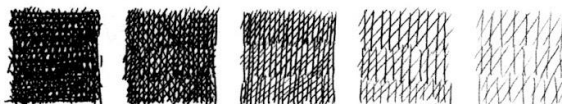
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



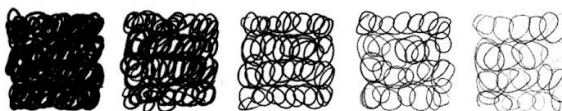
Uneven Hatching



Curved Hatching



Scribbling

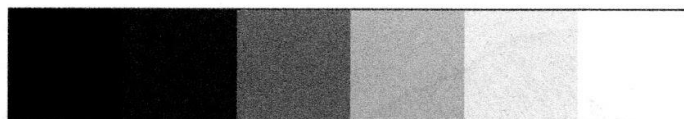


Stippling

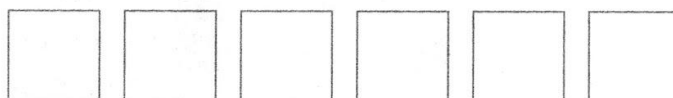


Flowing Lines

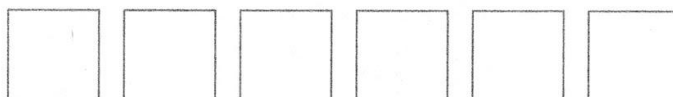




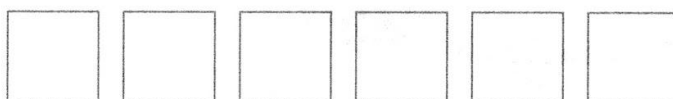
Hatching



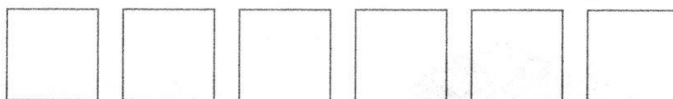
Cross-hatching



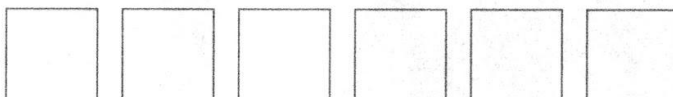
Uneven Hatching



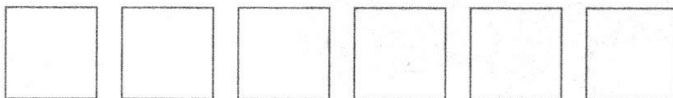
Curved Hatching



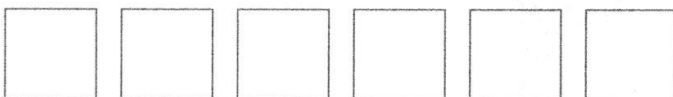
Scribbling



Stippling

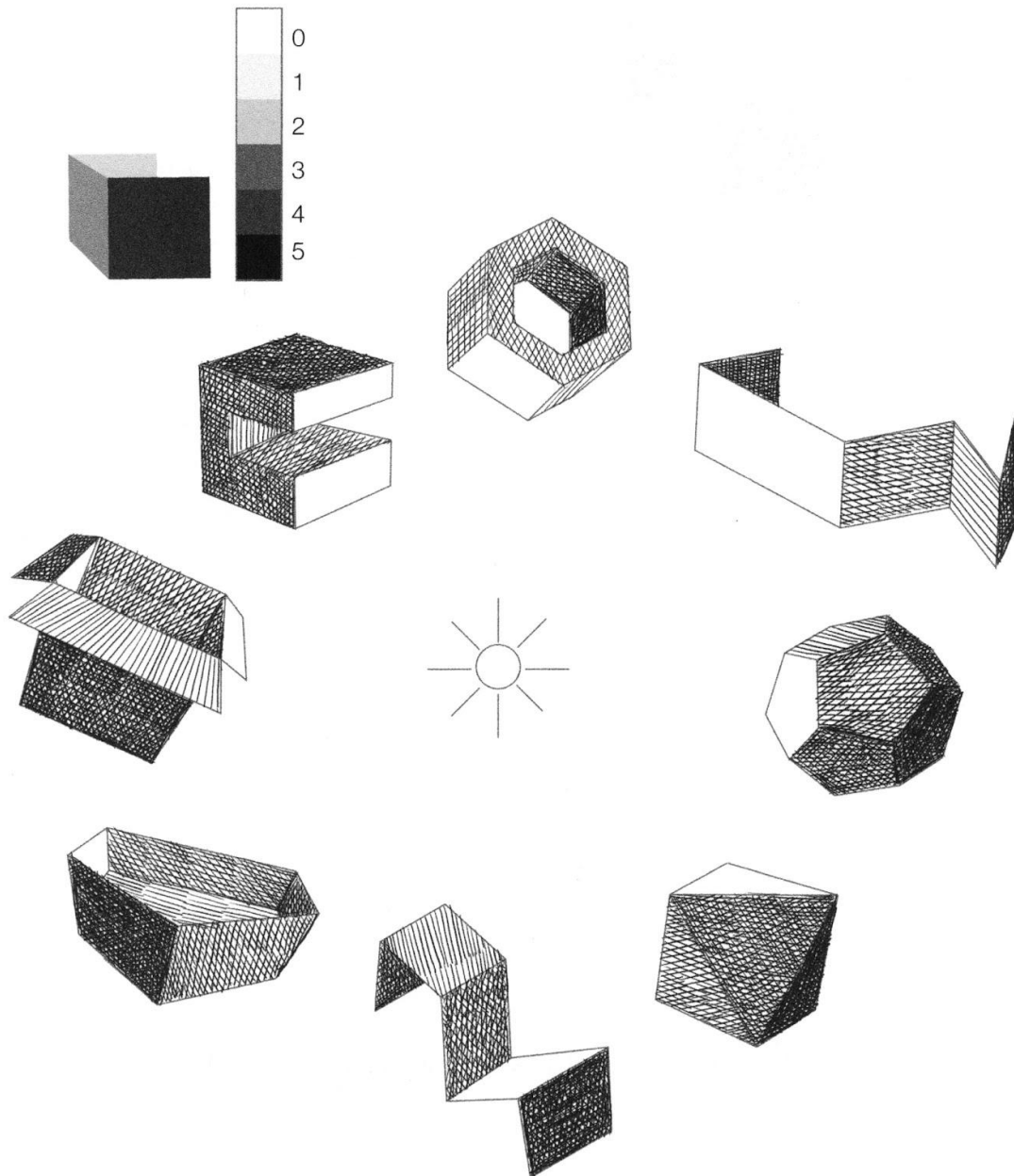


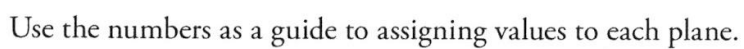
Flowing Lines



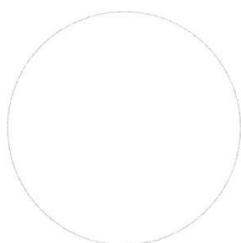
SHADING BLOCK FORMS

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

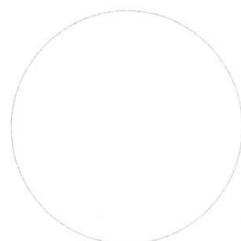
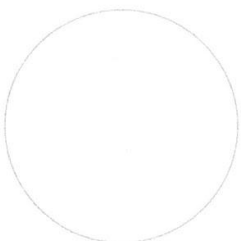
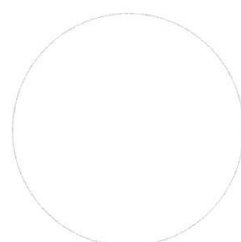
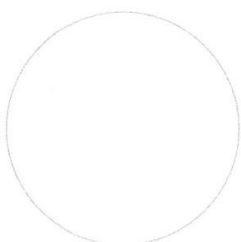
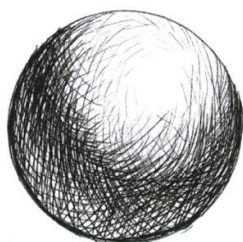
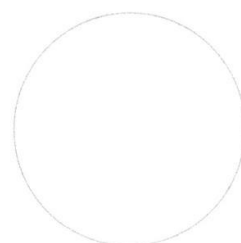




