

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

Person giving feedback

Name of artist:

**Exam Project - Feedback ng magkasamang**

Tao na nagbibigay ng feedback:

Pangalan ng artist:

**Quality of observation***Consider:*

How and where can their level of detail improve?

*Paano at saan mapapabuti ang antas ng kanilang detalye?*

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

*Paano at saan maaaring mapabuti ang kanilang proporsyon (mga hugis at sukat)?*

How and where can their overall observation improve?

*Paano at saan mapapabuti ang pangkalahatang pagmamasid?***Kalidad ng pagmamasid***Isaalang-alang:***Quality of drawing/painting technique***Consider:*

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

*Paano at saan nila mapapabuti ang kanilang paggamit ng tabas, detalye, at proporsyon?*

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

*Paano at saan nila mapapabuti ang kanilang pagkamakinang at pinaghalong mula sa liwanag hanggang sa madilim?*

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

*Paano at saan sila maaaring makihalubilo at / o mag-aplay nang mas maingat o masalimuot ang kanilang pintura?*

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

*Paano at saan maaaring maging mas kawili-wili o nagpapahayag ang kanilang mga brushstroke, mga linya ng lapis?*

How and where can they create more effective textures?

*Paano at saan sila makagawa ng mas epektibong mga texture?*

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

*Paano at saan nila mapapabuti ang kalidad ng mga ilaw at madilim sa kanilang gawain?***Kalidad ng pagguhit / pagpipinta pamamaraan***Isaalang-alang:***Clay Technique***Consider:*

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

*Paano at saan masisiguro ng artist na ang kanilang proyekto ay malakas at matatag?*

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

*Paano at saan mapapabuti ng pintor ang pagkinis o pagkakayari ng kalidad ng ibabaw?*

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

*Paano at kung saan mapapabuti ng pintor kung paano nararamdaman ng luad na bagay sa kamay?*

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

*Paano at saan mapapabuti ng pintor ang kalidad ng kanilang larawang inukit?***Clay Technique***Isaalang-alang:***Portraiture***Consider:*

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

*Paano at saan maaaring gawing mas detalyado, makatotohanang, at parang buhay ang artist ang kanilang portrait?*

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

*Paano at saan mapapabuti ng pintor ang kalidad ng kanilang pagmamasid?*

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

*Paano at saan mapapabuti ng artist ang mga tukoy na bahagi ng mukha?*

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

*Paano at saan maaaring ipakita ng artist ang mga tukoy na bahagi ng pagkatao ng kanilang paksa?***Pagdidihip***Isaalang-alang:*

## Composition

Consider:

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

*Paano at kung saan sila ay maaaring magdagdag ng higit pa upang gumawa ng mga likhang sining na pakiramdam mas kumpletong?*

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

*Ano at saan kinukuha ng artist upang mapabuti ang kapunuuan ng background o foreground?*

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

*Ano at saan sila kailangang gumawa ng mga bagay upang masiguro na matapos sa oras?*

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

*Ano at saan sila kailangang gumawa ng mga bagay upang matiyak na ang kanilang komposisyon ay di-sentral?*

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?

*Ano at saan sila kailangang gumawa ng mga bagay upang matiyak na ang kanilang komposisyon ay balanseng may paggalang sa texture, hugis, linya, liwanag at madilim, at kulay?*

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

*Paano at saan sila dapat baguhin ang kanilang mga kulay upang tumugma sa kanilang scheme ng kulay?*

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

*Paano mahusay na balanse ang proyekto ng tatlong-dimensyal (kung isang 3D na proyekto)?*

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

*Paano mahusay na balanseng ang pakiramdam ng bagay sa kamay kapag gaganapin at hawakan (kung ang isang 3D na proyekto)?*

## Sense of depth

Consider:

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

*Paano at saan maaaring gamitin ng artist ang mga linya ng converging, mas mahusay na single o two-point na pananaw? How and where can they use warm and cool colours to create a better sense of depth?*

*Paano at saan sila maaaring gumamit ng mainit at malamig na mga kulay upang lumikha ng isang mas mahusay na kahulugan ng lalim?*

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

*Paano at saan sila maaaring gumamit ng mataas at mababang mga kulay ng intensity upang lumikha ng isang mas mahusay na kahulugan ng lalim?*

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

*Paano at saan sila maaaring gumamit ng mataas at mababang kaibahan upang makalikha ng mas malalim na kahulugan?*

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

*Paano at saan sila maaaring gumamit ng mataas at mababang detalye upang lumikha ng isang mas mahusay na kahulugan ng lalim?*

## Sense of depth

Isaalang-alang:

## Pattern and design

Consider:

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

*Paano at saan maaaring lumikha ng artist ang mas detalyadong, tumpak, at mga pattern ng pamumuhay?*

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

*Paano at saan nila ibabase ang kanilang mga pattern at disenyo sa pagmamasid at pagsasaliksik ng imake?*

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

*Paano at kung saan sila ay maaaring lumikha ng mas kumplikadong at magandang disenyo at mga pattern?*

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

*Paano at saan sila maaaring lumikha ng mas malawak na iba't ibang mga pattern at disenyo?*

## Pattern at disenyo

Isaalang-alang:

## Texture

Consider:

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

*Paano at saan maaaring lumikha ang artist ng mas detalyado, tumpak, at buhay-tulad ng mga texture?*

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

*Paano at saan masusubaybayan nila ang makatotohanang mga texture nang mas malapit upang mapabuti ang kanilang likhang sining?*

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

*Paano at saan sila maaaring gumamit ng mas malawak na pagkakaiba-iba ng mga texture?*

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

*Paano at saan nila mapapabuti ang kalidad ng mga texture sa isang partikular na lugar?*

## Texture

*Isaalang-alang:*

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

*Maging tiyak: sabihin SAAN ito, at ANO ang dapat nilang GAWIN / ANO ang maayos*

### **Example/Halimbawa:**

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

*"Maaari mong gawin ang texture sa kanyang buhok mas mahusay sa pamamagitan ng pagmamasid sa mga hugis ng mga ilaw at暗"*

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

*Dapat mong sagutin ang **ANUMANG LIMANG TANONG** sa takdang-aralin na ito.*

**1.**

**2.**

**3.**

**4.**

**5.**