

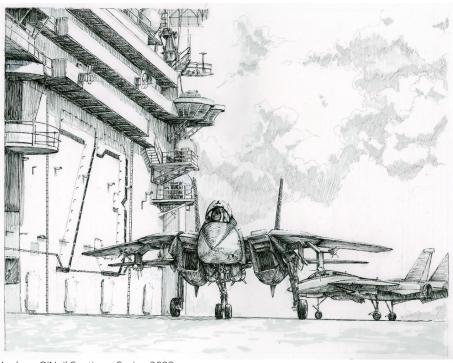
Bible Omod, Spring 2023



Avery Myette, Spring 2023



Seth Bennett-Crundwell, Spring 2023



Andrew O'Neil Santiago, Spring 2023



Ella Stockley-Smith, Spring 2023



Sophia Hewitt, Spring 2023



Liah Boddie, 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 20% **Use the same criteria as the graphic organizers:** (25 pts total) 6 pts — total number of ideas Generation 1 pt — recording the number of ideas 2 pts — selecting and connecting the best ideas Creativity & 15% Aim for: complex, emotional, ground-breaking, insight, originality, **Observation** quality, respectful or the subject, sensitivity, uniqueness, unusualness, and well-observed • Effective use of contour, detail, • Effective use of detail, proportion, **Technique 15%** proportion light and dark for Shading with smoothness and Effective paint mixing, blending, and Medium blending application Use of detail and contrast to show · Use of detail, contrast, and warm/cool colours to show a sense depth of depth **Texture 20%** • A wide variety of different kinds of A wide variety of different kinds of marks marks • High quality with each kind of High quality with each kind of mark Complex and well-executed pattern mark Complex and well-executed • Well-observed realistic texture Painterly brushstrokes pattern Well-observed realistic texture **Composition 20%** Non-central composition • Well-balanced with respect to texture, shape, line, light and dark, and colour

# Peer 10% Feedback

- Specific, detailed suggestions for improvement for others in your class
- Follow the instructions on the handout

### **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

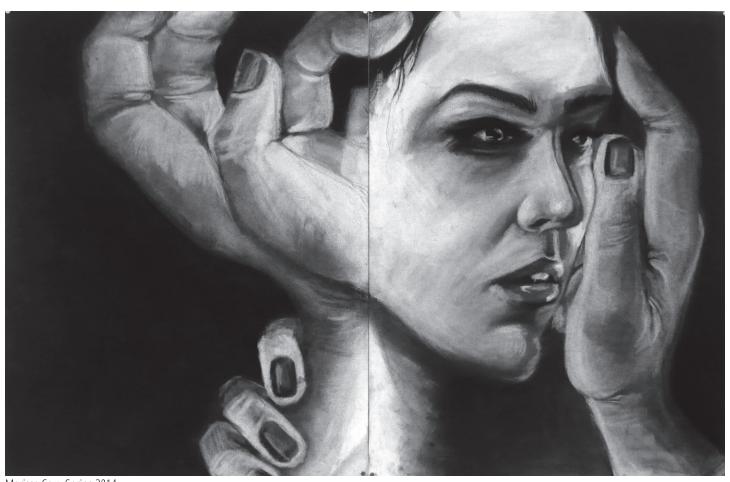
## Final Exam

Mary-Eve Simoneau, Spring 2014.

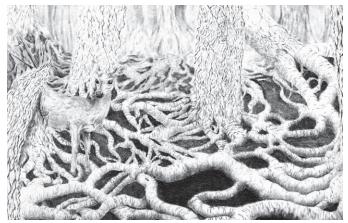
### Name:



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.

### **Idea Development**

1	Gor	erate	idos	
I	Ger	ierate	Inea	15

maximum of 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.

Number of **words**  $\rightarrow$  \_\_\_  $\div$  3 = \_\_\_%

Number of **simple** sketches  $\rightarrow$  \_\_\_  $\times$  2% = \_\_\_%

Number of **better** sketches  $\rightarrow$  \_\_\_  $\times$  4% = \_\_\_%

### 2 Select the best and join together ideas

Circle the best ideas circled = 0.5%Link into groups of ideas linked = 0.5%

### 3 Print reference 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.

images x 5%	=%	maximum of 8 images

### 4 Thumbnail compositions

- 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.

thumbagile v 906	- 04	may of 10 thumbasile
thumbnails x 8%	=%	max of 10 thumbnails

### 5 Rough copy

- 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.

\_\_\_\_ drawing x 25% = \_\_\_\_% great quality or better

**Total** = \_\_\_\_\_\_**%** NOTE: If you simply copy a picture from the internet, you get **25%**.

### Visual Arts 11 Peer Feedback for Exam Project

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

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.

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."

### Creativity and/or careful observation

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?

### Technical skills

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?

#### **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 pattern in their artwork?

### Composition

*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?

\_\_\_/10 Person giving feedback: Artist:

1.

2.

3.

4.

5.



Carmen Langdon-Jeans, Spring 2021



Jo Scanlan-Casey, Spring 2023



Axel Feeney, Spring 2021



Aster Curry, Spring 2021



Charlie Fleming, Spring 2021



Artur Kravcovs, Spring 2021