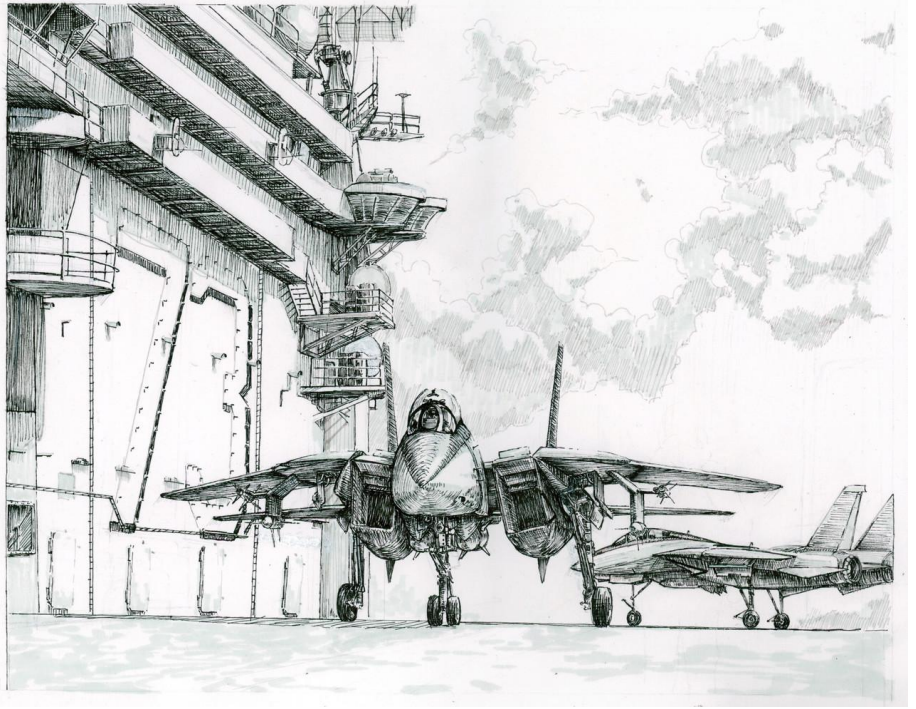




Bible Omod, Spring 2023



Andrew O'Neil Santiago, Spring 2023



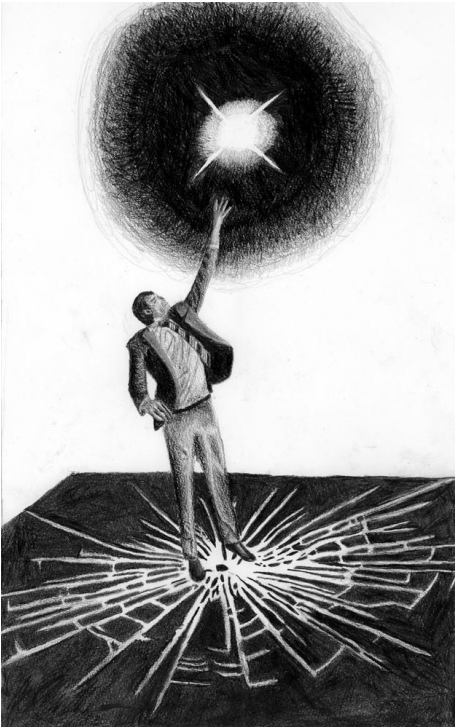
Avery Myette, Spring 2023



