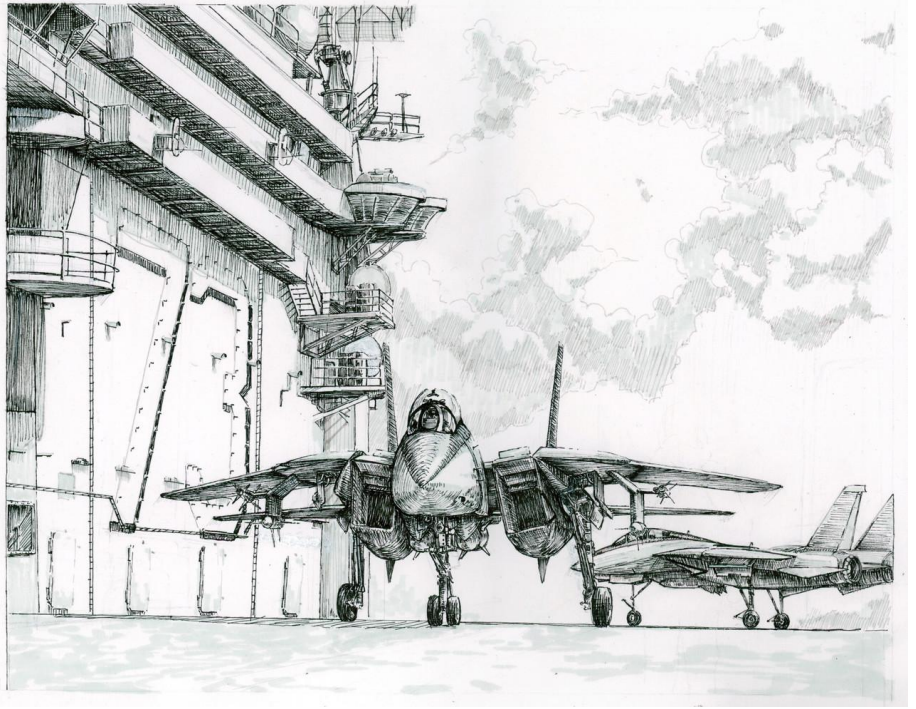




Bible Omod, Spring 2023



Andrew O'Neil Santiago, Spring 2023



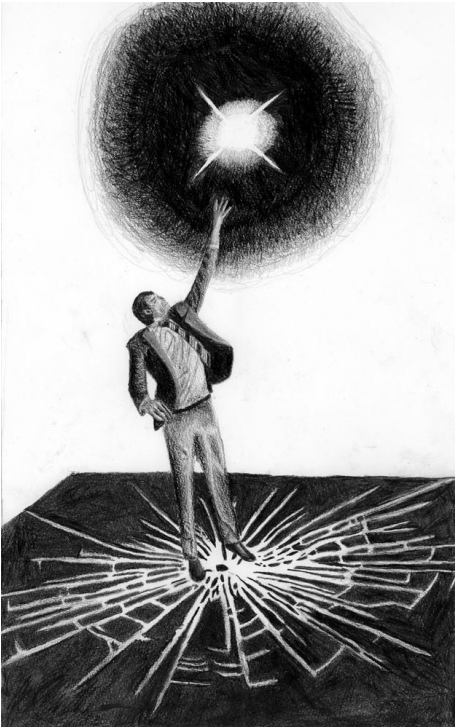
Avery Myette, Spring 2023



Ella Stockley-Smith, Spring 2023



Liah Boddie, Spring 2023



Seth Bennett-Crundwell, Spring 2023



Sophia Hewitt, Spring 2023

Final Project

___/10 Idea development

___/10 Feedback

Criteria for your finished exam project:

20% - **Idea development**
15% - **Creativity & observation**

15% - **Technique for your materials**
20% - **Texture**

20% - **Composition**
10% - **Peer feedback**

Evaluation Criteria for the Final Project

Drawing

Painting

Idea Generation 20%	<p>Use the same criteria as the graphic organizers: (25 pts total)</p> <p>6 pts — total number of ideas</p> <p>1 pt — recording the number of ideas</p> <p>2 pts — selecting and connecting the best ideas</p>	
Creativity & Observation 15%	<ul style="list-style-type: none"> • Aim for: complex, emotional, ground-breaking, insight, originality, quality, respectful or the subject, sensitivity, uniqueness, unusualness, and well-observed 	
Technique for Medium 15%	<ul style="list-style-type: none"> • Effective use of contour, detail, proportion • Shading with smoothness and blending • Use of detail and contrast to show depth 	<ul style="list-style-type: none"> • Effective use of detail, proportion, light and dark • Effective paint mixing, blending, and application • Use of detail, contrast, and warm/cool colours to show a sense of depth
Texture 20%	<ul style="list-style-type: none"> • A wide variety of different kinds of marks • High quality with each kind of mark • Complex and well-executed pattern • Well-observed realistic texture 	<ul style="list-style-type: none"> • A wide variety of different kinds of marks • High quality with each kind of mark • Complex and well-executed pattern • Well-observed realistic texture • Painterly brushstrokes
Composition 20%	<ul style="list-style-type: none"> • Non-central composition 	<ul style="list-style-type: none"> • Well-balanced with respect to texture, shape, line, light and dark, and colour
Peer Feedback 10%	<ul style="list-style-type: none"> • Specific, detailed suggestions for improvement for others in your class • Follow the instructions on the handout 	

Visual Arts 11

Printmaking

Sculpture

- 6 pts — reference drawings
- 4 pts — thumbnail compositions
- 6 pts — developmental sketch

Follow the instructions in your idea generation booklet.

- Your artwork should be unusual and creative and/or insightfully observed with care

- Your artwork should clearly communicate your idea without non-visual explanation

- Effective use of detail, proportion, light and dark
- Effective crisp, precise carving
- Crisp-edged prints with smooth and consistent areas of ink.

- Strong and durable construction
- Well-crafted surface quality: well-smoothed and clean textures
- Great handfeel

- A wide variety of different kinds of marks
- High quality with each kind of mark
- A variety of different line weights
- Well-observed realistic texture

- A wide variety of different kinds of marks
- High quality with each kind of mark
- Complex and well-executed pattern
- Well-observed realistic texture

- If created in colour, the artwork should hold to a specific colour scheme: complementary, analogous, split complementary, or — less effectively — triad, rectangular, square.

- Well-balanced in three dimensions
- Balance of shapes, texture, and pattern
- Well-balanced weight in the hand

