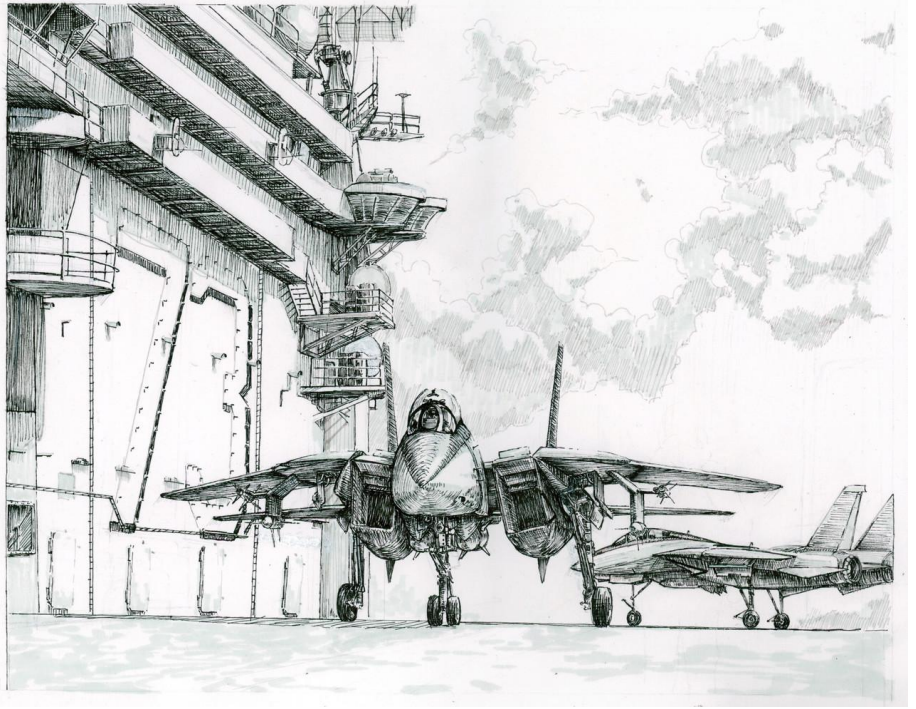




Bible Omod, Spring 2023



Andrew O'Neil Santiago, Spring 2023



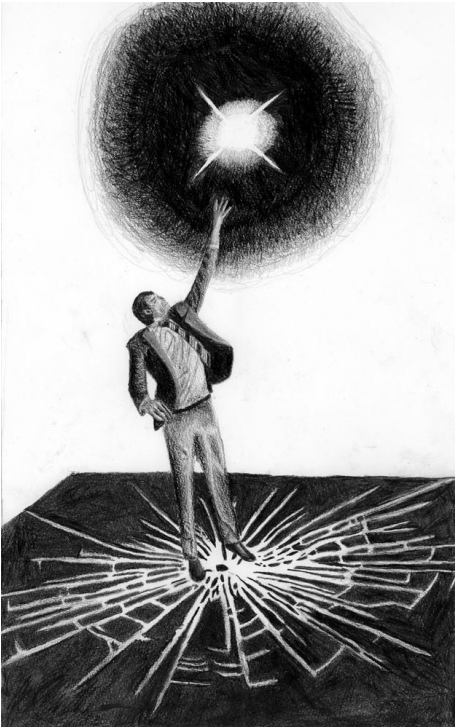
Avery Myette, Spring 2023



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

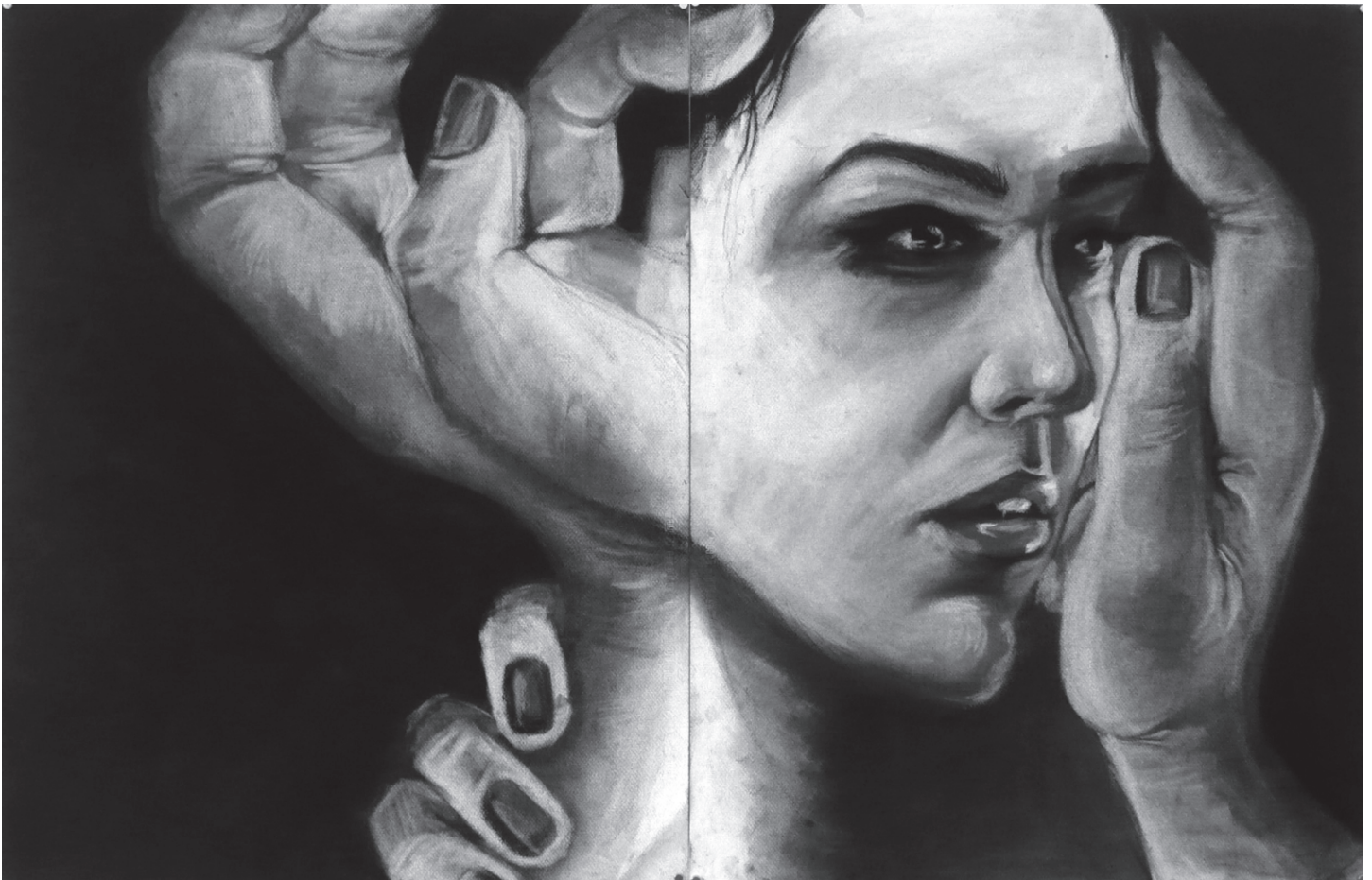
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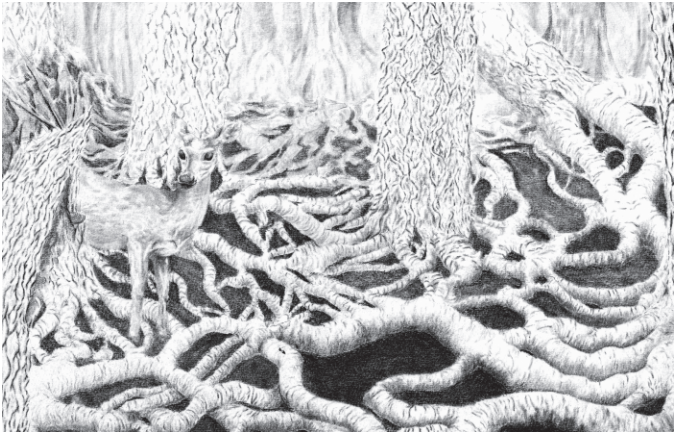
Mary-Eve Simoneau, Spring 2014.



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/Pagbuo ng Ideya

- 1 **Generate ideas/Bumuo ng mga ideya** maximum of 50%/maximum na 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.

