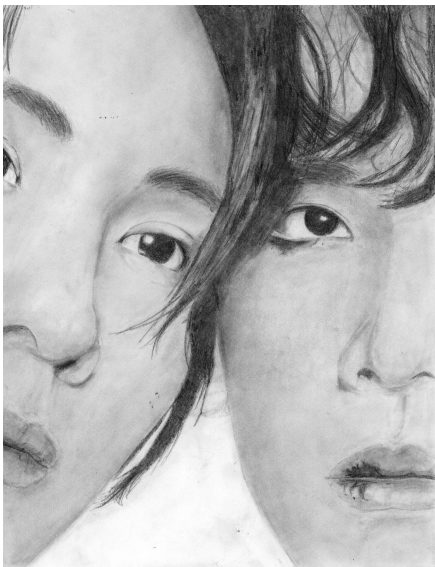




Chloe Snair, Fall 2023



Xintang Wang, Fall 2023



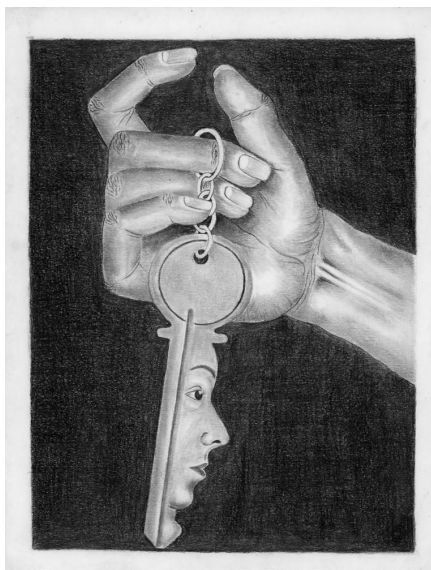
Sophia Rogers, Fall 2023



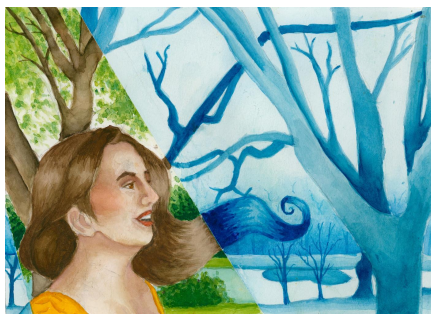
Carson Shea, Fall 2023



Zoe Berezowski, Fall 2023



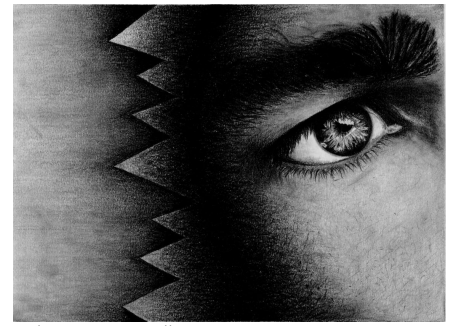
Islau Hamadi Juma, Fall 2023



Livia Dias Bestteti Santos, Fall 2023



Emma Mosher, Fall 2023



Kabir Kumar, Fall 2023



Ella McKinnon, Fall 2023



Gaëlle Bousquet, Fall 2023

## Exam project

\_\_\_/10 **Idea development** (15%)

**Creativity/observation** (15%)  
Balance of realism and great ideas

**Materials technique** (20%)  
Shading, blending, proportion, colour mixing

**Composition** (20%)  
Non-central, balanced, colour scheme

**Chosen technique** (20%)  
Portraiture, depth, texture, pattern

\_\_\_/10 **Peer feedback** (10%)

# Evaluation Criteria for **Drawing** or **Painting**

## **15% - Idea development**

Use the same criteria as the idea development graphic organizers

## **15% - Creativity/observation**

Thoughtful, unusual, unexpected, unique, original ideas expressed through thoughtful observation of the visual qualities of the real world

## **20% - Materials technique**

- Effective use of contour, detail, and proportion
- Shading with smoothness, and blending
- Rich darks with good contrast

## **20% - Composition**

- Complete, and with a fully-developed foreground and background
- Non-central composition
- Well-balanced with respect to texture, shape, line, light and dark, and colour
- If created in colour, the artwork should stick to a specific balanced colour scheme

