

Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



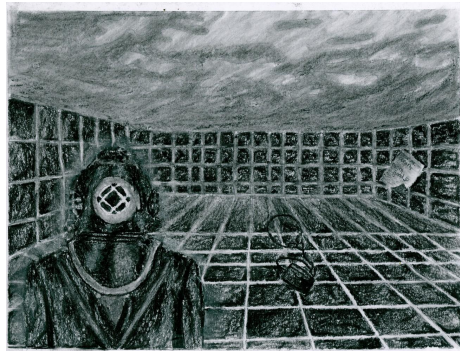
Daisha Farmer, 2022-23



Ray Cleary, 2022-23



Lily Sin, 2022-23



Sophia Hewitt, 2022-23

Texture

___/10 Idea development

___/10 Feedback

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



Textural explorations evaluation

Materials technique: How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading.

تقنية المواد: مدى جودة استخدامك للحم والحبر والباستيل والقلم الرصاص وما إلى ذلك لإنشاء خط وشكل وتظليل دقيق.

材料技巧: 如何使用木炭、墨水、蜡笔、彩色铅笔等来创建准确的线条、形状和阴影。

تکنیک مواد: چقدر خوب از زغال چوب، جوهر، پاستل، مداد رنگی و غیره برای ایجاد خط، شکل و سایه دقیق استفاده می کنید.

材料技術: 木炭、インク、パステル、色鉛筆などをどれだけ上手に使用して、正確な線、形、陰影を作成するか。

재료기법: 목탄, 먹, 파스텔, 색연필 등을 얼마나 잘 사용하여 정확한 선, 모양, 명암을 만드는가.

Técnica de materiales: qué tan bien usa carboncillo, tinta, pastel, lápiz de color, etc. para crear líneas, formas y sombras precisas.

Mbinu ya nyenzo: Jinsi unavyotumia mkaa, wino, pastel, penseli ya rangi, na kadhalika ili kuunda mstari sahihi, umbo na kivuli.

Teknik ng mga materyales: Gaano ka kahusay gumamit ng uling, tinta, pastel, lapis na may kulay, at iba pa upang lumikha ng tumpak na linya, hugis, at pagtatabing.

Техніка матеріалів: наскільки добре ви використовуєте вугілля, туш, пастель, кольоровий олівець тощо, щоб створити точні лінії, форми та штрихування.

Kỹ thuật vật liệu: Bạn sử dụng than, mực, phấn màu, bút chì màu, v.v. tốt như thế nào để tạo ra đường kẻ, hình dạng và bóng chính xác.

Texture: How well you capture the visual sense of each texture.

الملمس: مدى جودة التقاط الإحساس المرئي لكل نسيج.

纹理: 您捕捉每个纹理的视觉效果的程度。

بافت: چقدر حس بصری هر بافت را به خوبی ثبت می کنید.

テクスチャ: 各テクスチャの視覚的感覚をどの程度うまく捉えているか。

질감: 각 질감의 시각적 감각을 얼마나 잘 포착하는지.

Textura: Qué tan bien capturas el sentido visual de cada textura.

Umbile: Jinsi unavyonasa hisia inayoonekana ya kila muundo.

Texture: Kung gaano mo nakuha ang visual sense ng bawat texture.

Текстура: наскільки добре ви вловлюєте візуальне відчуття кожної текстури.

Kết cấu: Mức độ bạn nắm bắt được cảm giác trực quan của từng kết cấu.

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.

التكوين: مدى جودة إنشاء عمل فني كامل ومتوازن وغير مركزي. إذا كنت تستخدم لونًا، فهذا يشمل استخدام نظام ألوان واضح.

构图: 您创作的艺术作品是否完整、平衡且不集中。如果您使用颜色，这包括使用清晰的配色方案。

ترکیب بندی: چقدر خوب یک اثر هنری خلق می کنید که کاملاً کامل، متعادل و غیر مرکزی باشد. اگر از رنگ استفاده می کنید، این شامل استفاده از یک طرح رنگ شفاف نیز می شود.

構成: 完全に完成し、バランスが取れており、中心的ではないアートワークをどの程度上手に作成できるか。色を使用する場合、これには明確な配色の使用が含まれます。

구성: 완벽하게 완성되고 균형이 잘 잡히고 중심적이지 않은 작품을 얼마나 잘 만드셨는지. 색상을 사용하는 경우 명확한 색 구성표를 사용하는 것이 포함됩니다.

Composición: Qué tan bien creas una obra de arte que está completamente completa, bien balanceada y no central. Si está usando color, esto incluye usar un esquema de color claro.

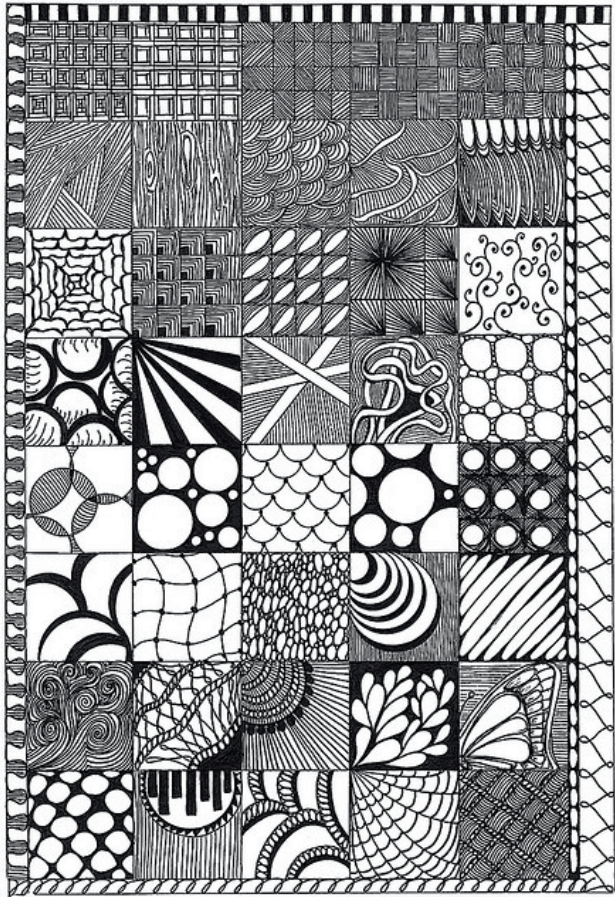
Muundo: Jinsi unavyounda mchoro ambao umekamilika kikamilifu, uliosawazishwa vyema na usio wa kati. Ikiwa unatumia rangi, hii inajumuisha kutumia mpango wazi wa rangi.

Komposisyon: Gaano ka kahusay gumawa ng isang likhang sining na ganap na kumpleto, balanseng mabuti, at hindi sentral. Kung gumagamit ka ng kulay, kabilang dito ang paggamit ng malinaw na scheme ng kulay.

