

## Exam Project Peer feedback \_\_\_/10

Person giving feedback:

Name of artist:

Farshaxanka Muuqaalka

Mashruuca Tijaabada Asxaabta

Qofka jawaab celinaya:

Magaca Farshaxanka:

### Quality of observation

Consider:

How and where can their level of detail improve?

*Sidee iyo halkee heerka heerkooda faahfaahintu ka sii fiicnaan karaa?*

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

*Sidee iyo halkee saamigooda (qaababka iyo cabbirkooda) lagu hagaajin karaa?*

How and where can their overall observation improve?

*Sidee iyo halkee ay indha indheynta guud ee ay ku horumarin karaan?*

### Tayada kormeerka

Tixgeli:

### Quality of drawing/painting technique

Consider:

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

*Sidee iyo halkee bay ku hagaajin karaan isticmaalkooda dusha, faahfaahinta, iyo saamiga?*

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

*Sidee iyo halkee bay ku wanaajin karaan jilicsanaanta iyo isku dhafka iftiinka iyo mugdiga?*

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

*Sidee iyo halkee bay isugu dari karaan / ama ku isticmaali karaan rinjigooda si taxaddar leh ama murugsan*

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

*Sidee iyo halkee bay ku heli karaan burushyadooda, xariiqyada qalin-jebintu inay noqdaan kuwa xiiseeya ama muujiya?*

How and where can they create more effective textures?

*Sidee iyo halkee bay ku abuuri karaan qaabab waxtar leh?*

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

*Sidee iyo halkee bay ku wanaajin karaan tayada nalalka iyo mugdiga ee shaqadooda?*

### Tayada farsamada sawirka / rinjiyeynta

Tixgeli:

### Clay Technique

Consider:

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

*Sidee iyo halkee ayuu farshaxanku hubin karaa in mashruucu yahay mid adag oo deggan?*

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

*Sidee iyo halkee ayuu farshaxanku ku horumarin karaa jilicsanaanta ama dhadhanka tayada dusha sare?*

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

*Sidee iyo halkee ayuu farshaxanku ku horumarin karaa sida sheyga dhoobada ah uu u dareemo gacanta?*

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

*Sidee iyo halkee ayuu farshaxanku ku horumarin karaa tayada xardho?*

### Farsamada Clay

Tixgeli::

### Portraiture

Consider:

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

*Sidee iyo halkee uu farshaxanku ka dhigi karaa sawirradda mid aad u faahfaahsan, macquul ah, iyo naf-hurnimo?*

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

*Sidee iyo halkee ayuu farshaxanku ku horumarin karaa tayada kormeerkooda?*

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

*Sidee iyo halkee ayuu farshaxanku ku horumarin karaa qaybaha gaarka ah ee wajiga?*

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

*Sidee iyo halkee farshaxanku ku muujin karaa qaybo gaar ah oo ka mid ah shakhsiyadooda maadada?*

### Sawirro

Tixgeli:

## Composition

Consider:

- How and where can they add more to make the artwork feel more complete?  
*Sidee iyo meesha way ka sii dari kartaa si aad u dareento farshaxanka ka dhameystiran?*
- What and where does the artist have to improve the fullness of the background or foreground?  
*Muxuu yahay iyo halkee ayuu farshaxanku uga baahan yahay inuu ku hagaajiyo dhammaystirka asalka ama muuqaalka hore?*
- What and where do they have to do things to ensure they will finish on time?  
*Waa maxay iyo halkee ay ka qabanayaan waxyaabo lagu hubinayo inay waqtigooda ku dhammaan doonaan?*
- What and where do they have to do things to ensure that their composition is non-central?  
*Maxay tahay iyo xagay ka qabtaan inay sameeyaan waxyaabo ay ku hubinayaan in isku-darkoodu aanu dhexdhexaad ahayn?*
- 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?  
*Maxay iyo xaggee ay ka qabtaan waxyaabo si loo hubiyo in iskuxirnaantooda ay si wanaagsan isugu dheelitiran tahay marka loo eego qaabaynta, qaabka, xariiqda, iftiinka iyo mugdiga, iyo midabka?*
- How and where should they change their colours to match their colour scheme?  
*Sidee iyo halkee ayay u beddelayaan midabkooda si ay ugu waafaqaan nidaamka midabkooda?*
- How well-balanced is the project three-dimensionally (if a 3D project)?  
*Intee in le'eg ayaa isku miisaaman mashruucu saddex-cabbir (haddii mashruuc 3D ah)?*
- How well-balanced does the object feel in the hand when held and handled (if a 3D project)?  
*Intee in leeg ayaa isku dheelitiran ayuu sheyga gacantu gacanta ku hayaa markii la qabanayo ama gacanta lagu hayo (haddii mashruuc 3D ah)?*