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

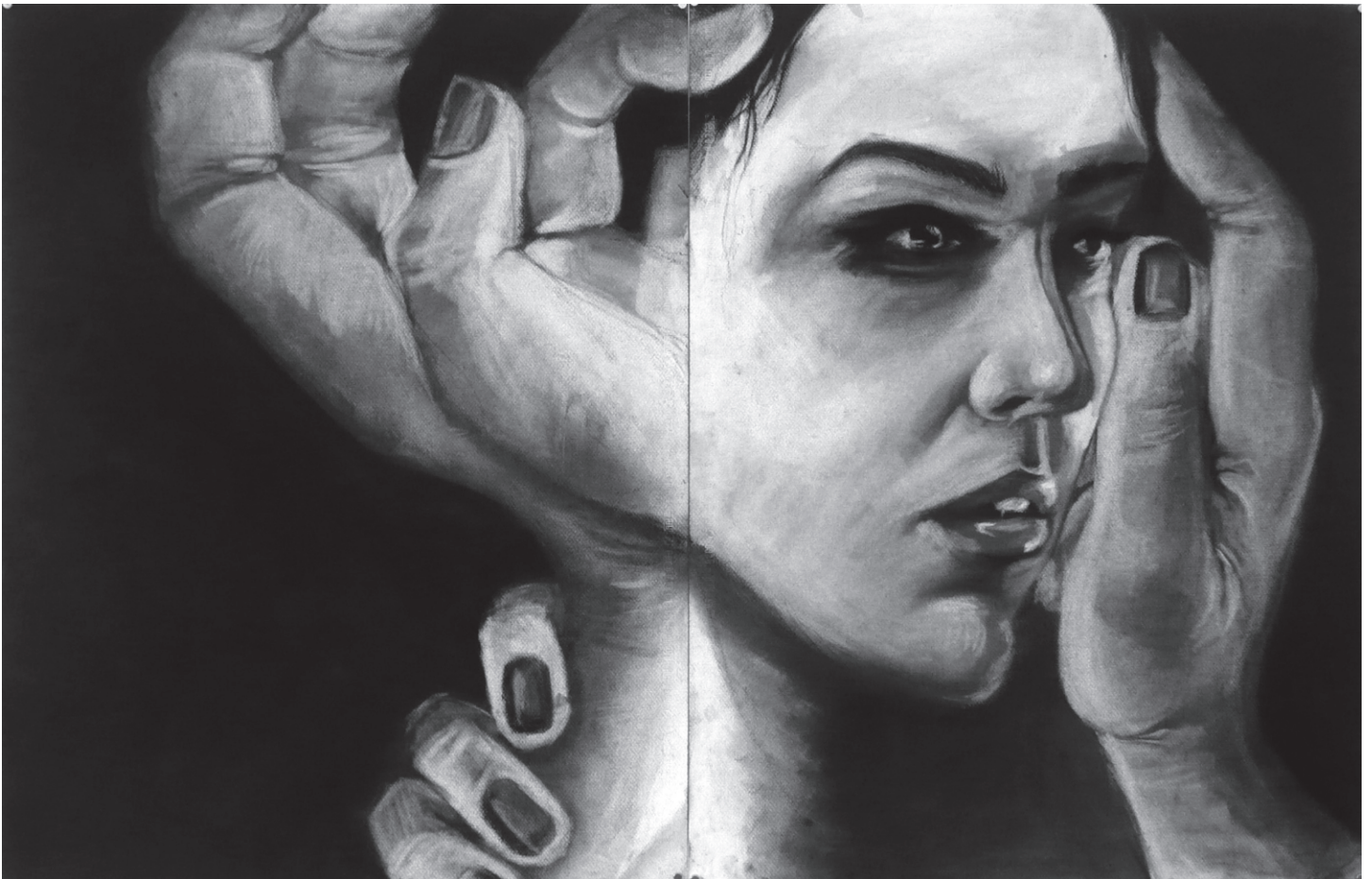
Name:



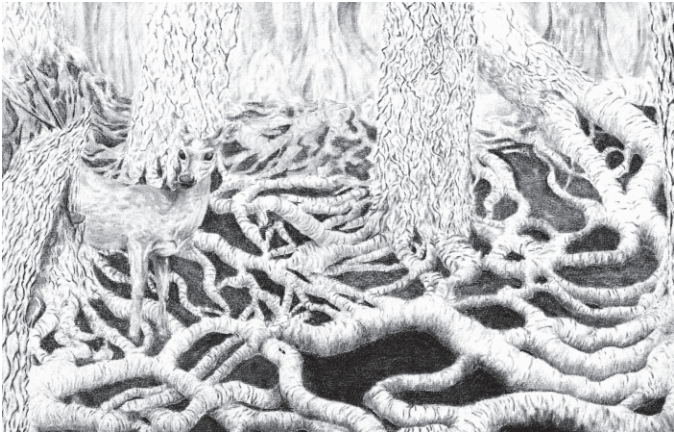
Mary-Eve Simoneau, Spring 2014.