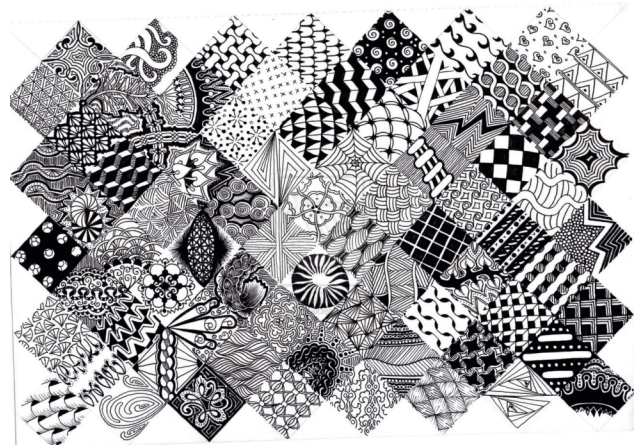
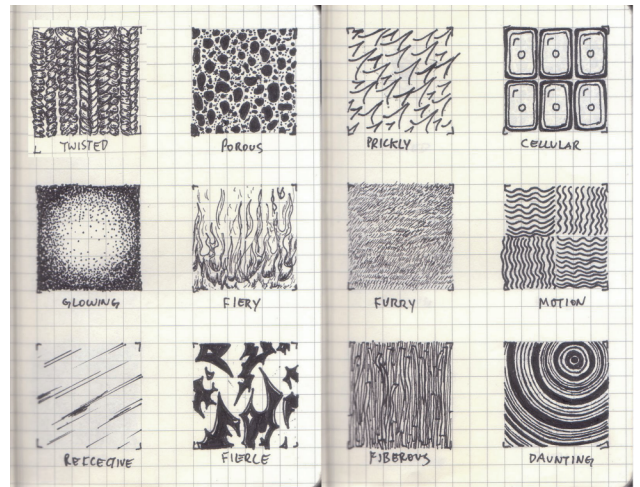
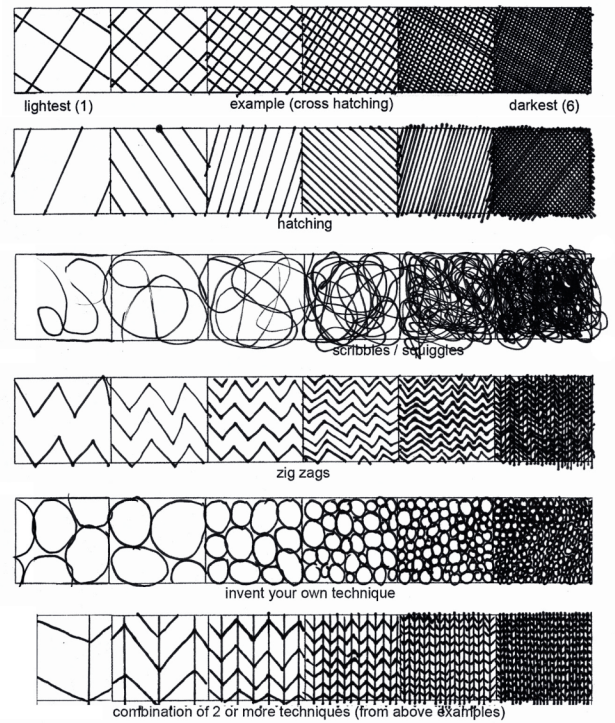
Композиція: наскільки добре ви створюєте твір мистецтва, яке є повністю завершеним, добре збалансованим і нецентральним. Якщо ви використовуєте колір, це включає використання чіткої колірної схеми.

Bố cục: Bạn tạo ra một tác phẩm nghệ thuật hoàn chỉnh, cân đối và không tập trung tốt đến mức nào. Nếu bạn đang sử dụng màu sắc, điều này bao gồm việc sử dụng bảng màu rõ ràng.

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



value scales using line



Skill builders Hand Texture

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

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.

TEXTURE

"TEXTURE" IS USED BY ARTISTS TO SHOW HOW SOMETHING MIGHT FEEL, WHAT IT IS MADE OF.

WOOD TEXTURE IS EASILY DRAWN WITH LONG, CURVED LINES.

"BURLAP" IS CREATED WITH A ROUGH PATTERN OF CROSSED LINES WITH A FEW DARKER SPOTS AND PIECES OF THREAD.

FOR A "ROUGH STONE" TEXTURE, FIRST DRAW THE STONES, THEN SHADE EACH ONE WITH LINES.

TO CREATE "SCALES" FIRST DRAW A LINE OF U'S "uuuu" then add another and another.

TO PRACTICE TEXTURES, TRACE YOUR HAND AND FILL EACH FINGER WITH A DIFFERENT TEXTURE.

TO DRAW THE TEXTURE OF CACTUS, FIRST DRAW THE LONG "SPINE" LINES FROM TOP TO BOTTOM. (NOTE THAT THE LINES ARE CLOSER TOGETHER AT THE EDGES.) THEN ADD THE NEEDLES. (↙) FINISH WITH A LITTLE SHADING ALONG ONE SIDE.

TO CREATE "FUR", USE A SERIES OF SHORT LINES WRAPPED AROUND THE SHAPE.

DON'T FORGET TO SHOW A LITTLE THICKNESS AROUND TWO EDGES.

TEXTURES ARE CREATED BY REPEATING SHAPES & PATTERNS OVER AND OVER.

1 Little circle →

A "TEXTURE" MADE OF CIRCLES.

ADDING TEXTURE TO A SHAPE TELLS WHAT IT'S MADE OF.

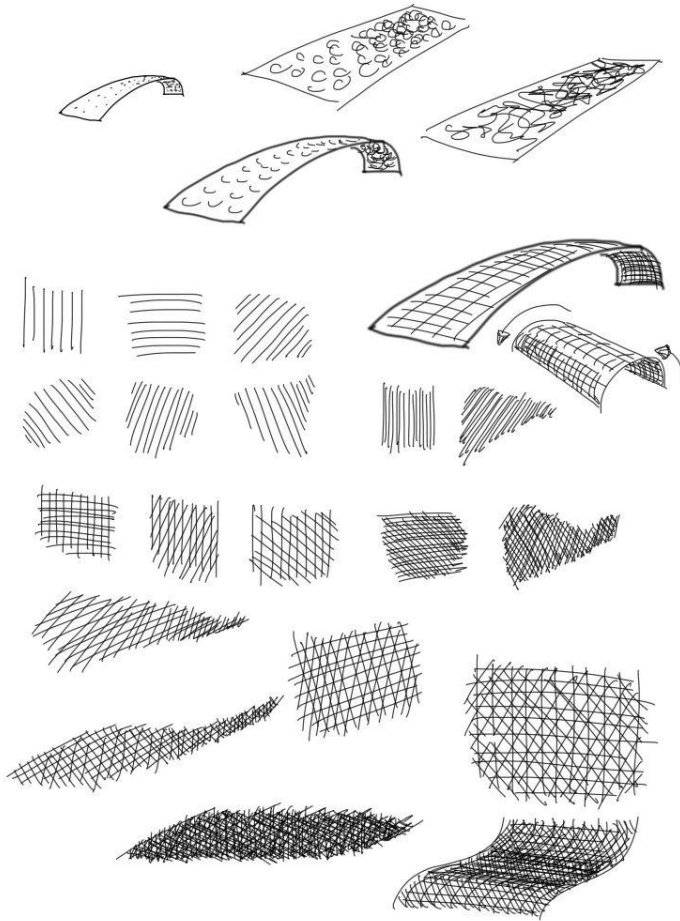
THIS RECTANGLE CAN BE A...

WOODEN PLANK

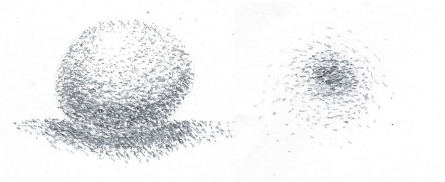
OR...