## Halabuurka

Tixgeli:

## Sense of depth

Consider:

- How and where can the artist use converging lines, single or two-point perspective better?  
*Sidee iyo halkee ayuu farshaxanku u adeegsan karaa xariijinta isku xidhka, aragtida hal ama laba-gees ka wanaagsan?*
- How and where can they use warm and cool colours to create a better sense of depth?  
*Sidee iyo halkee bay u isticmaali karaan midab diiran oo qabow si ay u abuuraan dareen wanaagsan oo qoto dheer?*
- How and where can they use high and low intensity colours to create a better sense of depth?  
*Sidee iyo halkee bay u adeegsan karaan midabada xoogga sare iyo hooseba si ay u abuuraan dareen wanaagsan oo qoto dheer?*
- How and where can they use high and low contrast to create a better sense of depth?  
*Sidee iyo halkee bay u adeegsan karaan isbarbardhiga sare iyo kan hoose si ay u abuuraan dareen wanaagsan oo qoto dheer?*
- How and where can they use high and low detail to create a better sense of depth?  
*Sidee iyo halkee bay u isticmaali karaan faahfaahinta sare iyo tan hoose si ay u abuuraan dareen qoto dheer oo ka wanaagsan?*

## Dareenka qoto dheer

Tixgeli:

## Pattern and design

Consider:

- How and where can the artist create more detailed, accurate, and life-like patterns?  
*Sidee iyo halkee ayuu farshaxanku ku abuuri karaa faahfaahin dheeraad ah, sax ah, iyo qaab nololeed la mid ah?*
- How and where can they base their patterns and design in observation and image research?  
*Sidee iyo halkee bay ku salayn karaan naqshadooda iyo qaabeynta aragtida iyo baarista sawir?*
- How and where can they create more complex and beautiful designs and patterns?  
*Sidee iyo halka ay abuuri karaan naqshado badan oo adag oo qurux badan iyo qaababka?*
- How and where can they create a wider variety of patterns and designs?  
*Sidee iyo halkee bay ka abuuri karaan noocyo badan oo naqshado iyo naqshado ah?*

## Qaab iyo naqshad

Tixgeli:

## Texture

Consider:

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

*Sidee iyo halkee ayuu farshaxanku abuuri karaa qoraallo faahfaahsan, sax ah, iyo qaab nololeed u eg?*

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

*Sidee iyo halkee bay ka arki karaan qoraalada dhabta ah si dhow oo ay u horumariyaan shaqadooda farshaxanka?*

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

*Sidee iyo halkee bay ku isticmaali karaan wejyo kala duwan oo balaadhan?*

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

*Sidee iyo halkee bay ku wanaajinayaan tayada dhir ka samaynta aag gaar ah?*

## Dareenka

*Tixgeli:*

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

*Noqo mid gaar ah: dheh HALKA AYUU KA YAHAN, iyo MAXAY YAHAY SAMEE / WAA wax si wanaagsan u socdaan*

### Example: Tusaale:

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

*"Waad ku sameyn kartaa dareenkiisa timahiisa si wanaagsan adoo fiirinaya qaababka nalalka iyo mugdiga"*

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

*Waa inaad ka jawaabto shan su'aalood oo ku jira hawshan.*

1.

2.

3.

4.

5.