Practice



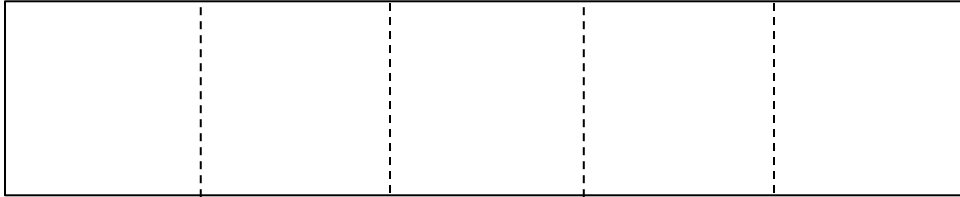
Practice



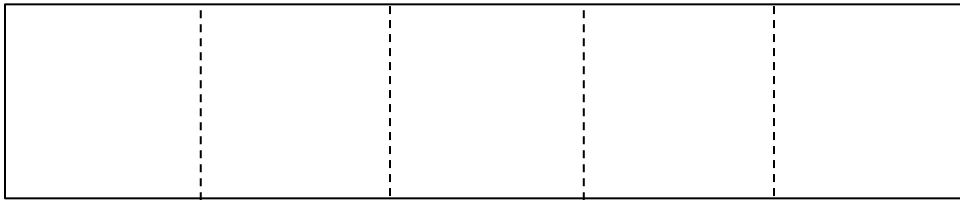
Skill builder



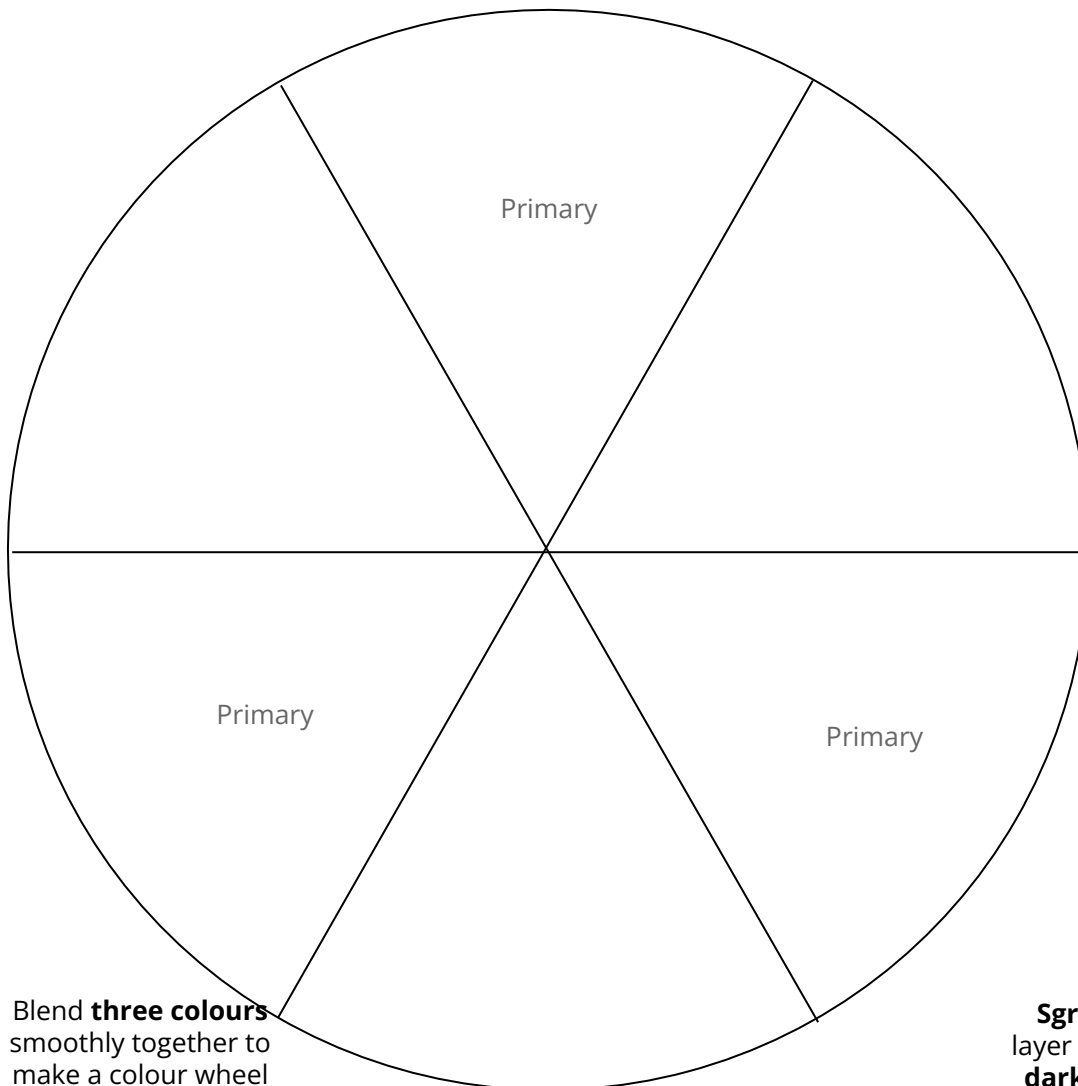
Blend **one colour** of pastel smoothly from dark to light



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



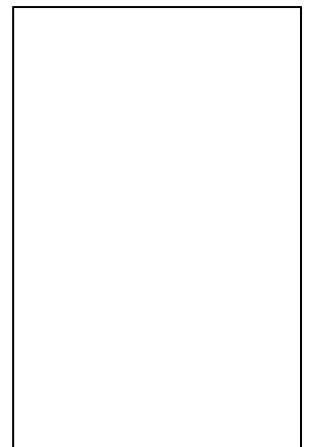
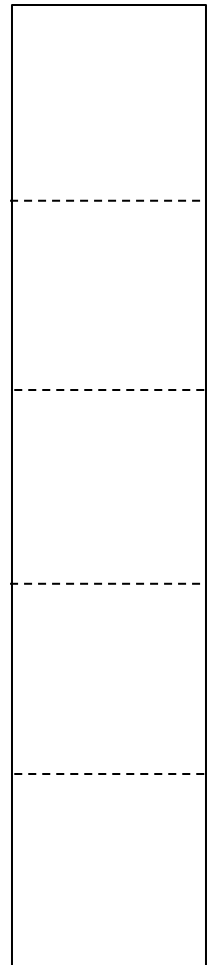
Blend **one colour + a dark colour** smoothly from dark to light