## **20% - Your chosen criteria**

Sense of depth, portraiture, or texture

## **10% - Peer feedback**

Give specific, detailed suggestions for improvement to others in your class

# Evaluation Criteria for **Clay**

## **15% - Idea development**

Use the same criteria as the idea development graphic organizers

## **15% - Creativity/observation**

Thoughtful, unusual, unexpected, unique, original ideas expressed through thoughtful observation of the visual qualities of the real world

## **20% - Materials technique**

- Strong and durable construction
- Well-crafted surface quality: well-smoothed and clean textures
- Great handfeel

## **20% - Composition**

- Well-balanced in three dimensions
- Balance of form, texture, and pattern
- Well-balanced weight in the hand

## **20% - Your chosen criteria:**

portraiture, or pattern and surface texture

## **10% - Peer feedback**

Give specific, detailed suggestions for improvement to others in your class

# More information about chosen criteria

## **Sense of depth...**

- Use changes in contrast and detail to create a sense of depth
- Consider using two-point perspective to emphasize this
- If using colour, use warm, intense colours for near things, and cool, dull colours for far away

## **...or Portraiture**

- Detailed, accurate, and life-like
- Based on observation

## **...or Texture**

- Detailed, accurate, and life-like
- Based on observation
- A high quality variety of different kinds of texture

## **...or Patterned/drawn surface texture**

- Detailed, accurate, and life-like
- Based on observation or image research
- Complex and beautiful pattern
- A high quality variety of different kinds of pattern and drawing

This project is your final exam, worth 20% of your final mark. It is due at the end of the last class before regular written exams.



