

Exam Project Peer feedback ___/10

Person giving feedback

Name of artist:

视觉艺术 - 考试项目同行反馈

提供反馈的人:

艺术家姓名:

Quality of observation

Consider:

How and where can their level of detail improve?

他们的细节水平如何以及在何处提升?

How and where can their proportion (shapes and sizes) improve?

它们的比例(形状和大小)如何以及在何处提高?

How and where can their overall observation improve?

他们的整体观察如何以及在何处改善?

观察质量

考虑:

Quality of drawing/painting technique

Consider:

How and where can they improve their use of contour, detail, and proportion?

他们如何以及在哪里可以改善轮廓, 细节和比例的使用?

How and where can they improve their smoothness and blending from light to dark?

它们如何以及在哪里可以改善它们的光滑度和从浅到深的混合?

How and where can they mix and/or apply their paint more carefully or complexly?

他们如何以及在哪里可以更仔细或更复杂地混合和/或涂抹他们的油漆?

How and where can their brushstrokes, pencil lines be more interesting or expressive?

他们的笔触, 铅笔线如何以及在哪里可以更有趣或更具表现力?

How and where can they create more effective textures?

他们如何以及在哪里创造更有效的纹理?

How and where can they improve the quality of the lights and darks in their work?

他们如何以及在哪里可以改善工作中的灯光和黑暗的质量?

绘图/绘画技术的质量

考虑:

Clay Technique

Consider:

How and where can the artist ensure that their project is strong and stable?

艺术家如何以及在哪里确保他们的项目强大而稳定?

How and where can the artist improve the smoothness or texture of the surface quality?

艺术家如何以及在哪里提高表面质量的平滑度或质地?

How and where can the artist improve how the clay object feels in the hand?

艺术家如何以及在哪里改善粘土物体在手中的感觉?

How and where can the artist improve the quality of their carving?

艺术家如何以及在哪里提高雕刻质量?

粘土技术

考虑:

Portraiture

Consider:

How and where can the artist make their portrait more detailed, realistic, and lifelike?

艺术家如何以及在哪里使他们的肖像更加细致, 逼真, 逼真?

How and where can the artist improve the quality of their observation?

艺术家如何以及在哪里提高观察质量?

How and where can the artist improve specific parts of the face?

艺术家如何以及在哪里可以改善脸部的特定部位?

How and where can the artist show specific parts of their subject's personality?

艺术家如何以及在哪里展示其主题个性的特定部分?

画像

考虑:

Composition

组成

Consider:

考虑:

How and where can they add more to make the artwork feel more complete?

如何以及在那里他们可以添加更多,使艺术品的感觉更完整?

What and where does the artist have to improve the fullness of the background or foreground?

艺术家在什么地方和哪里可以提高背景或前景的丰满度?

What and where do they have to do things to ensure they will finish on time?

他们必须做什么以及在哪里确保按时完成?

What and where do they have to do things to ensure that their composition is non-central?

他们必须做些什么以及在哪里做些什么才能确保他们的作品非中心?

What and where do they have to do things to ensure that their composition is well-balanced with respect to texture, shape, line, light and dark, and colour?

他们必须做些什么以及在哪里做些什么以确保他们的构图在质地,形状,线条,光线和黑暗以及颜色方面都很平衡?

How and where should they change their colours to match their colour scheme?

他们应该如何以及在何处更改颜色以匹配其配色方案?

How well-balanced is the project three-dimensionally (if a 3D project)?

三维项目(如果是3D项目)的平衡程度如何?

How well-balanced does the object feel in the hand when held and handled (if a 3D project)?

在握持和处理时(如果是3D项目),对象在手中的平衡程度如何?

Sense of depth

深度感

Consider:

考虑:

How and where can the artist use converging lines, single or two-point perspective better?

艺术家如何以及在哪里可以更好地使用会聚线,单点或双点视角?

How and where can they use warm and cool colours to create a better sense of depth?

他们如何以及在何处使用温暖和冷色调来创造更好的深度感?

How and where can they use high and low intensity colours to create a better sense of depth?

他们如何以及在何处使用高强度和低强度的颜色来创造更好的深度感?

How and where can they use high and low contrast to create a better sense of depth?

他们如何以及在何处使用高低对比度来创造更好的深度感?

How and where can they use high and low detail to create a better sense of depth?

他们如何以及在何处使用高低细节来创造更好的深度感?

Pattern and design

图案和设计

Consider:

考虑:

How and where can the artist create more detailed, accurate, and life-like patterns?

艺术家如何以及在何处创造出更加细致,准确和逼真的模式?

How and where can they base their patterns and design in observation and image research?

他们如何以及在何处将他们的模式和设计建立在观察和图像研究中?

How and where can they create more complex and beautiful designs and patterns?

如何以及他们在哪里可以创建更复杂和美丽的设计和模式?

How and where can they create a wider variety of patterns and designs?

他们如何以及在何处创造更多种类的图案和设计?

Texture

质地

Consider:

考虑:

How and where can the artist create more detailed, accurate, and life-like textures?

艺术家如何以及在何处创造出更加细致、准确和逼真的纹理？

How and where can they observe realistic textures more closely to improve their artwork?

他们如何以及在何处可以更接近地观察逼真的纹理以改善他们

How and where can they use a wider variety of textures?

他们如何以及在何处使用更多种类的纹理？

How and where can they improve the quality of the textures in a specific area?

它们如何以及在何处提高特定区域的纹理质量？

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

具体: 说出它在哪里, 以及它们应该做什么/什么进展顺利

Example: 例:

“You can make the **texture in his hair** better by **observing the shapes of the lights and darks**”

“你可以通过观察灯光和黑暗的形状来改善头发的质地”

You should answer **any FIVE questions** in this assignment.

您应该回答本作业中的任何五个问题。

1.

2.

3.

4.

5.