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

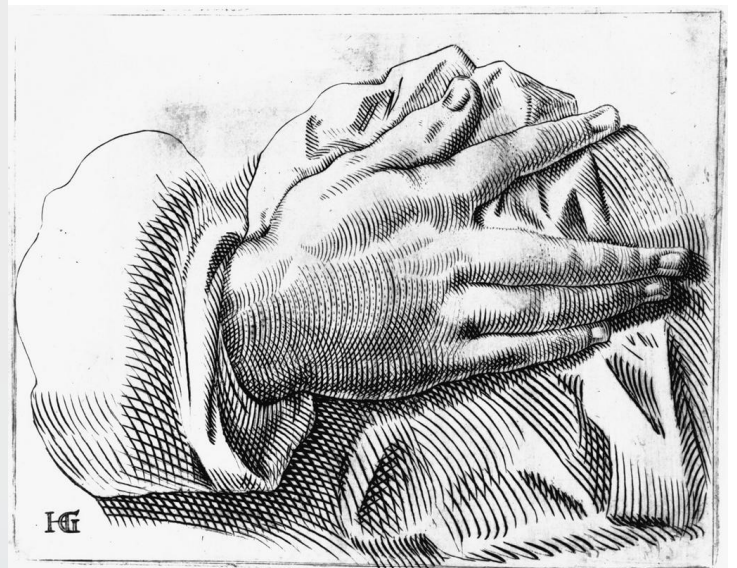
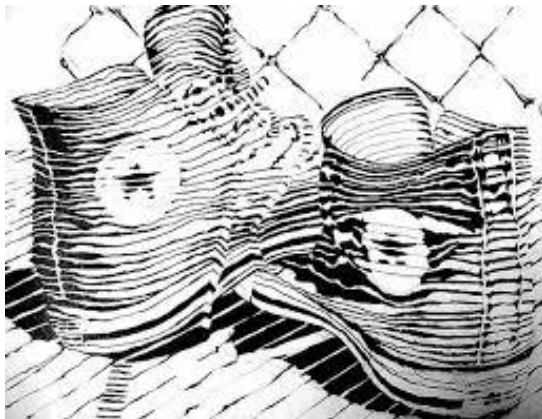
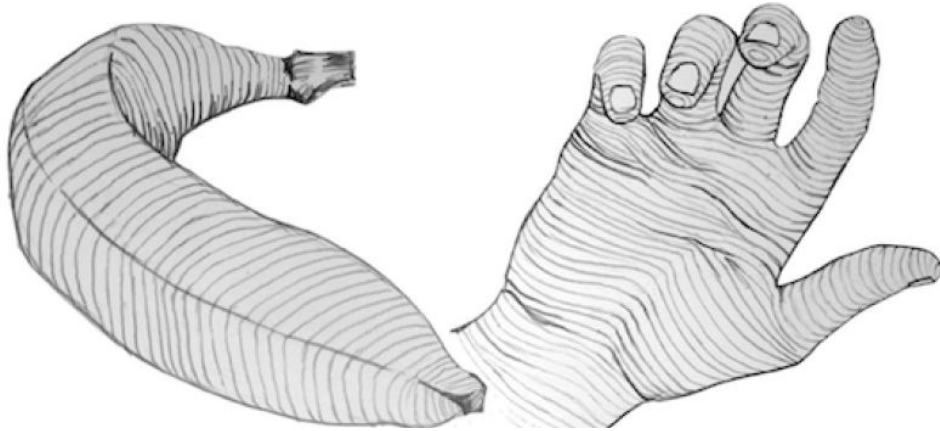
Pastels

Stipple - two colours smoothly together with dots