A SHEET OF GLASS JUST BY ADDING TEXTURE

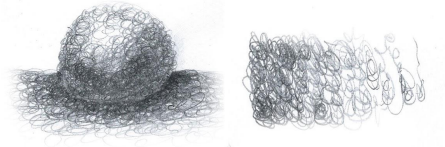
Technique Basic Crosshatching



Stippling



Scumbling



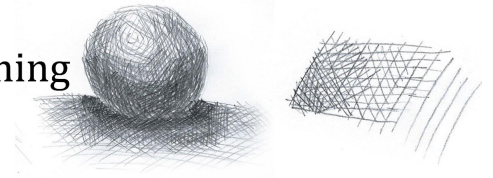
Shading



Smudging



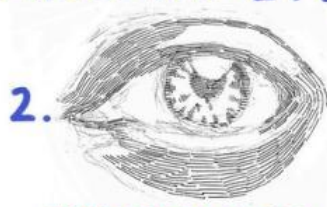
Crosshatching



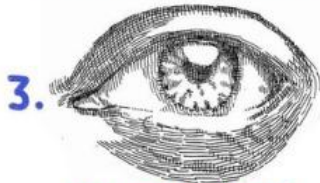
CROSSHATCHING AN EYE



- 1. PENCIL OUTLINE**
- Can be loose & messy!
 - Outline areas of shadow
 - Double-check proportions



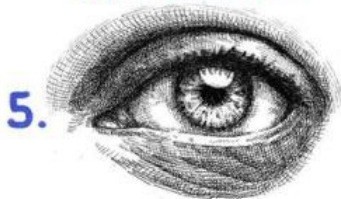
- 2. HORIZONTAL LINES**
- Keep shadows light
 - Avoid areas you're unsure of
 - Don't erase outlines yet!



- 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

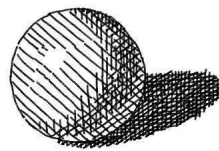
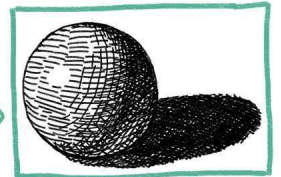


- 5. DARKEN & REFINE**
- Make darkest areas black
 - Preserve those highlights!
 - Focus on tiny details in iris
 - Add some outline to clarify
 - Take a step back & admire!

HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

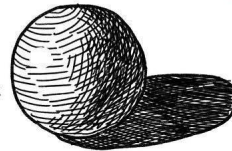
- FULL RANGE OF DARK & LIGHT
- OUTLINE CLARIFIES WITHOUT BEING DISTRACTING
- HATCHING SHOWS SHAPE OF OBJECT



LINES DON'T FOLLOW FORM



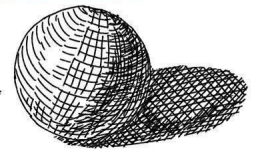
LOOKS FLAT



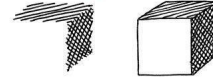
OUTLINE TOO DARK



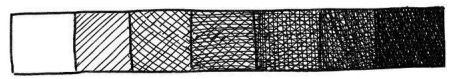
CREATES DEPTH



LIMITED TONAL RANGE

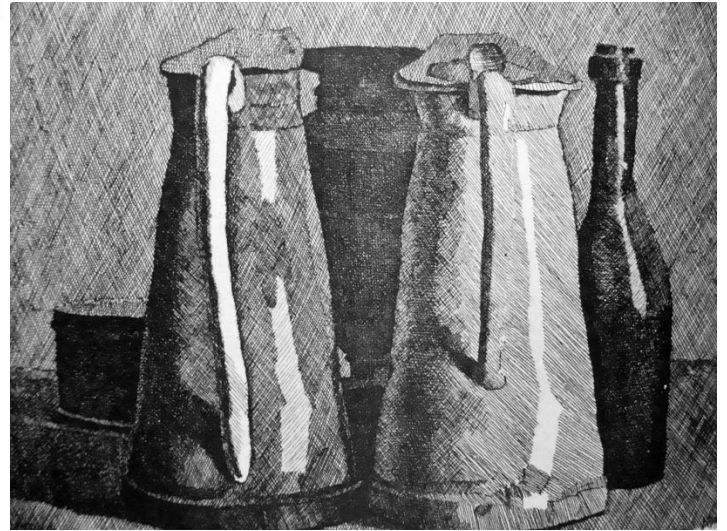
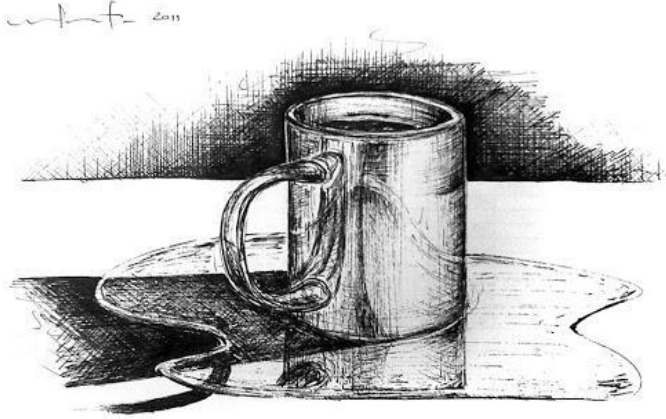
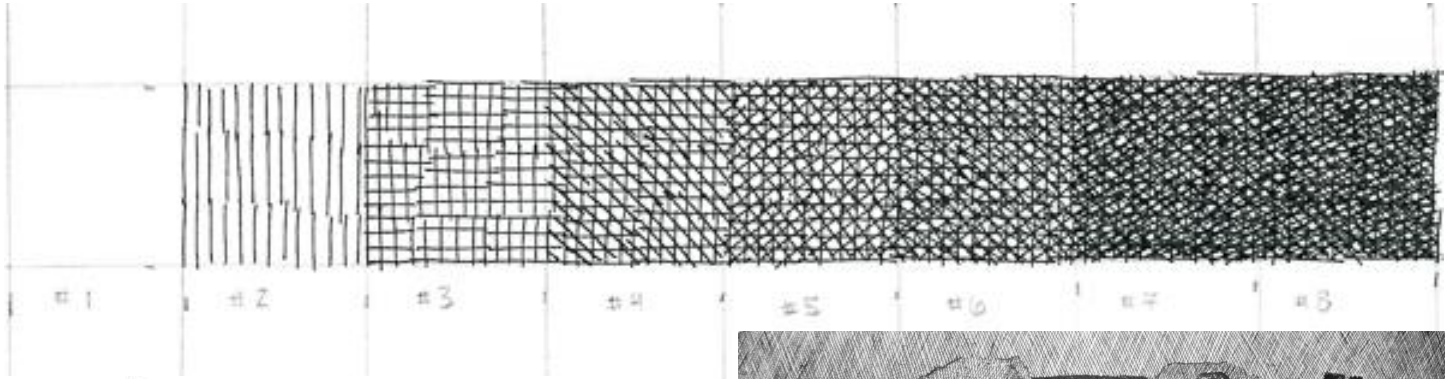


FIRST: THEN: LIGHT OUTLINE

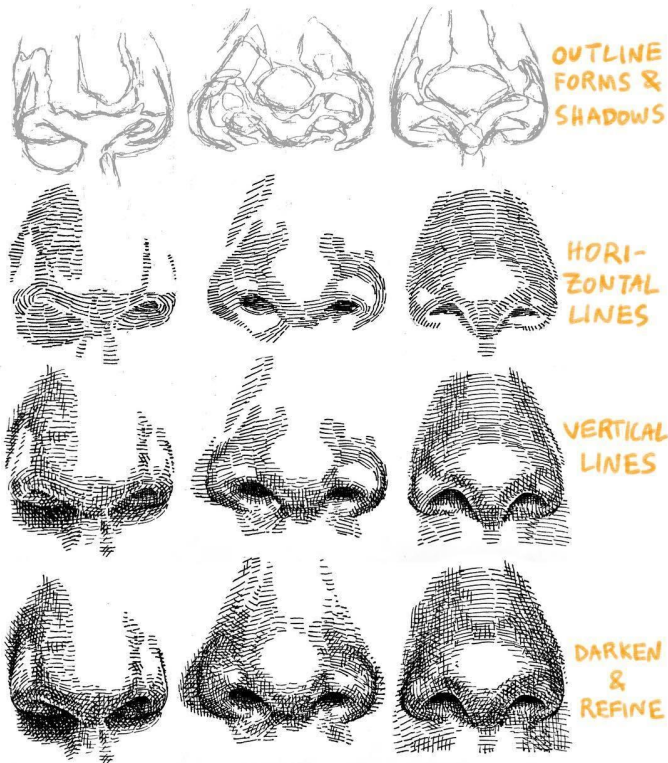


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

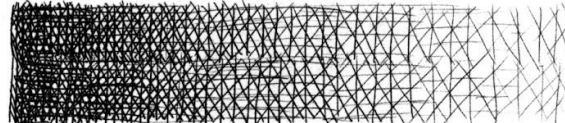
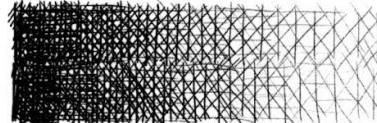
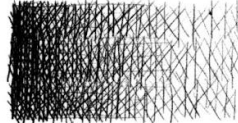
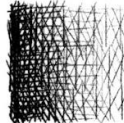
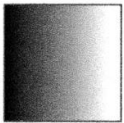


