

# Exam Project: Peer feedback

Name of artist: \_\_\_/10

Quality of observation

*Consider:*

How and where can their level of detail improve?

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

How and where can their overall observation improve?

# Quality of drawing/painting technique

## *Consider:*

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

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

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

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

How and where can they create more effective textures?

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

# Clay Technique

## *Consider:*

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

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

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

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

# Composition

## *Consider:*

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

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

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

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

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?

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

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

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

Sense of depth

*Consider:*

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

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

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

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

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

# Portraiture

*Consider:*

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

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

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

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

# Pattern and design

*Consider:*

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

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

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

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

# Texture

*Consider:*

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

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

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

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



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

**Example:**

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

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

1.

2.

3.

4.

5.

6.