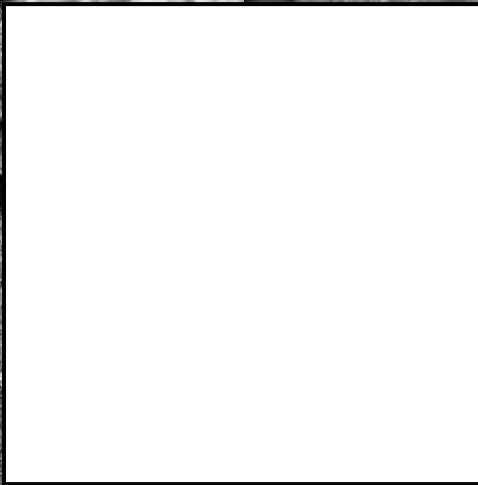
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

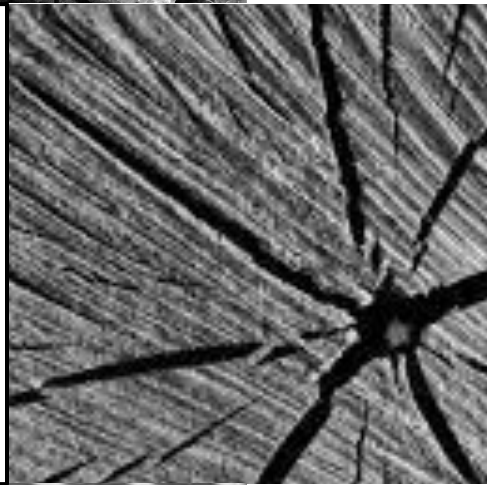
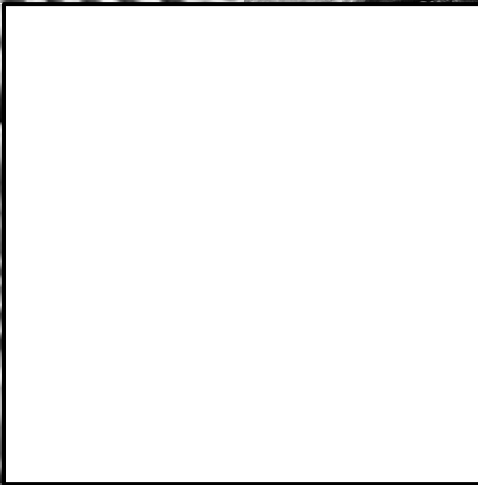
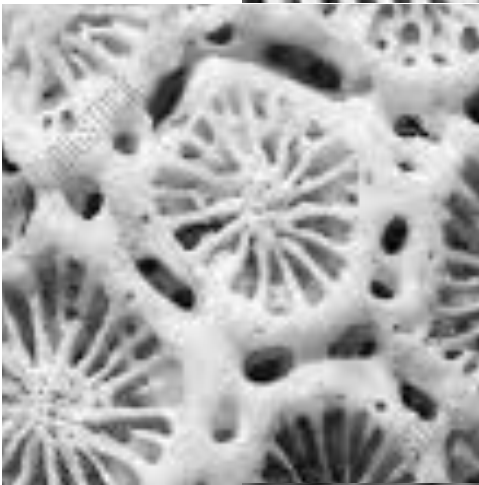
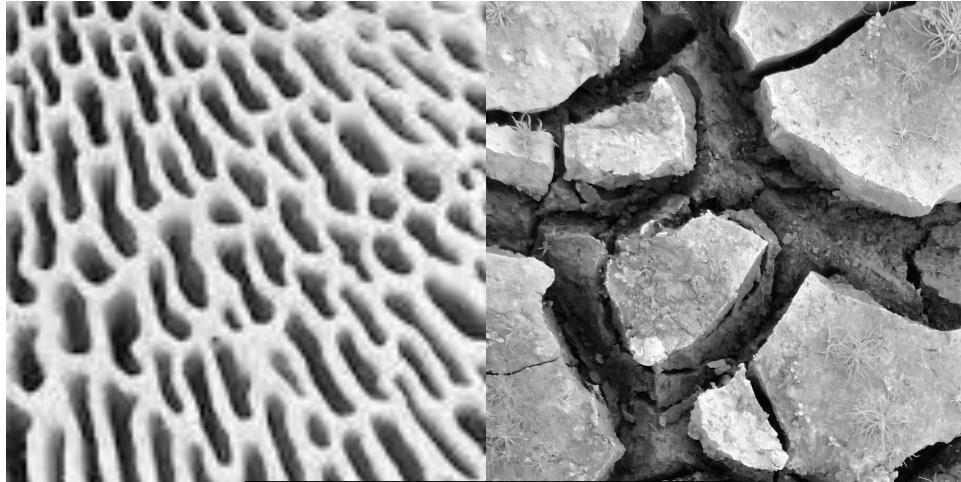