Final Exam

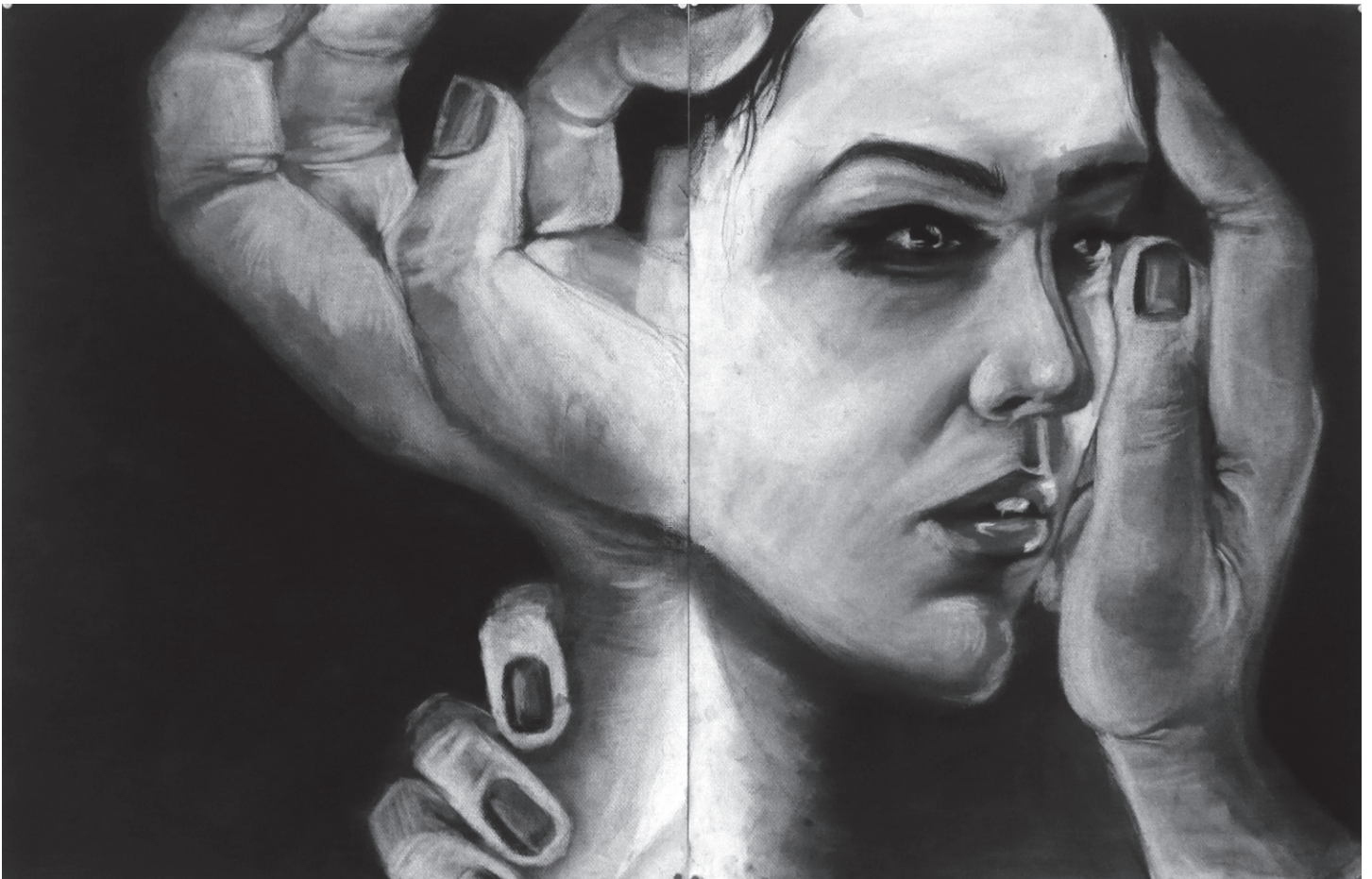
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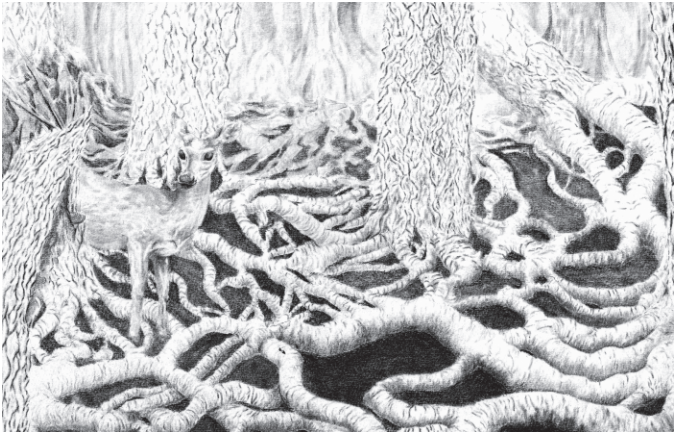
Mary-Eve Simoneau, Spring 2014.



Gayathri Ponneri, Spring 2014.



Marissa Cruz, Spring 2014.



David Matyas, Spring 2014.



Yuri Jung, Spring 2014.



See these in detail at our online gallery



Tara Vranjes, Spring 2014.