Gumamit ng mga listahan, isang web map, o simpleng mga guhit upang makabuo ng MARAMING ideya! Kung mayroon ka nang ideya sa isip, piliin iyon bilang iyong pangunahing tema at palawakin ito. Hayaang gumala ang iyong mga ideya - ang isang ideya ay humahantong sa isa pa. Ang mga guhit ay maaaring mga detalye ng pinagmulang larawan, iba't ibang viewpoint, texture, teknikal na eksperimento, atbp.

Number of **words**/Bilang ng mga salita → ____ ÷ 3 = ____%

Number of **simple** sketches/Bilang ng mga simpleng sketch → ____ × 2% = ____%

Number of **better** sketches/Bilang ng mas magagandang sketch → ____ × 4% = ____%

- 2 **Select the best and join together ideas**
Piliin ang pinakamahusay at pagsama-samahin ang mga ideya

Circle the **best** ideas

Bilugan ang pinakamagandang ideya circled = □ 5%

Link into **groups** of ideas

Mag-link sa mga grupo ng mga ideya linked/naka-link = □ 5%

- 3 **Print reference images/Mag-print ng mga reference na larawan** 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.
- *Mag-print ng EIGHT reference na larawan para tumpak mong maobserbahan ang mga mapaghamong bahagi ng iyong likhang sining. Mas gusto ang pagkuha ng iyong sarili at paggamit ng sariling mga larawan, ngunit ayos din ang mga paghahanap ng larawan.*
- *Huwag basta-basta kumopya ng larawan na makikita mo. Ang ideya ay i-edit at pagsamahin ang mga pinagmulang larawan upang lumikha ng iyong sariling likhang sining. Kung kumopya ka lang ng larawan, nangongopya ka at kikita ka ng zero para sa pagbuo ng iyong ideya at anumang pamantayang kinasasangkutan ng pagkamalikhain sa iyong huling likhang sining.*
- *Hanggang kalahati ng iyong mga larawan ay maaaring mga drawing, painting, o iba pang mga likhang sining ng iba upang gamitin bilang inspirasyon. Ang iba pang mga larawan ay dapat na makatotohanang mga larawan.*
- *Dapat mong ibigay ang naka-print na kopya ng mga imahe upang makuha ang mga marka.*

____ images/mga larawan x 5% = ____%

Idea Development/Pagbuo ng Ideya

4 **Thumbnail compositions/Mga komposisyon ng thumbnail** 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.

- *Lumikha ng TATLONG thumbnail na mga guhit saanman sa seksyon ng pagbuo ng ideya.*
- *Ang mga ito ay dapat na nakabatay sa mga kumbinasyon ng mga ideya na maaari mong gawin. Isama ang iyong background.*
- *Mag-eksperimento sa mga hindi pangkaraniwang anggulo, pananaw, at pagsasaayos upang makatulong na gawing kakaiba ang iyong likhang sining.*
- *Gumuhit ng frame sa paligid ng iyong mga thumbnail upang ipakita ang mga gilid ng likhang sining.*

____ thumbnails x 8% = ____%

5 **Rough copy/Magaspang na 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.**

- *Kunin ang pinakamahusay na mga ideya mula sa iyong mga thumbnail at pagsamahin ang mga ito sa isang pinahusay na magaspang na kopya.*
- *Gamitin ito upang ayusin ang mga bug at pagbutihin ang iyong mga kasanayan bago mo simulan ang tunay na bagay.*
- *Kung gumagamit ka ng kulay, gumamit ng pintura o kulay na lapis upang ipakita ang iyong scheme ng kulay.*
- *Gumuhit sa isang frame upang ipakita ang mga panlabas na gilid ng iyong likhang sining.*
- **Tandaan na pumili ng hindi sentral na komposisyon.**

____ drawing x 25% = ____%

Total/Kabuuan = ____%

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

TANDAAN: Kung kumopya ka lang ng larawan mula sa internet, makakakuha ka ng 25%.

Visual Arts 11 Peer Feedback for Exam Project

Visual Arts 11 Peer Feedback para sa Exam Project

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

Tumingin sa likhang sining ng ibang mag-aaral at magbigay ng partikular na payo tungkol sa kung paano ito pagbutihin.

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.