STUDY OF A HAND
Anonymous Artists

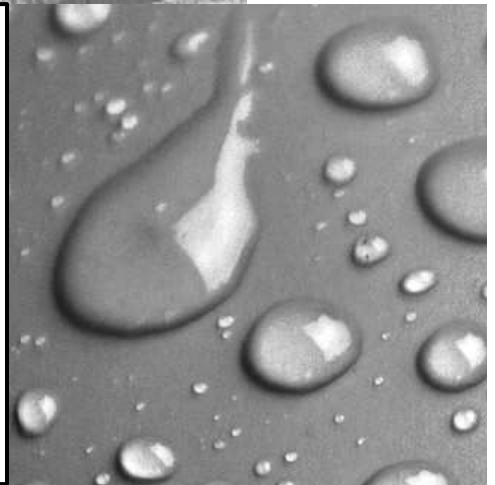
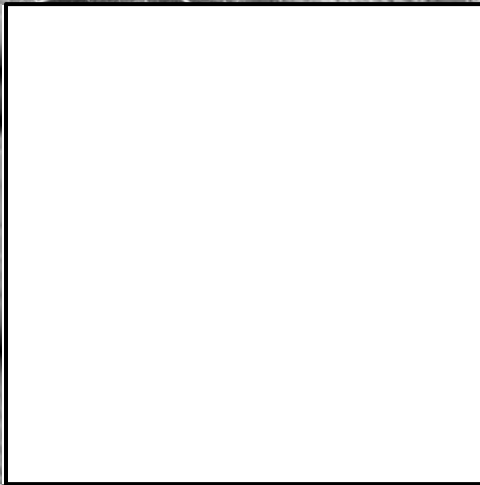
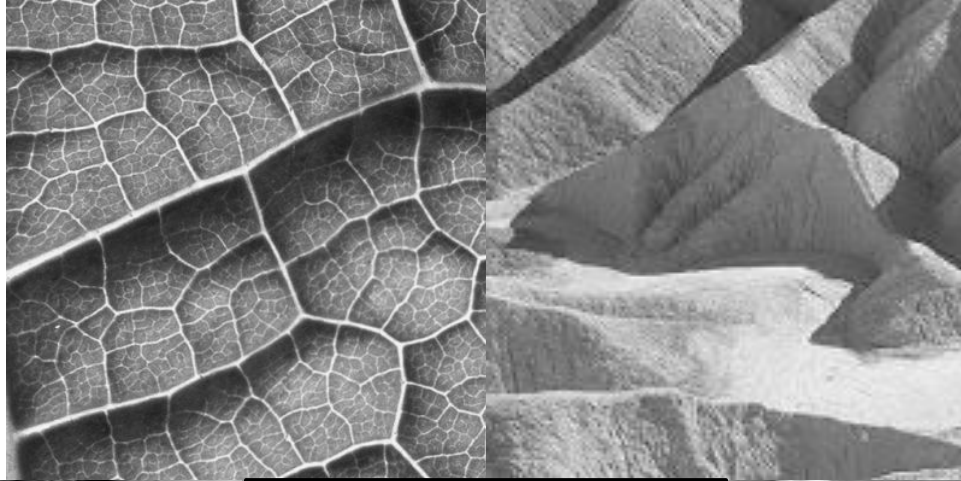
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Creativity — Brainstorming practice I

Yaratıcılık — Beyin fırtınası uygulaması 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.