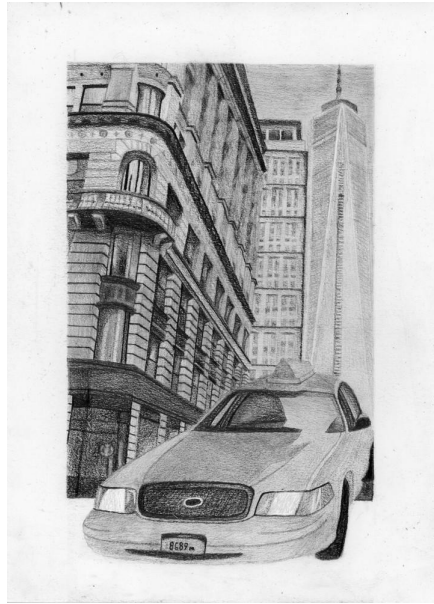


# Development of **Somin Park's** exam project

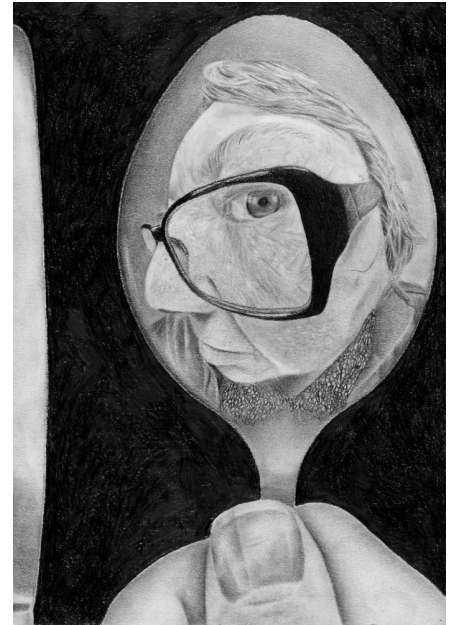




Ashfin Azhar, Fall 2022



Eloise Sandler, Fall 2022



Erin Keaveny, Fall 2022



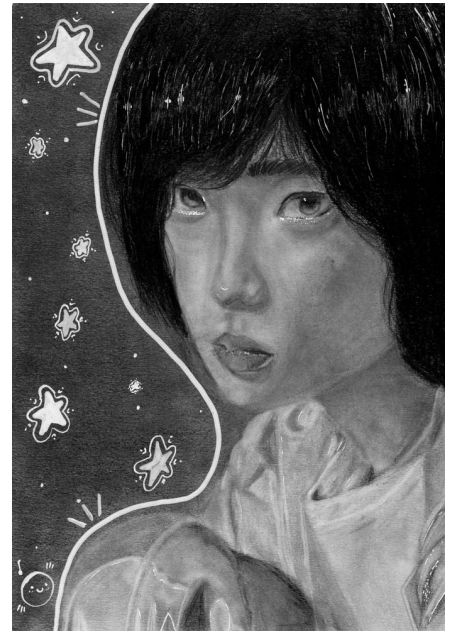
Ashanti Sarmiento, Fall 2022



Una Liu, Spring 2023



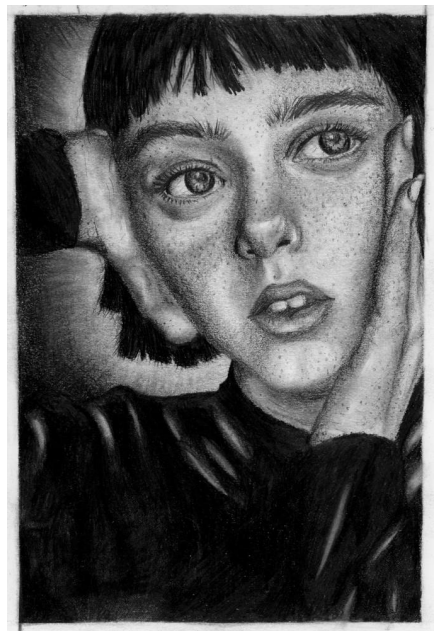
Josefa Hernandez Ureta, Fall 2022



Yosr Fadhel, Fall 2022



Parker Smith, Fall 2022



Alice Curry, Fall 2022



Alice MacDonald, Fall 2022

# Idea Development

1 **Generate ideas** *maximum of 50%*

*# of words* → \_\_\_\_\_ ÷ 3 = \_\_\_\_\_%

*# of **simple** sketches* → \_\_\_\_\_ × 2% = \_\_\_\_\_%

*# of **better** sketches* → \_\_\_\_\_ × 4% = \_\_\_\_\_%

2 **Select the best and join together ideas**

*Circle the **best** ideas* circled =  5%

*Link into **groups** of ideas* linked =  5%

3 **Print reference images** *maximum of 8*

\_\_\_\_\_ *images* × 5% = \_\_\_\_\_%

4 **Thumbnail compositions** *max of 10*

\_\_\_\_\_ *thumbnails* × 8% = \_\_\_\_\_%

5 **Rough copy** *great quality or better*

\_\_\_\_\_ *drawing* × 25% = \_\_\_\_\_%

**Total = \_\_\_\_\_%**

## Generate ideas!

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.

## Adding up points for ideas:

*Number of **words*** → \_\_\_\_\_ ÷ 3 = \_\_\_\_\_%

*Number of **simple** sketches* → \_\_\_\_\_ × 2% = \_\_\_\_\_%

*Number of **better** sketches* → \_\_\_\_\_ × 4% = \_\_\_\_\_%

## **Select the best**

Draw circles or squares around your best ideas

***You have selected the best 3-7 ideas = 5%***

## **Link the best into groups = 5%**

Draw dashed or coloured lines to link your best ideas into groups that could work well together

***You have joined the best ideas with lines***



## Print references

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking and using your 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.

## Number of reference photos

→ \_\_\_\_\_ × 5% = \_\_\_\_\_%

## Thumbnail compositions

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you come 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.