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/Maendeleo Idea

1 Generate ideas/kuzalisha mawazo

maximum of 50%/kiwango cha juu ya 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.

Tumia orodha, ramani ya tovuti, au michoro rahisi kuja na mengi ya mawazo! Kama tayari una wazo katika akili, kuchagua kuwa kama mandhari yako kuu na kupanua juu ya jambo hilo. Hebu mawazo yako tanga - moja wazo husababisha mwingine. Michoro inaweza kuwa maelezo ya picha chanzo, mitazamo tofauti, textures, majaribio ya kiufundi, nk

Number of **words**/Idadi ya Maneno → ____ ÷ 3 = ____%

Number of **simple** sketches/Idadi ya michoro rahisi → ____ × 2% = ____%

Number of **better** sketches/Idadi ya michoro bora → ____ × 4% = ____%

2 Select the best and join together ideas

Kuchagua mawazo bora na kujiunga nao pamoja

Circle the **best** ideas

Mduara mawazo bora

circled = □ 5%

Link into **groups** of ideas

Kuziunganisha katika makundi ya mawazo

linked/wanaohusishwa = □ 5%

3 Print reference images/Print images kumbukumbu

maximum of 8 images

- 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.
- *Chapisha picha NANE za marejeleo ili uweze kutazama kwa usahihi sehemu zenye changamoto za kazi yako ya sanaa. Kupiga picha zako na kutumia picha zako kunapendekezwa, lakini utafutaji wa picha pia ni sawa.*
- *Je, si tu nakala picha kwamba kupata. Dhana hapa ni kubadilisha na kuchanganya chanzo picha na kujenga mchoro yako mwenyewe. Kama kunakili picha, wewe ni Plagiarizing na kupata sifuri wazo kizazi yako na vigezo yoyote yanayohusiana ubunifu katika mchoro yako ya mwisho.*
- *Hadi nusu ya picha yako inaweza kuwa wa michoro, uchoraji, au kazi za sanaa nyingine ya wengine kutumia kama msukumo. picha nyingine lazima kuwa kweli foto.*
- *Lazima mkono katika nakala iliyochapishwa ya picha ya kupata alama.*

____ images/picha x 5% = ____%

Idea Development/*Maendeleo Idea*

- 4 **Thumbnail compositions/*thumbnail nyimbo*** maximum of 10 thumbnails
- 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.
- Kujenga TATU thumbnail michoro popote katika sehemu wazo maendeleo.*
- Hizi zinapaswa kuwa na misingi ya mchanganyiko wa mawazo kwamba unaweza kuendelea na. Ni pamoja na background yako.*
- Majaribio kwa pembe isiyo ya kawaida, mitazamo, na mipango ya msaada kufanya mchoro yako kuonekana.*
- Chora sura karibu thumbnails yako kuonyesha pembe za mchoro.*
- ____ thumbnails x 8% = ____%

- 5 **Rough copy/*nakala rough*** 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.**
- Kuchukua mawazo bora kutoka thumbnails yako na kuchanganya yao katika nakala kuboresha ngumu.*
- Tumia hii kufanya kazi nje ya mende na kuboresha ujuzi wako kabla ya kuanza kitu halisi.*
- Kama ni kutumia rangi, matumizi ya rangi au kalamu rangi kuonyesha rangi yako mpango.*
- Kuchora katika sura ya kuonyesha kingo ya nje ya kazi ya sanaa yako.*
- Kumbuka kuchagua muundo zisizo kati.**
- ____ drawing/*kuchora* x 25% = ____%

Total/*Jumla* = ____%

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

NOTE: *Kama kunakili picha kutoka mtandao, alama yako matone kwa 25%.*

Visual Arts 11 Peer Feedback for Exam Project

Maoni 11 ya Visual Arts kwa Mradi wa Mtihani

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

Angalia mchoro wa mwanafunzi mwingine na utoe ushauri mahususi kuhusu jinsi ya kuuboresha.

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.

Tafadhali toa ushauri tano. Unaweza kuchagua ni aina gani ni muhimu zaidi kwa mchoro ulio mbele yako. Unaweza kujibu swali moja zaidi ya mara moja ikiwa unazungumza kuhusu sehemu tofauti za kazi ya sanaa.