Yaratıcılık öğrenilebilir. Yeni başlayanlar için en büyük hata, tüm fikirleri kafanızda tutmaya çalışmaktır. Yaratıcı becerilerinizi geliştirmek için çok sayıda fikri listeleme pratiği yapacaksınız.

- You will improve your ability to generate a large number of ideas.
Çok sayıda fikir üretme yeteneğinizi geliştireceksiniz.
- 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.
Fikriniz kayıt altına alınana kadar yargıda bulunma yeteneğinizi geliştireceksiniz. Çoğu insan, iyi fikirleri henüz akıllarındayken durdurur.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Bir konu ile ilgili alışılmadık veya özel fikirleri bilinçli olarak arama yeteneğinizi geliştireceksiniz.

Your topic today: **Things that are sharp, or that have made you angry or frustrated**
Bugünkü konunuz: *Keskin olan veya sizi kızdıran ya da hayal kırıklığına uğratan şeyler*

When you are finished, please count the number of ideas you generated: _____
Bitirdiğinizde, ürettiğiniz fikir sayısını sayın: _____

Creativity — Brainstorming practice II

Yaratıcılık — Beyin fırtınası uygulaması 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.

Yaratıcılık öğrenilebilir. Yeni başlayanlar için en büyük hata, tüm fikirleri kafanızda tutmaya çalışmaktır. Yaratıcı becerilerinizi geliştirmek için çok sayıda fikri listeleme pratiği yapacaksınız.

- You will improve your ability to generate a large number of ideas.
Çok sayıda fikir üretme yeteneğinizi geliştireceksiniz.
- 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.
Fikriniz kayıt altına alınana kadar yargıda bulunma yeteneğinizi geliştireceksiniz. Çoğu insan, iyi fikirleri henüz akıllarındayken durdurur.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Bir konu ile ilgili alışılmadık veya özel fikirleri bilinçli olarak arama yeteneğinizi geliştireceksiniz.

Your topic today: **Things that are curved, or that have surprised or confused you**
Bugünkü konunuz: *Eğri olan, sizi şaşırtan veya kafanızı karıştıran şeyler*

When you are finished, please count the number of ideas you generated: _____
Bitirdiğinizde, ürettiğiniz fikir sayısını sayın: _____

Creativity — Brainstorming practice III

Yaratıcılık — Beyin fırtınası uygulaması 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.

Yaratıcılık öğrenilebilir. Yeni başlayanlar için en büyük hata, tüm fikirleri kafanızda tutmaya çalışmaktır. Yaratıcı becerilerinizi geliştirmek için çok sayıda fikri listeleme pratiği yapacaksınız.

- You will improve your ability to generate a large number of ideas.
Çok sayıda fikir üretme yeteneğinizi geliştireceksiniz.
- 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.
Fikriniz kayıt altına alınana kadar yargıda bulunma yeteneğinizi geliştireceksiniz. Çoğu insan, iyi fikirleri henüz akıllarındayken durdurur.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.
Bir konu ile ilgili alışılmadık veya özel fikirleri bilinçli olarak arama yeteneğinizi geliştireceksiniz.

Your topic today: **Things that are disgusting, or that have made you anxious or afraid**
Bugünkü konunuz: *İğrenç olan veya sizi endişelendiren ya da korkutan şeyler*

When you are finished, please count the number of ideas you generated: _____
Bitirdiğinizde, ürettiğiniz fikir sayısını sayın: _____

Creativity — Things that you wish would change

Yaratıcılık — Değişmesini dilediğiniz şeyler

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

Bu kelimeler, resminiz için fikrinizi geliştirmenize yardımcı olacak ve fikir geliştirme notunuza katkıda bulunacaktır.

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Idea Development/*Fikir Geliştirme*

1 **Generate ideas/*Fikir üret*** *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.

Bir sürü fikir bulmak için listeleri, bir web haritasını veya basit çizimleri kullanın! Aklınızda zaten bir fikir varsa, bunu ana temanız olarak seçin ve onu genişletin. Fikirlerinizin başıboş dolaşmasına izin verin; bir fikir diğerine yol açar. Çizimler kaynak görüntülerin ayrıntıları, farklı bakış açıları, dokular, teknik deneyler vb. olabilir.

Number of **words**/*Kelime sayısı* → ____ ÷ 3 = ____ %

Number of **simple** sketches/*Basit eskizlerin sayısı* → ____ × 2% = ____ %

Number of **better** sketches/*Daha iyi eskizlerin sayısı* → ____ × 4% = ____ %

2 **Select the best and join together ideas/*En iyiyi seçin ve fikirleri birleştirin***

Circle the **best** ideas/*En iyi fikirleri daire içine alın*
circled/*daire içine alınmış* = □ 5%

Link into **groups** of ideas/*Fikir gruplarına bağlanın*
linked/*bağlantılı* = □ 5%

3 **Print reference images/*Referans görsellerini yazdır*** *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.
- *Sanat eserinizin zorlu kısımlarını doğru bir şekilde gözlemleyebilmeniz için SEKİZ referans görseli yazdırın. Kendi fotoğrafınızı çekmek ve kullanmak tercih edilir, ancak görsel arama da iyidir.*
- *Bulduğunuz bir resmi kopyalamayın. Buradaki fikir, kendi sanat eserinizi yaratmak için kaynak görselleri düzenlemek ve birleştirmektir. Bir resmi basitçe kopyalarsanız, intihal yapmış olursunuz ve fikir üretmeniz ve son sanat eserinizde yaratıcılığı içeren herhangi bir kriter için sıfır kazanırsınız.*
- *Resimlerinin yarısına kadar, ilham kaynağı olarak kullanmak üzere başkalarının çizimleri, tabloları veya diğer sanat eserlerinden oluşabilir. Diğer görseller gerçekçi fotoğraflar olmalıdır.*
- *Puanları kazanmak için görsellerin basılı kopyasını teslim etmeniz gerekmektedir.*