## Adding up points for THUMBNAIL drawings

# of *thumbnail* drawings → \_\_\_\_\_ × 8% = \_\_\_\_\_%



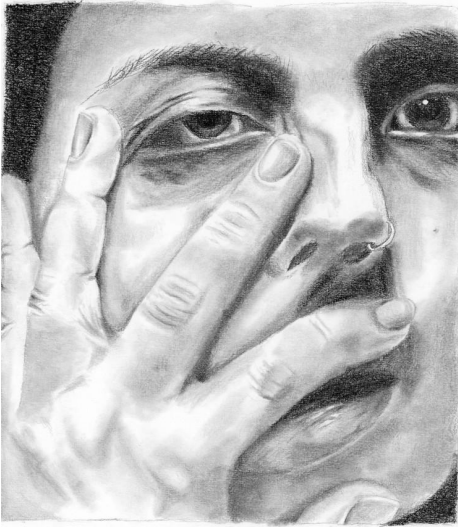


## Rough drawing

- 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.***

***Rough drawing*** → **up to 25%** = \_\_\_\_\_%





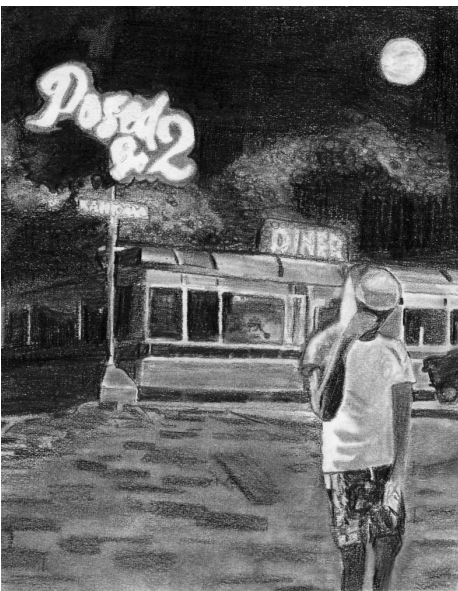
Olivia Sullivan Newhook, Spring 2022



Silas Eastwood, Spring 2022



Quinton Gagnon, Spring 2022



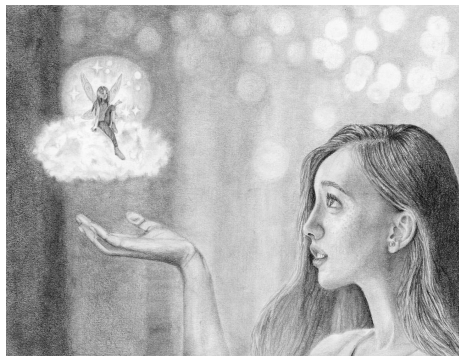
Arrav Paix, Spring 2022



Airon Miko Ortega, Spring 2022



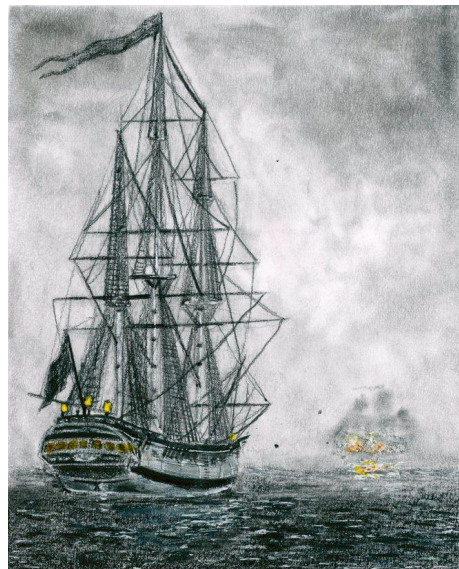
Sophia McCurdy, Spring 2022