Don't choose to do a huge project that exceeds your skill. You have got limited time and you will find it harder as you go. Pick one that can that shows your skills that you've learned during the past year and make it artistically complete. - YJ

Really focus the first fews days of the final exam as it becomes a rush. -JB

Try to think of ideas for the final project before the project officially starts. This project is worth the most and you want all the time you can to work on your artwork. -IW

Do something you enjoy to do. This is your choice so you should make the best of it. You've waited all year for this! -SW



Don't waste time. If you have a project not finished come in during lunch time, mornings, or afternoons depending on the teacher's schedule. Don't rush your exam. Use more than one medium while creating your final project. -AA

Advice from former students
Final exam



Idea Development 创意发展

1 Generate ideas 产生想法

maximum of 50% 最多 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.

使用列表、网络地图或简单的绘图来提出很多想法！如果您心中已经有了一个想法，请选择它作为您的中心主题并对其进行扩展。让你的想法四处游荡——一个想法会引发另一个想法。图纸可以是源图像的细节、不同的观点、纹理、技术实验等。

Number of **words** 字数 → _____ ÷ 3 = _____%

Number of **simple sketches** 简单草图数量 → _____ × 2% = _____%

Number of **better sketches** 更好的草图数量 → _____ × 4% = _____%

2 Select the best and join together ideas 选择最好的并将想法结合在一起

Circle the best ideas 圈出最好的想法 circled 圆圈 = □ 5%

Link into groups of ideas 链接成想法组 linked 链接 = □ 5%

3 Print reference images 打印参考图像

- 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.

- 打印八张参考图像，以便您可以准确观察艺术品中具有挑战性的部分。最好拍摄自己的照片，但图像搜索也可以。
- **不要简单地复制您找到的图片。** 这个想法是编辑和组合源图像来创建您自己的艺术品。如果您只是复制一张图片，那么您就是抄袭，并且您的创意生成以及涉及最终艺术品创造力的任何标准都将获得零分。
- 您的照片中最多有一半可能是其他人的素描、绘画或其他艺术品，可用作灵感。其他图像必须是真实照片。
- 您必须提交图像的打印副本才能获得分数。

_____ images x 5% = _____%

_____ 图片 x 5% = _____%

maximum of 8 images

最多 8 张图片

Idea Development 创意发展

4 Thumbnail compositions 缩略图构图

- 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.
-
- 在创意开发部分的任意位置创建三张缩略图。
 - 这些应该基于您可以想到的想法的组合。包括你的背景。
 - 尝试不同寻常的角度、观点和布置，让你的艺术作品脱颖而出。
 - 在缩略图周围画一个框以显示图稿的边缘。

_____ thumbnails 缩略图 x 8% = _____%

max of 10 thumbnails
最多 10 个缩略图

5 Rough copy 粗糙的复制

- 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.**
-
- 从缩略图中汲取最佳创意，并将其组合成改进的粗略副本。
 - 在开始真正的事情之前，用它来解决错误并提高你的技能。
 - 如果您使用颜色，请使用油漆或彩色铅笔来展示您的配色方案。
 - 在框架中绘制以显示艺术品的外边缘。
 - **记住要选择非中心构图。**

_____ drawing 图纸 x 25% = _____%

great quality or better
优质或更好

Total 总计 = _____%

NOTE: If you simply copy a picture from the internet, your mark drops to 25%.
注意: 如果您只是从互联网上复制图片，您将获得 25%。

Visual Arts 11 Peer Feedback for Exam Project

视觉艺术 11 考试项目的同伴反馈

Look at another student's artwork and give specific advice about how to improve it.

看看另一位学生的艺术作品，并就如何改进它提出具体建议。

Please give **five** pieces of advice. You may choose which categories are most important to the artwork in front of you. You may answer the same question more than once if you are talking about different parts of the artwork.

请给出五点建议。您可以选择对您面前的艺术品最重要的类别。如果您谈论的是艺术品的不同部分，您可能会多次回答同一问题。

For each recommendation, make sure you include the specific place in which it needs to be done. Example: *"You should look more closely at your source images in order to capture the texture of the shadows on the clouds on the upper left hand side."*

对于每项建议，请确保包含需要完成该建议的具体位置。示例：“您应该更仔细地查看源图像，以便捕捉左上角云上阴影的纹理。”

Creativity and/or careful observation 创造力和/或仔细观察

Consider: What is the artist trying to communicate? What should the artist do to make their idea clearer, more thoughtful, or more creative?
How and where should the artist improve the quality of their observation?