____ images/*görseller* x 5% = ____ %

Idea Development/*Fikir Geliştirme*

4 Compositions/*Kompozisyonlar* *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
- *Fikir geliştirme bölümünün herhangi bir yerinde küçük resim çizimleri oluşturun.*
- *Bunlar, üretebileceğiniz fikir kombinasyonlarına dayanmalıdır. Arka planınızı ekleyin.*
- *Sanat eserinizi öne çıkmasına yardımcı olmak için alışılmadık açılar, bakış açıları ve düzenlemelerle denemeler yapın.*
- *Resmin kenarlarını göstermek için küçük resimlerinizin çevresine bir çerçeve çizin.*
- *Bir renk şeması seçmek kompozisyon sayılır ve kaba dijital kolajlar da öyle*

____ thumbnails/*küçük resimler* x 8%

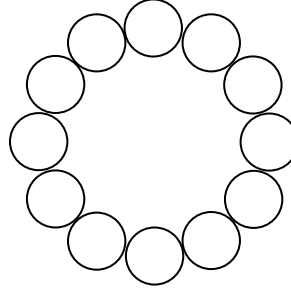
= ____ %

____ digital collages/*dijital kolajlar* x 8%

= ____ %

Selecting a **colour scheme**/*Renk şeması seçme*

= □ 8%



5 Rough copy/*Kaba kopya* *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.**
- *Küçük resimlerinizden en iyi fikirleri alın ve bunları geliştirilmiş kaba bir kopyada birleştirin.*
- *Gerçek şeye başlamadan önce hataları çözmek ve becerilerinizi geliştirmek için bunu kullanın.*
- *Renk kullanıyorsanız, renk düzeninizi göstermek için boya veya renkli kalem kullanın.*
- *Resminizin dış kenarlarını göstermek için bir çerçeve çizin.*
- *Merkezi olmayan bir kompozisyon seçmeyi unutmayın.*

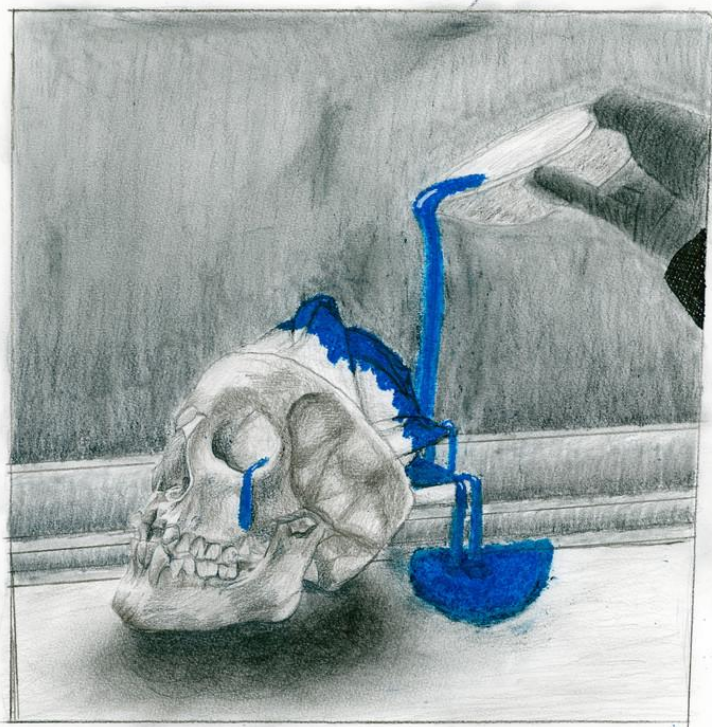
____ drawing/*çizim* x 25%

= ____ %

Total/Toplam = ____ %

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

NOT: *İnternette sadece bir resim kopyalarsanız notunuz %25'e düşer.*



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



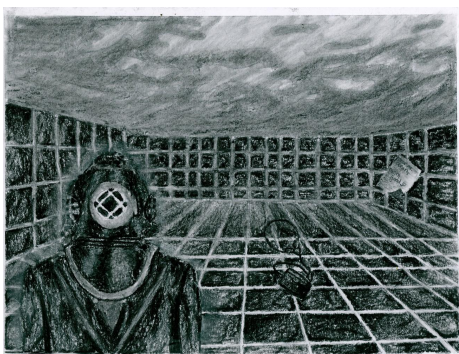
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23

Texture drawing goal-setting

____/10

Doku çizimi hedef belirleme

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.

Her dersin sonunda, lütfen bir sonraki ders için hedefinizi yazmak için zaman ayırın. Sanat eserinizi, seçtiğiniz çizim materyalleri için teknik becerilerinize, görsel doku yaratma yeteneğinize ve dengeli, merkezi olmayan bir kompozisyon yaratma becerinize göre puanlanacaktır. Hedefinizi seçerken bu kriterleri aklınızda bulundurun.