Estel Iscan-Insense, Spring 2022



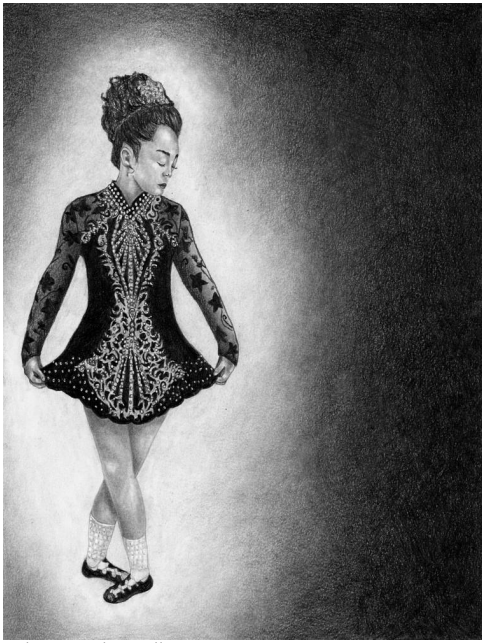
Jordan Daigle, Spring 2022



Max Stevenson, Spring 2022



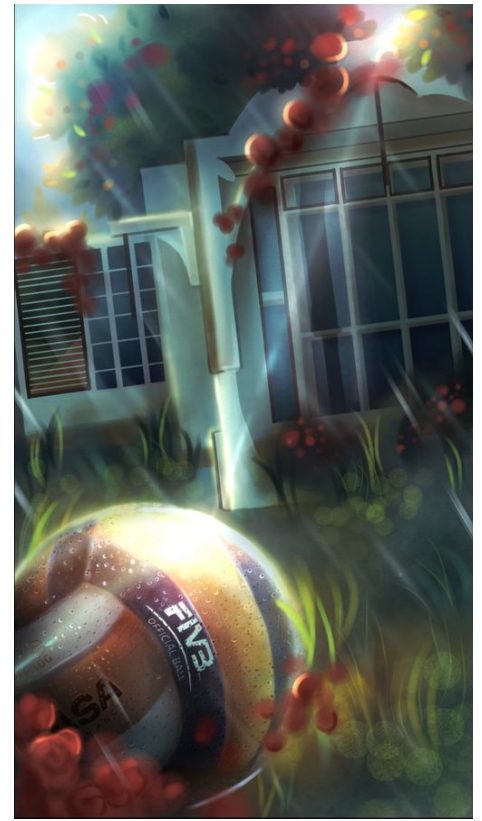
Parvathi Edicherry, Fall 2022



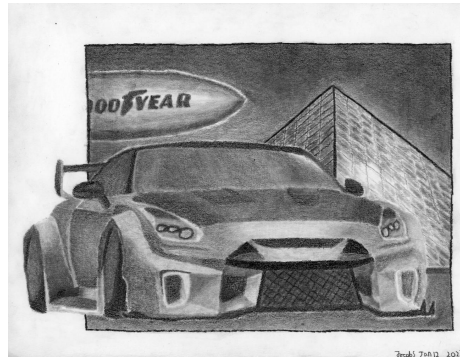
Kylee Wright, Fall 2021



Erin Vorontsova, Fall 2021



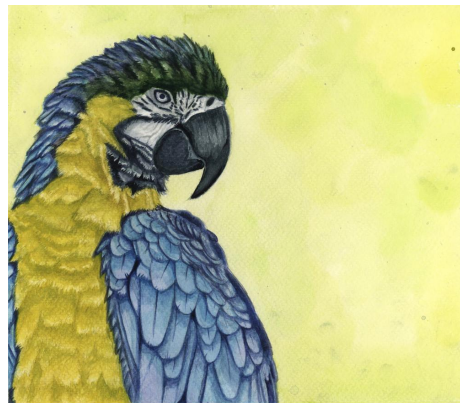
Aliza Seroy, Fall 2021



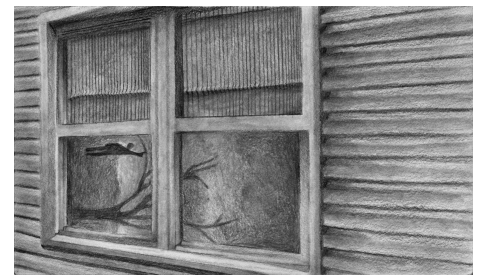
Jacob Schelew, Fall 2021



Katherine Boyle, Fall 2021



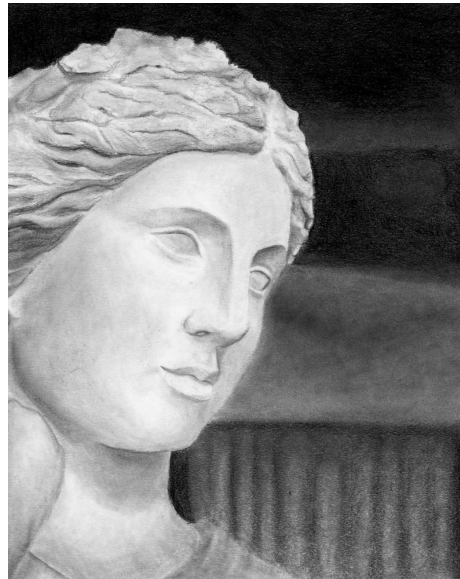
Bishir Green, Fall 2021



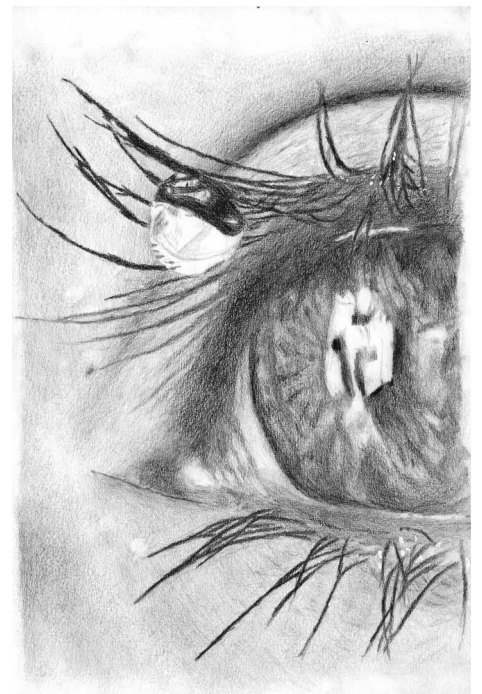