CROSSHATCHING NOSES



RATE OF GRADATION

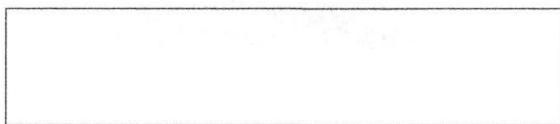
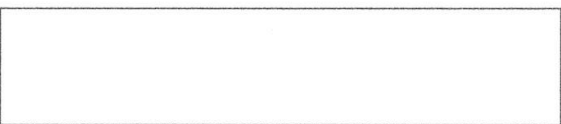
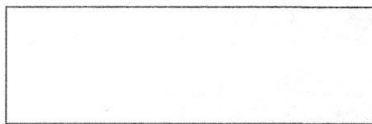
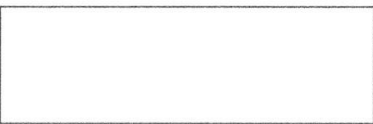
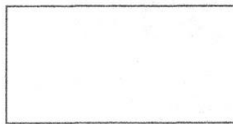
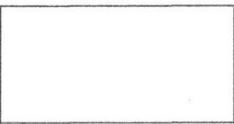
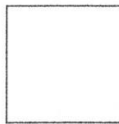
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice


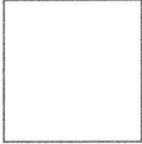




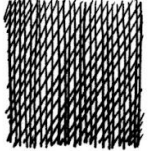

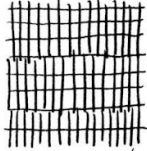

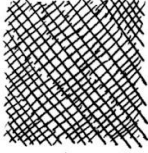


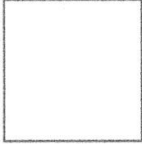






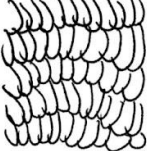



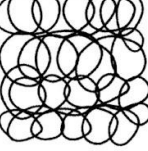

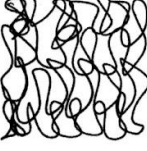



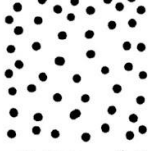







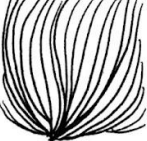





Practice




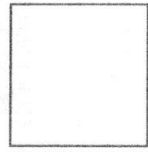
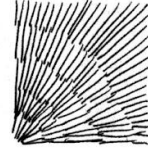
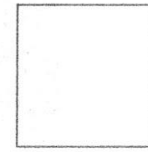
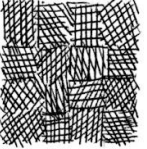
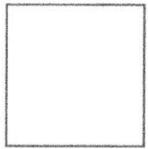

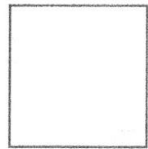
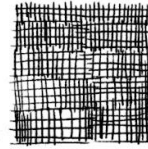
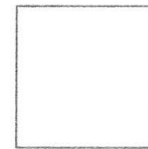
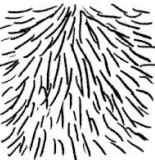
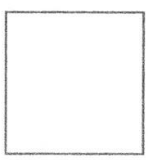
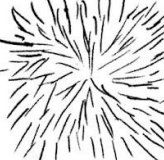
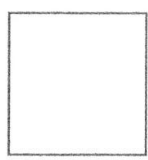

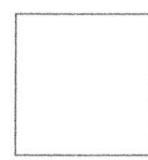
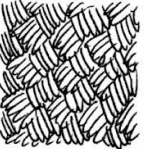
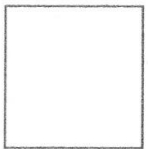
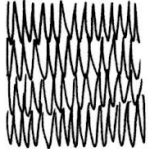
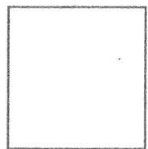
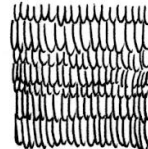
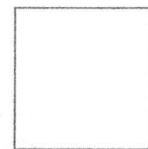






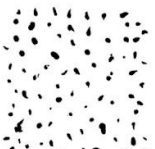
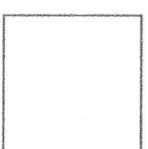
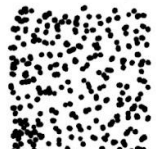
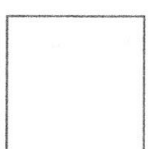

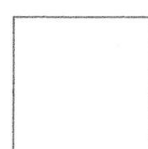
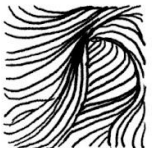
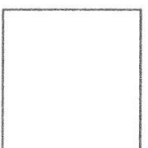



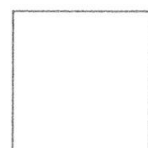


THE BASIC STROKES

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.

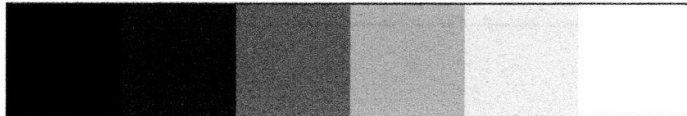
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

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.

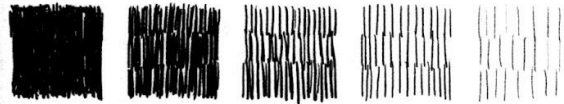
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

6-STEP VALUE SCALE

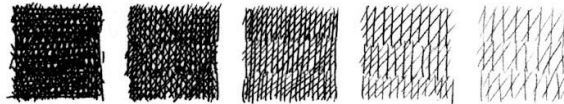
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