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

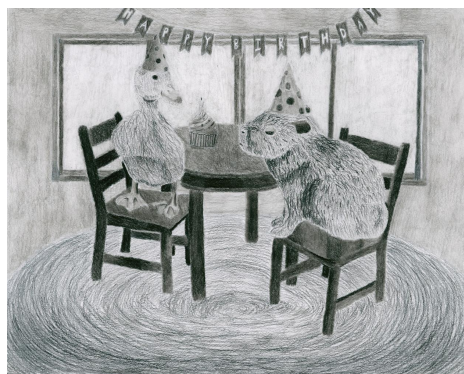
Spesifik olun: Çiziminizin hangi kısımlarına odaklanıyorsunuz? Bunu yapmak için hangi çizim becerilerine en çok ihtiyacınız var?

- | | |
|---|---|
| → What should be improved and where:
<i>Neyin nerede iyileştirilmesi gerekiyor:</i> | <i>"Look for more texture in the bark of the trees"</i>
<i>"Ağaçların kabuklarında daha fazla doku arayın"</i> |
| → What should be improved and where:
<i>Neyin nerede iyileştirilmesi gerekiyor:</i> | <i>"I need to darken the grey of the sky"</i>
<i>"Gökyüzünün griliğini koyulaştırmam gerekiyor"</i> |
| → What can be added and where:
<i>Ne eklenebilir ve nereye eklenebilir:</i> | <i>"I should add some texture to the rocks in the front"</i>
<i>"Öndeki kayalara biraz doku eklemeliyim"</i> |
| → What you can do to catch up:
<i>Yetişmek için neler yapabilirsiniz:</i> | <i>"I need to take my drawing home this weekend."</i>
<i>"Bu hafta sonu çizimimi eve götürmem gerekiyor."</i> |

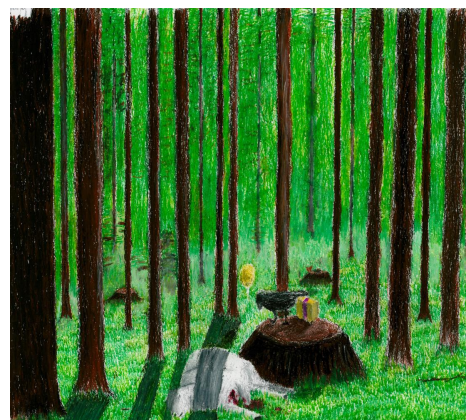
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Ziyao Ding, 2023-24



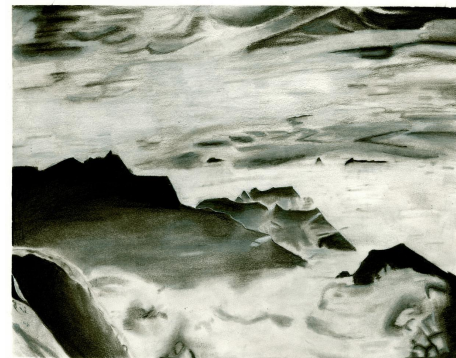
Julia Chiasson, 2023-24



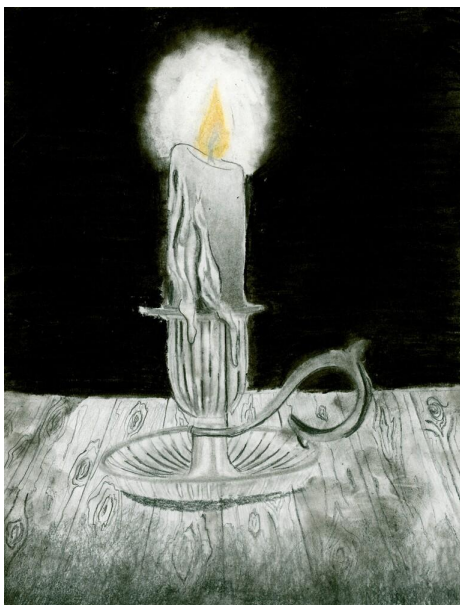
Drew Gooding, 2023-24



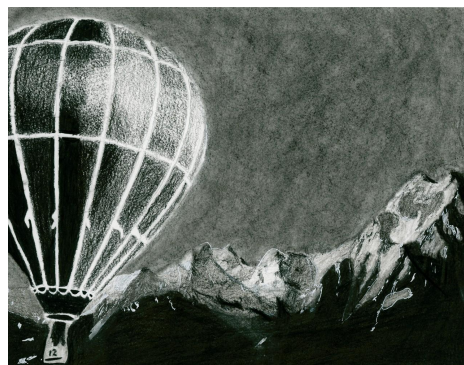
Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



Norah Bezanson, Spring 2025



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



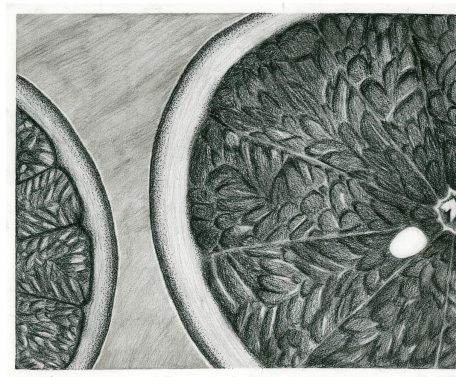
Maia Menard, 2023-24



Tony Nguyen, 2023-24



Sadie Buxton, 2023-24



Brooklyn Walker, 2023-24