Ryan Bezanson, Fall 2021



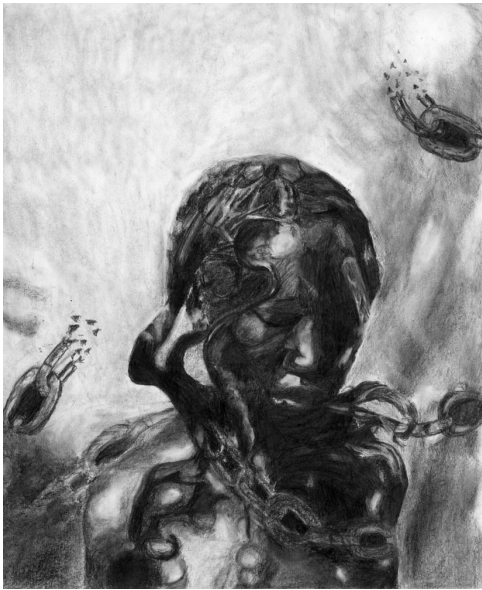
Reese Villanueva, Fall 2021



Miho Du, Fall 2021



Darragh Nolen, Spring 2022



Ava Sandler, Spring 2021



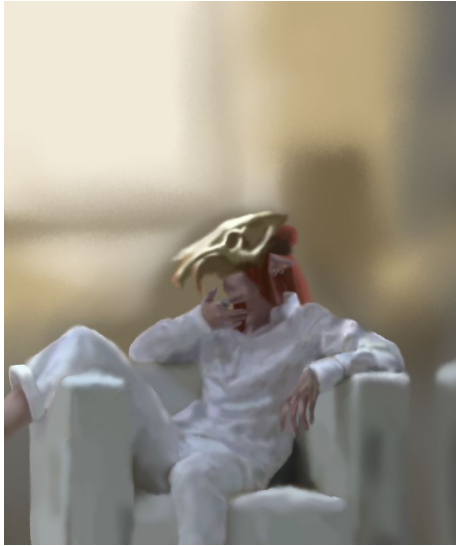
Ava Sexton, Spring 2021



Kristy Salcedo, Spring 2021



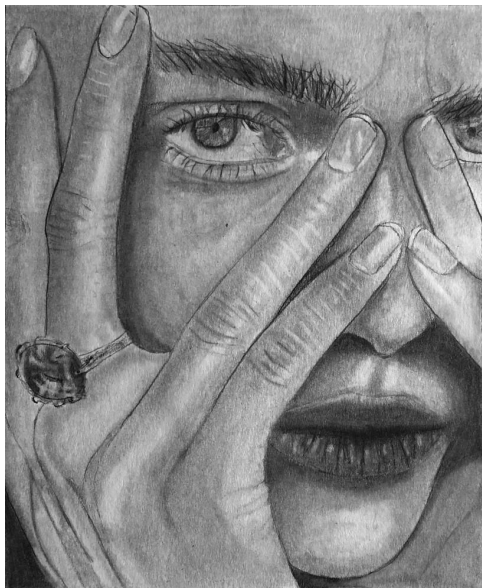
Carli Wincey, Spring 2021



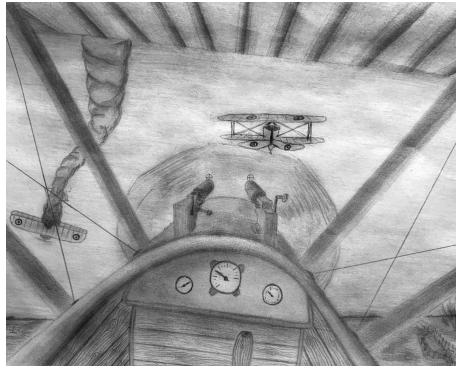
Eve Blacker, Spring 2021



Molly Dodge Austin, Spring 2021



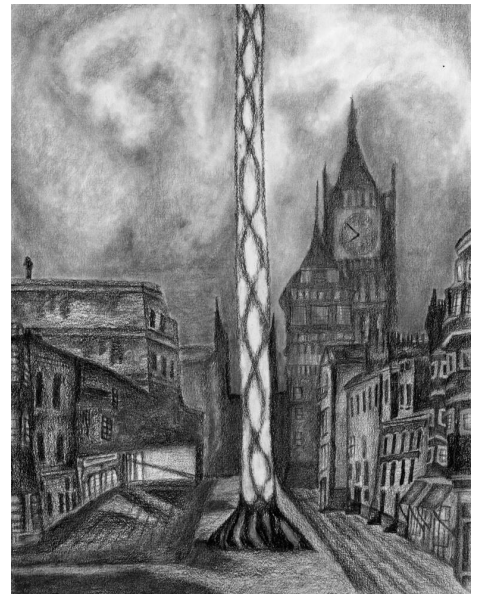
Ella Kim, Spring 2021



Axel Wirth Bulmer, Spring 2021



Maisie Hermogeno, Spring 2021