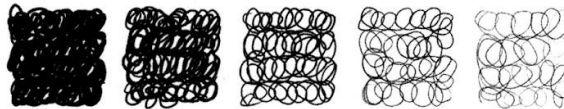
Uneven Hatching



Curved Hatching



Scribbling

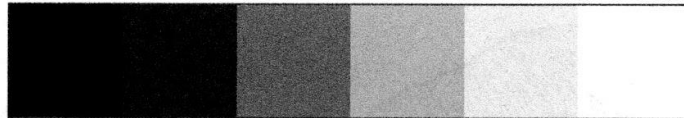


Stippling

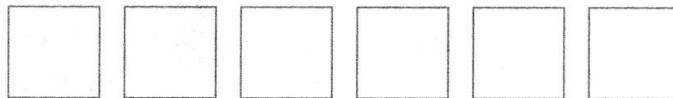


Flowing Lines

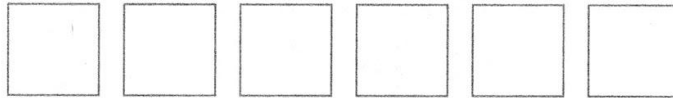




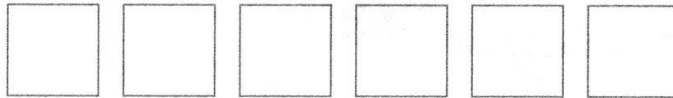
Hatching



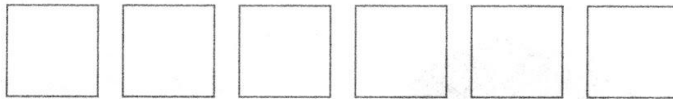
Cross-hatching



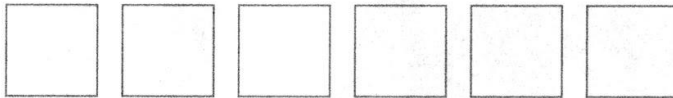
Uneven Hatching



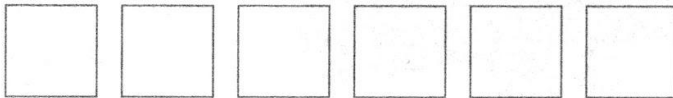
Curved Hatching



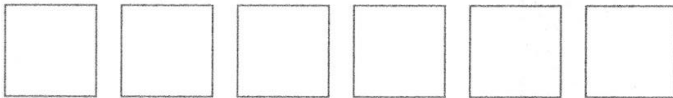
Scribbling



Stippling

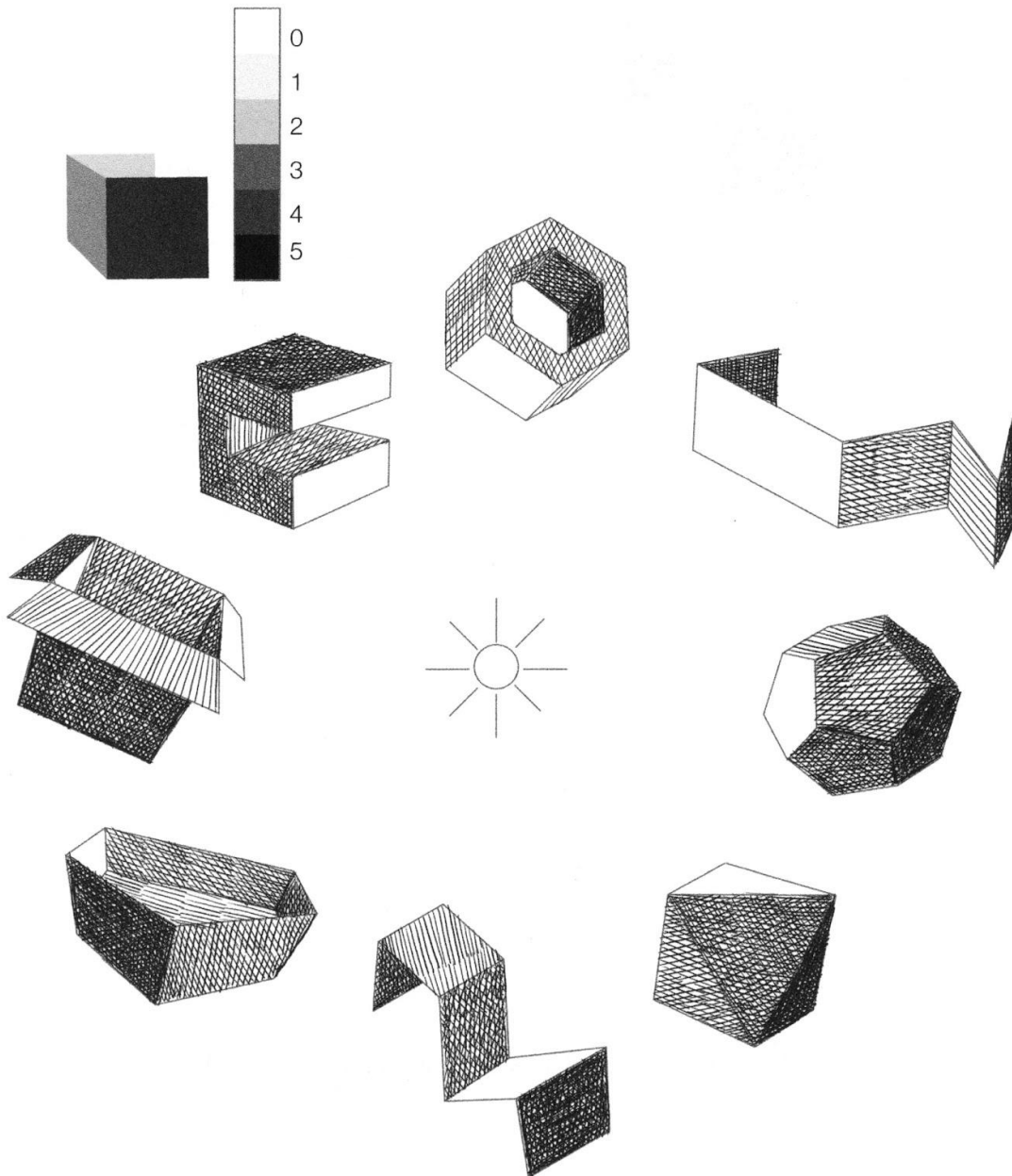


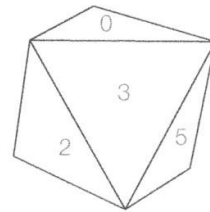
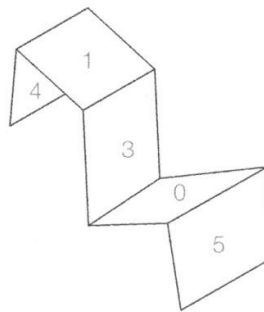
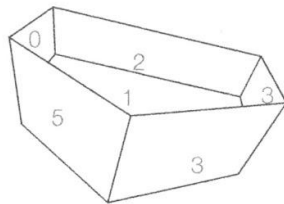
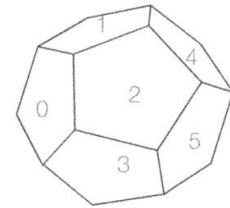
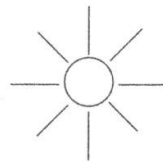
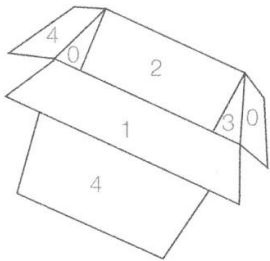
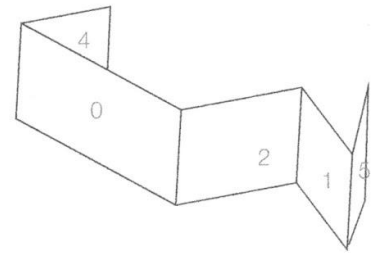
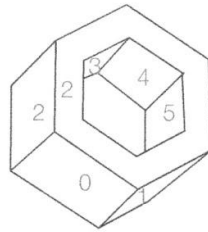
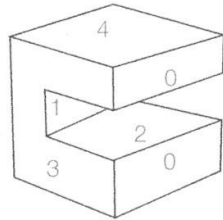
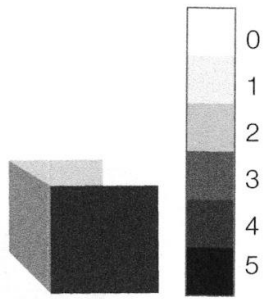
Flowing Lines



SHADING BLOCK FORMS

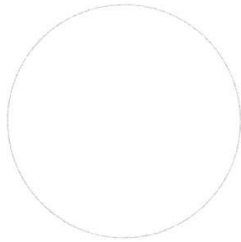
This exercise expands the value range to six values and increases the complexity of the forms. However, the same basic principle applies, so determining the value for each plane is not as elusive as you may think. Study the orientation of each plane with respect to the light source.