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."*

Kwa kila pendekezo, hakikisha umejumuisha mahali mahususi ambapo inapaswa kufanywa. Mfano: *"Unapaswa kuangalia kwa karibu zaidi katika chanzo cha picha zako ili kunasa umbile la vivuli kwenye mawingu upande wa juu wa kushoto."*

Creativity and/or careful observation / *Ubunifu na/au uchunguzi makini*

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?

Zingatia: *Msanii anajaribu kuwasiliana nini? Je, msanii anapaswa kufanya nini ili kufanya wazo lake kuwa wazi zaidi, fikira zaidi, au ubunifu zaidi?
Je, msanii anapaswa kuboresha vipi na wapi ubora wa uchunguzi wao?*

Technical skills / *Ujuzi wa kiufundi*

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?

Zingatia: *Je, msanii anawezaje kuboresha mtaro, uwiano na undani wa mradi?
Je, msanii anapaswa kuboresha vipi na wapi utofautishaji, ulaini na uchanganyaji wa kivuli na rangi yake?
Je, ni jinsi gani na wapi wanapaswa kuboresha utumiaji/vipigo vya brashi vya rangi zao?
Jinsi na wapi wanapaswa kuboresha ubora wa uso na ujenzi wa udongo?
Wanapaswa kuboresha vipi na wapi ubora wa kuchonga kwao?*

Texture / Umbile

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?

Zingatia: Je, msanii anapaswa kubadilisha vipi na wapi aina za alama, uzani wa mistari, mipigo ya brashi, na unamu anaotengeneza?
Msanii anapaswa kuboresha vipi na wapi ubora wa maeneo maalum ya muundo?
Jinsi na wapi msanii anahitaji kutazama kwa uangalifu muundo wa mchoro wao?
Je, msanii anahitaji vipi na wapi kuboresha ubora na aina mbalimbali za ruwaza katika kazi yake ya sanaa?

Composition / Muundo

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?

Zingatia: Je, nini kifanyike ili kuhakikisha kwamba utunzi sio wa kati?
Usuli unawezaje kuwa bora zaidi?
Nini kifanyike ili kusawazisha uchoraji katika suala la rangi? Mwanga na giza? Umbile? Umbo? 3D?
Je, mchoro ni mwepesi sana au mweusi sana? Nini kifanyike ili kuboresha hili?
Je, msanii anaweza kufanya mabadiliko gani ili kufanya mpango wa rangi ufanye kazi vizuri zaidi?
Je, mchoro uko nyuma ya ratiba? Je, nini kifanyike kushughulikia hili?
Ni maeneo gani ambayo yamepuuzwa na yanahitaji nini?

___/10

Person giving feedback / *Mtu anayetoa maoni:*

Artist / *Msanii:*

1.

2.

3.

4.

5.



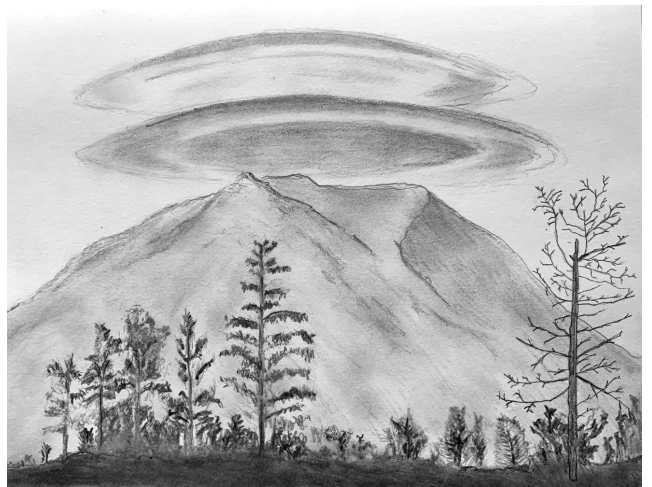
Carmen Langdon-Jeans, Spring 2021



Aster Curry, Spring 2021



Jo Scanlan-Casey, Spring 2023



Charlie Fleming, Spring 2021



Axel Feeney, Spring 2021



Artur Kravcovs, Spring 2021