Arsel Duli, Fall 2021

# 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 FIVE questions** in this assignment.

1.

2.

3.

4.

5.



Becky Liu, Spring 2023



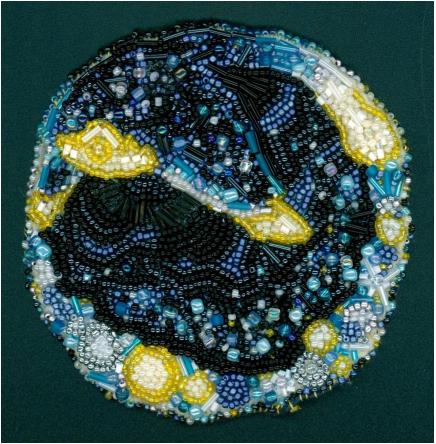
Taryn Donnelly, Spring 2023



Ryta Logvyn, Spring 2023



Razan Izeldin, Spring 2023



Max Seale, Spring 2023



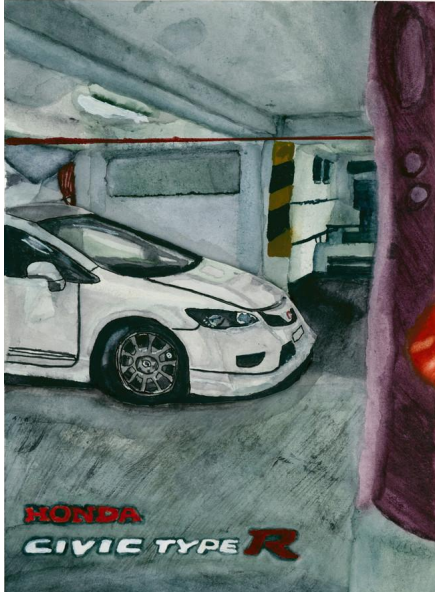
Erica Hastings-James, Spring 2023



Raelyn Davis, Spring 2023



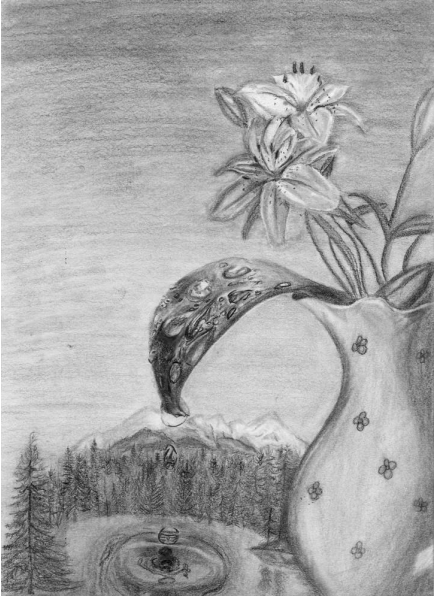
Lexy McMahon, Spring 2023



Davis Wu, Spring 2023



Kai Retter, Spring 2023



Cami Raquet, Fall 2023