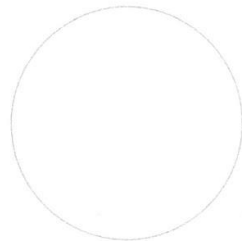
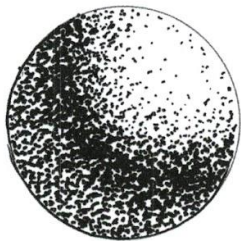
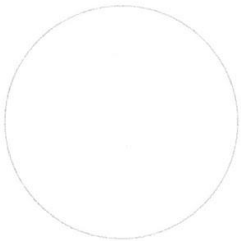
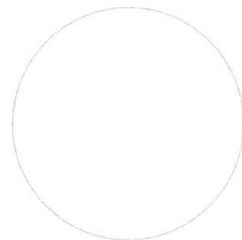
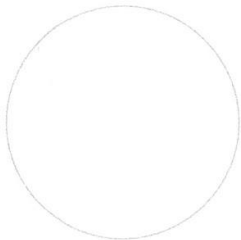
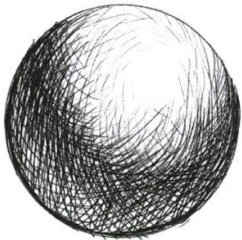
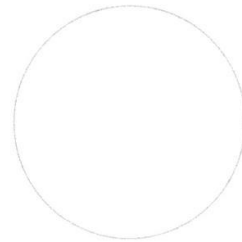


Use the numbers as a guide to assigning values to each plane.

Practice



Practice



Skill builder



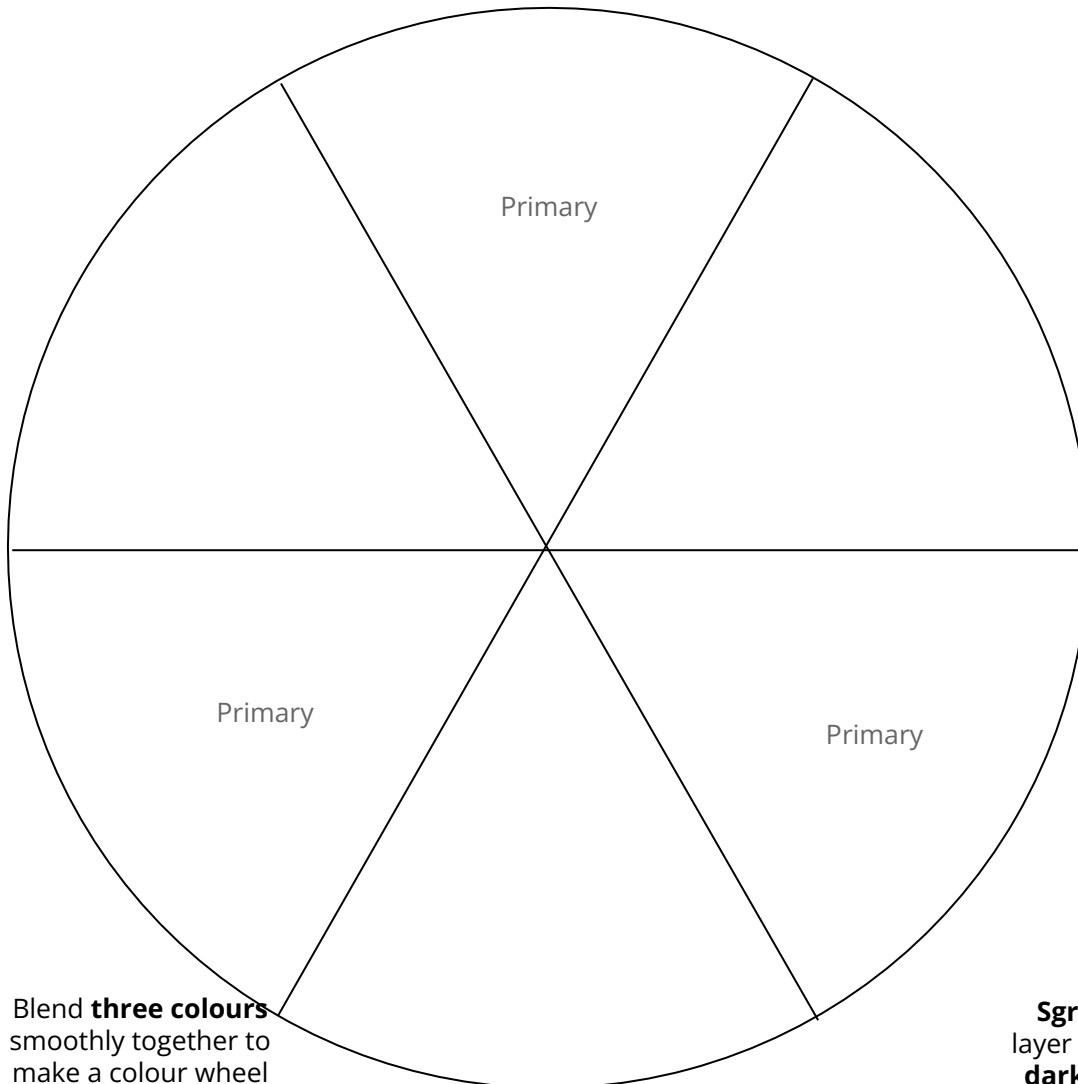
Blend **one colour** of pastel smoothly from dark to light



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



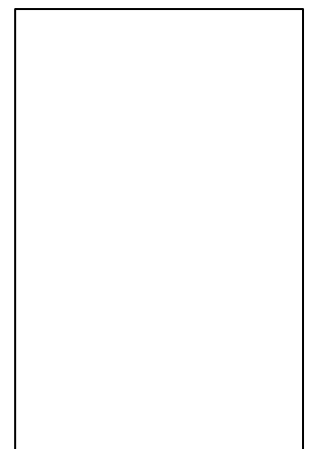
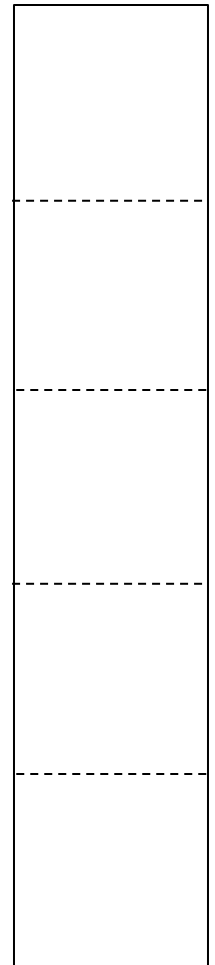
Blend **one colour + a dark colour** smoothly from dark to light