考虑：艺术家想要传达什么？艺术家应该怎样做才能让他们的想法更清晰、更有思想、更有创意？
艺术家应该如何以及在哪里提高他们的观察质量？

Technical skills 技术能力

Consider: How and where can the artist improve the contour, proportion, and detail of the project?
How and where should the artist improve the contrast, smoothness, and blending of their shading & colour?
How and where should they improve the application/brushstrokes of their paint?
How and where should they improve the surface quality and construction of the clay?
How and where should they improve the quality of their carving?

考虑：艺术家如何以及在哪里可以改进项目的轮廓、比例和细节？
艺术家应该如何以及在哪里改进阴影和颜色的对比度、平滑度和混合？
他们应该如何以及在哪里改进油漆的应用/笔触？
他们应该如何以及在哪里改善粘土的表面质量和结构？
他们应该如何以及在哪里提高雕刻质量？

Texture 质地

Consider: How and where should the artist vary the kinds of marks, line weights, brushstrokes, and texture they are making?
How and where should the artist improve the quality of specific areas of texture?
How and where does the artist need to more carefully observe the texture of their artwork?
How and where does the artist need to improve the quality and variety of patterns in their artwork?

考虑：
艺术家应该如何以及在哪里改变他们正在制作的标记、线宽、笔触和纹理的种类？
艺术家应该如何以及在哪里提高特定纹理区域的质量？
艺术家需要如何以及在哪里更仔细地观察其作品的质感？
艺术家需要如何以及在哪里提高其艺术作品中图案的质量和多样性？

Composition 作品

Consider: What can be done to ensure that the composition is non-central?
How can the background become better developed?
What can be done to balance the painting in terms of colour? Light and dark? Texture? Shape? 3D?
Is the artwork too light or too dark? What can be done to improve this?
What changes can the artist do to make the colour scheme work better?
Is the artwork behind schedule? What can be done to address this?
What areas are neglected and what do they need?

考虑：
如何确保构图是非中心的？
背景如何才能更好的发展？
怎样才能平衡绘画的色彩？光与暗？质地？形状？3D？
艺术品太亮还是太暗？可以采取什么措施来改善这一点？
艺术家可以做哪些改变来使配色方案更好地发挥作用？
艺术品是否落后于计划？可以采取什么措施来解决这个问题？
哪些领域被忽视了，他们需要什么？

___/10

Person giving feedback 反馈人:

Artist 艺术家:

1.

2.

3.

4.

5.



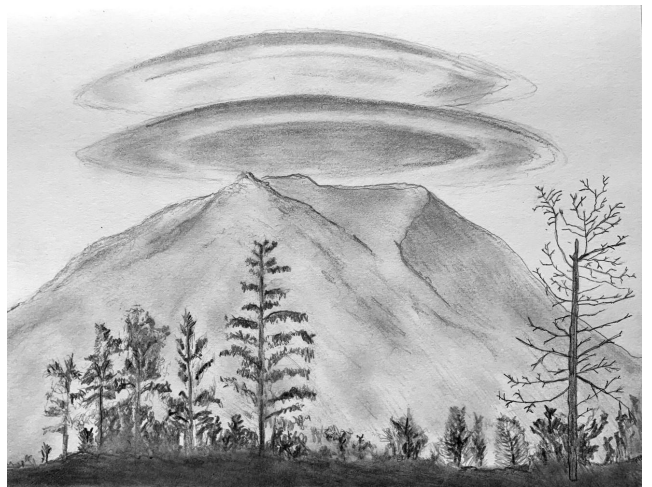
Carmen Langdon-Jeans, Spring 2021



Aster Curry, Spring 2021



Jo Scanlan-Casey, Spring 2023



Charlie Fleming, Spring 2021



Axel Feeney, Spring 2021



Artur Kravcovs, Spring 2021