Mangyaring magbigay ng limang piraso ng payo. Maaari mong piliin kung aling mga kategorya ang pinakamahalaga sa likhang sining sa harap mo. Maaari mong sagutin ang parehong tanong nang higit sa isang beses kung pinag-uusapan mo ang iba't ibang bahagi ng likhang sining.

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."

Para sa bawat rekomendasyon, tiyaking isasama mo ang partikular na lugar kung saan ito kailangang gawin.
Halimbawa: "Dapat kang tumingin nang mas malapit sa iyong mga pinagmulang larawan upang makuha ang texture ng mga anino sa mga ulap sa kaliwang bahagi sa itaas."

Creativity and/or careful observation / *Pagkamalikhain at/o maingat na pagmamasid*

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?

*Isaalang-alang: Ano ang sinusubukang ipaalam ng artista? Ano ang dapat gawin ng artist para maging mas malinaw, mas maalalahanin, o mas malikhain ang kanilang ideya?
Paano at saan dapat pagbutihin ng artista ang kalidad ng kanilang pagmamasid?*

Technical skills / *Teknikal na kasanayan*

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?

*Isaalang-alang: Paano at saan mapapabuti ng artist ang tabas, proporsyon, at detalye ng proyekto?
Paano at saan dapat pagbutihin ng artist ang contrast, smoothness, at blending ng kanilang shading at color?
Paano at saan nila dapat pagbutihin ang application/brushstroke ng kanilang pintura?
Paano at saan nila dapat pagbutihin ang kalidad ng ibabaw at pagbuo ng luad?
Paano at saan nila dapat pagbutihin ang kalidad ng kanilang pag-ukit?*

Texture

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?

Isaalang-alang: Paano at saan dapat pag-iba-ibahin ng artist ang mga uri ng marka, line weight, brushstroke, at texture na ginagawa nila?
Paano at saan dapat pagbutihin ng artist ang kalidad ng mga partikular na lugar ng texture?
Paano at saan kailangang mas maingat na pagmasdan ng artist ang texture ng kanilang likhang sining?
Paano at saan kailangang pagbutihin ng artist ang kalidad at iba't ibang pattern sa kanilang likhang sining?

Composition / Komposisyon

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?

Isaalang-alang: Ano ang maaaring gawin upang matiyak na ang komposisyon ay hindi sentral?
Paano magiging mas mahusay ang background?
Ano ang maaaring gawin upang balansehin ang pagpipinta sa mga tuntunin ng kulay? Liwanag at dilim? Texture? Hugis? 3D?
Masyado bang magaan o masyadong madilim ang likhang sining? Ano ang maaaring gawin upang mapabuti ito?
Anong mga pagbabago ang maaaring gawin ng artist upang gawing mas mahusay ang scheme ng kulay? Nasa likod ba ng iskedyul ang likhang sining? Ano ang maaaring gawin upang matugunan ito?
Anong mga lugar ang napapabayaang at ano ang kailangan nila?

___/10

Person giving feedback:

Artist:

1.

2.

3.

4.

5.



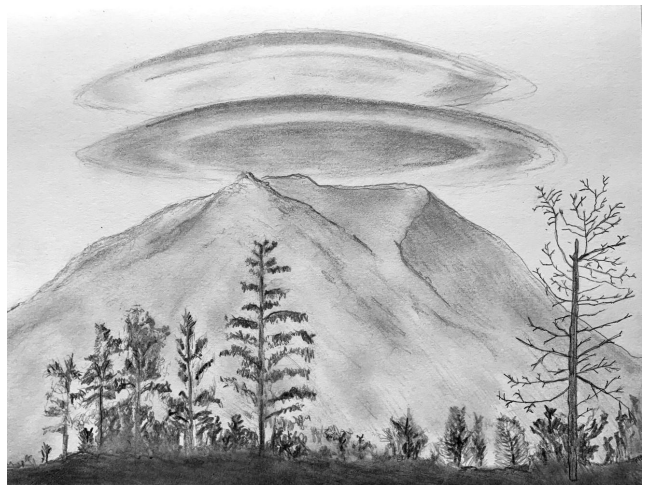
Carmen Langdon-Jeans, Spring 2021



Aster Curry, Spring 2021



Jo Scanlan-Casey, Spring 2023



Charlie Fleming, Spring 2021



Axel Feeney, Spring 2021



Artur Kravcovs, Spring 2021