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

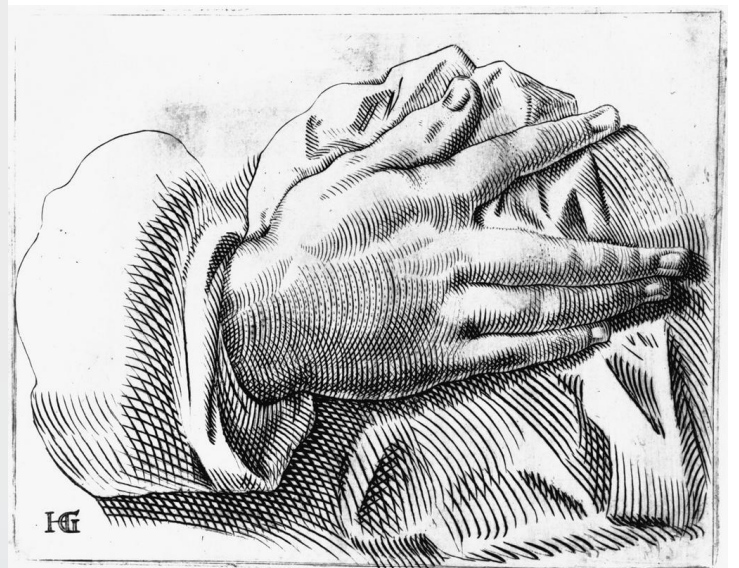
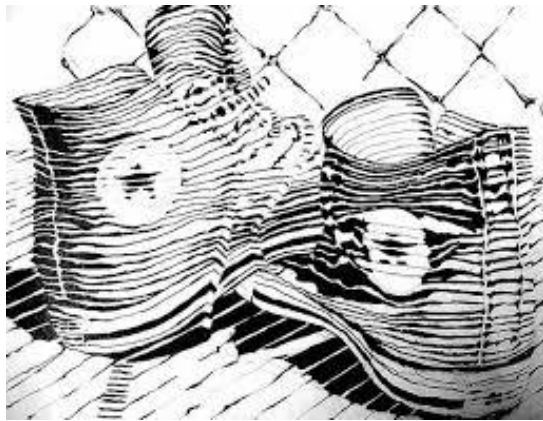
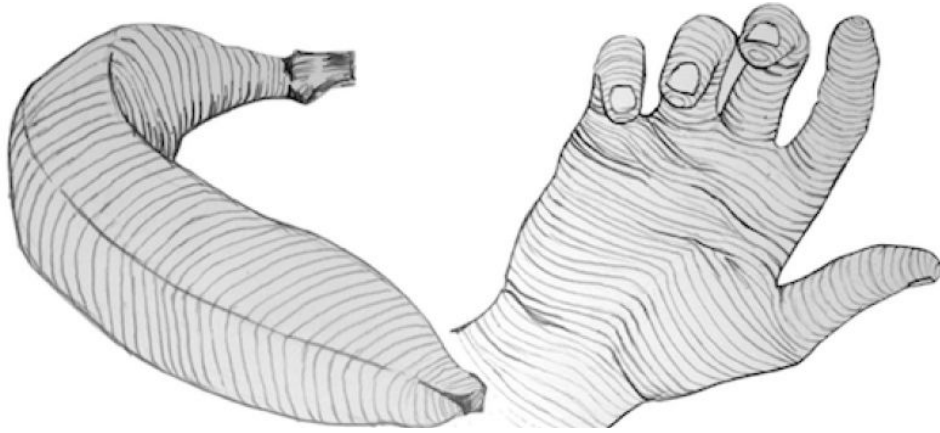
Pastels

Stipple - two colours smoothly together with dots



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

Technique **Cross contour**



STUDY OF A HAND
Anonymous Artists

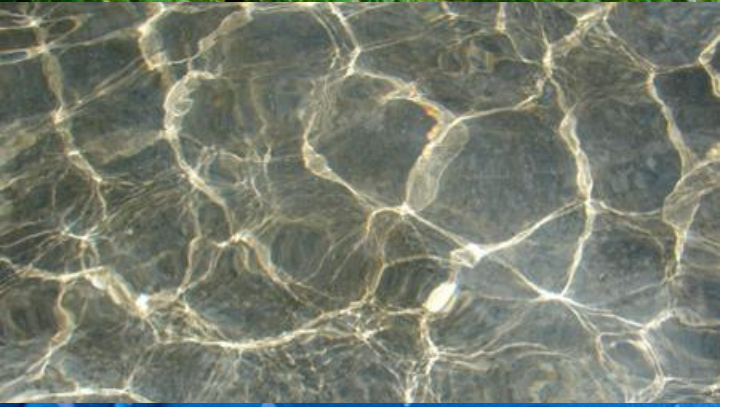
Reference **Texture in nature I**



Reference **Texture in nature II**



Reference **Texture in nature III**



Idea Development / Phát triển ý tưởng

1 Generate ideas / Tạo ý tưởng

maximum of 50% / tối đa là 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.

Sử dụng danh sách, bản đồ web hoặc bản vẽ đơn giản để đưa ra RẤT NHIỀU ý tưởng! Nếu bạn đã có ý tưởng trong đầu, hãy chọn nó làm chủ đề chính và mở rộng nó. Hãy để ý tưởng của bạn lang thang - ý tưởng này dẫn đến ý tưởng khác. Bản vẽ có thể là chi tiết của hình ảnh nguồn, các góc nhìn khác nhau, kết cấu, thí nghiệm kỹ thuật, v.v.

Number of **words** / Số từ → ____ ÷ 3 = ____%

Number of **simple** sketches / Số bản phác thảo đơn giản → ____ × 2% = ____%

Number of **better** sketches / Số bản phác thảo tốt hơn → ____ × 4% = ____%

2 Select the best and join together ideas / Chọn ý tưởng tốt nhất và kết hợp với nhau

Circle the **best** ideas

Khoanh tròn những ý tưởng tốt nhất

circled / khoanh tròn = □ 5%

Link into **groups** of ideas

Liên kết thành các nhóm ý tưởng

linked / được liên kết = □ 5%

3 Print reference images / In hình ảnh tham khảo

maximum of 8 images / tối đa 8 hình ảnh

- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your own 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.
- *In TÁM hình ảnh tham khảo để bạn có thể quan sát chính xác các phần thách thức trong tác phẩm nghệ thuật của mình. Chụp và sử dụng ảnh của chính bạn được ưu tiên hơn, nhưng tìm kiếm hình ảnh cũng tốt.*
- **Không chỉ đơn giản là sao chép một hình ảnh mà bạn tìm thấy.** Ý tưởng là chỉnh sửa và kết hợp các hình ảnh nguồn để tạo ra tác phẩm nghệ thuật của riêng bạn. Nếu bạn chỉ sao chép một bức tranh, bạn đang ăn cắp ý tưởng và sẽ bị điểm 0 cho việc tạo ý tưởng và bất kỳ tiêu chí nào liên quan đến tính sáng tạo trong tác phẩm nghệ thuật cuối cùng của bạn.
- *Lên đến một nửa số hình ảnh của bạn có thể là hình vẽ, tranh vẽ hoặc tác phẩm nghệ thuật khác của người khác để sử dụng làm nguồn cảm hứng. Các hình ảnh khác phải là hình ảnh thực tế.*
- *Bạn phải nộp bản in của các hình ảnh để đạt điểm.*

____ images / ảnh x 5%

= ____%

Idea Development / Phát triển ý tưởng

4 Thumbnail compositions / bố cục hình thu nhỏ maximum of 10 thumbnails / tối đa 10 hình thu nhỏ

- Create **THREE** 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.

- *Tạo BA bản vẽ thu nhỏ ở bất kỳ đâu trong phần phát triển ý tưởng.*
- *Những điều này nên dựa trên sự kết hợp các ý tưởng mà bạn có thể nghĩ ra. Bao gồm nền của bạn.*
- *Thử nghiệm với các góc, góc nhìn và cách sắp xếp khác thường để giúp tác phẩm nghệ thuật của bạn nổi bật.*
- *Vẽ một khung xung quanh hình thu nhỏ của bạn để hiển thị các cạnh của tác phẩm nghệ thuật.*

____ thumbnails / hình thu nhỏ x 8% = ____%

5 Rough copy / bản thô great quality or better / chất lượng tuyệt vời hoặc tốt hơn

- 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.**

- *Lấy những ý tưởng hay nhất từ hình thu nhỏ của bạn và kết hợp chúng thành một bản sao thô cải tiến.*
- *Sử dụng điều này để tìm ra các lỗi và cải thiện kỹ năng của bạn trước khi bạn bắt đầu thực sự.*
- *Nếu bạn đang sử dụng màu sắc, hãy sử dụng sơn hoặc bút chì màu để thể hiện cách phối màu của bạn.*
- *Vẽ trong một khung để hiển thị các cạnh bên ngoài của tác phẩm nghệ thuật của bạn.*
- **Hãy nhớ chọn một bố cục không trung tâm.**

____ drawing / bản vẽ x 25% = ____%

Total / Tổng cộng = ____%

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

LƯU Ý: Nếu bạn chỉ sao chép ảnh từ internet, bạn sẽ nhận được 25%.



Erin MacLennan, Spring 2014.



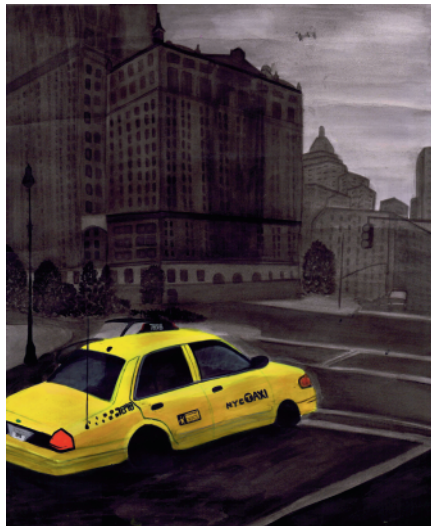
Slightly MacIntosh, Spring 2014.



Rachel Church, Fall 2013.



Will Fitzgerald, Fall 2014.



Yuri Jung, Spring 2014.



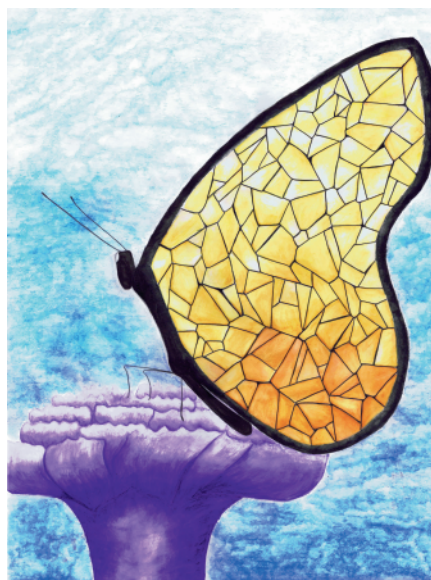
Gavin Foster, Fall 2014.



Gayathri Ponneri, Spring 2014.



Eliza Meeson, Fall 2013.



Sara Haroun, Spring 2014.



See these in detail at our online gallery

Peer feedback for textural explorations
Phản hồi ngang hàng cho khám phá kết cấu

Name of artist: _____/10
Tên nghệ sĩ:

Material technique / kỹ thuật vật liệu

Consider observation, accurate line detail, shapes, blending, and shading. Also consider different kinds of mark-making, keeping the medium crisp and dynamic, colour mixing, etc.

Xem xét quan sát, chi tiết đường chính xác, hình dạng, pha trộn và bóng. Ngoài ra, hãy xem xét các loại tạo dấu khác nhau, giữ cho phương tiện sắc nét và năng động, trộn màu, v.v.

Texture / Kết cấu

Consider the variety of textures, the quality of each area of texture, the quality of observation for realistic textures, and so on.

Xem xét sự đa dạng của kết cấu, chất lượng của từng vùng kết cấu, chất lượng quan sát đối với kết cấu thực tế, v.v.

Composition / Thành phần

Consider whether they have a complete all-over base layer, how well the background is developed, do they have a clear colour scheme, and how well balanced the textures, colours, lights and darks are in the artwork. Also consider providing advice on how to complete the project.

Xem xét liệu chúng có lớp nền hoàn chỉnh hay không, nền được phát triển tốt như thế nào, chúng có bảng màu rõ ràng không và mức độ cân bằng của kết cấu, màu sắc, ánh sáng và bóng tối trong tác phẩm nghệ thuật. Cũng xem xét cung cấp lời khuyên về cách hoàn thành dự án.

Be specific: say **WHERE** it is, and **WHAT** they should **DO/WHAT** is going well

Example: "You can make the **texture in his hair** better by **observing the shapes of the lights and darks**"

Hãy cụ thể: nói nó ở ĐÂU, và họ nên LÀM Gì/CÁI Gì đang diễn ra tốt đẹp

Ví dụ: "Bạn có thể làm cho kết cấu trên tóc anh ấy đẹp hơn bằng cách quan sát hình dạng của ánh sáng và bóng tối"

You should offer **FIVE pieces** of positive and negative feedback.

Bạn nên đưa ra NĂM phản hồi tích cực và tiêu cực.

1.

2.

3.

4.

5.

Textural Explorations



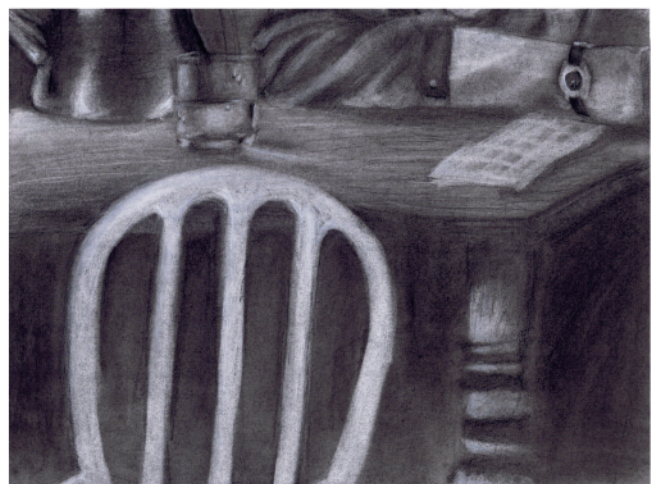
Isabel Wing, Spring 2014.



Olivia Wood, Fall 2013.



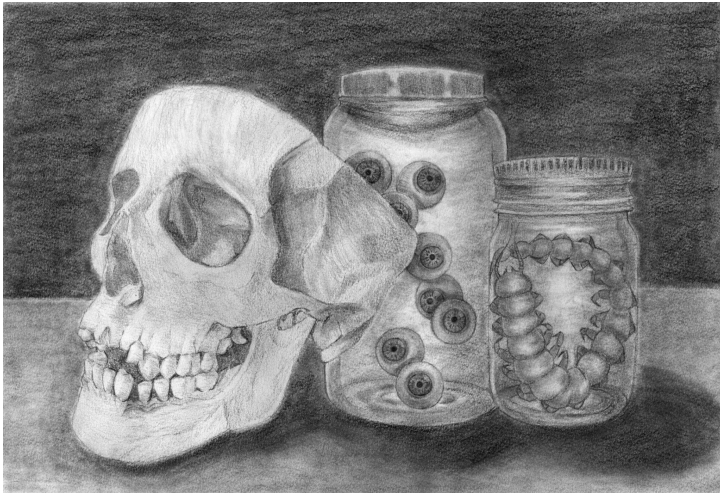
Rena Tom, Fall 2014.



Marissa Cruz, Spring 2014.



Evan Trites, Spring 2014.



Tyler Eastwood, Spring 2021



Axel Feeney, Spring 2021



Natalie Snyder, Spring 2021



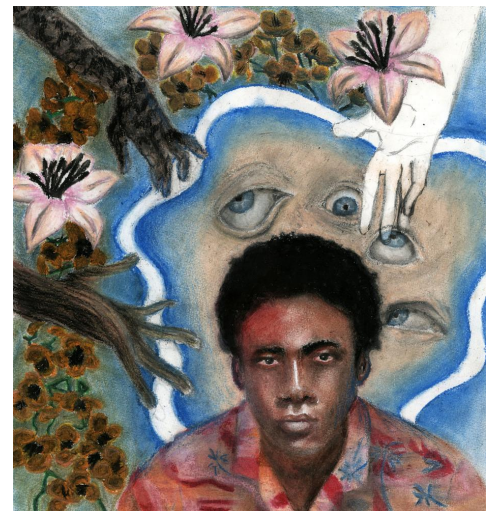
Luke Saunders, Spring 2021



Carmen Landon-jeans, Spring 2021



Bea van Leeuwen, Spring 2021



Aster Curry, Spring 2021