



Lhyzel Caluza, Spring 2025



Thalia Loomer, Spring 2025



Abby Christian, Spring 2025



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Jorja Munroe, Spring 2025



Isla Dove, Spring 2025



Warren White, Spring 2025



Esther Abiri, Spring 2025



Kate Nguyen, Spring 2025



Evan Cole, Spring 2025

# Clay Vessel

\_\_\_/10 **Idea development**  
Development so far: \_\_\_\_\_

## Criteria for your finished Clay Vessel:

### Clay skills

Strength, balance and surface finish

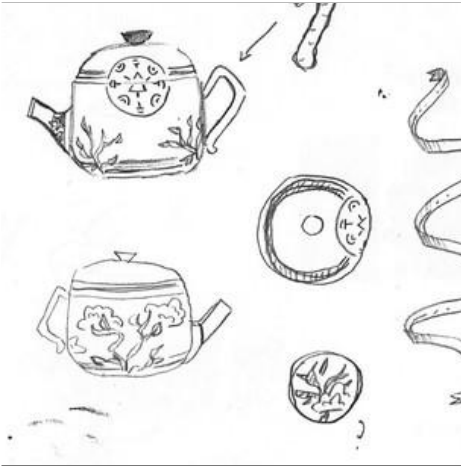
### Quality of Carving

Complexity, quality, fullness, and craft

### Daily Clean-up Habits

Cleaning table & floor to be streak-free

# Building your vessel step by step



1. Develop your **idea** first!  
*Kembangkan idea anda dahulu!*



2. Divide your clay into four pieces: one for a **base**, two for **coils**, and one for **everything else** and for emergencies.  
*Bahagikan tanah liat anda kepada empat bahagian: satu untuk tapak, dua untuk gegelung, dan satu untuk segala-galanya dan untuk kecemasan.*



3. Make the **bottom**: a disc of clay that is 1-1.5 cm thick and 7-10 cm in diameter. **Store any leftovers** in your bag.  
*Buat bahagian bawah: cakera tanah liat yang tebal 1-1.5 cm dan diameter 7-10 cm. Simpan apa-apa sisa dalam beg anda.*



7. **Stretch** the coils by **spreading** your fingers while rolling.  
*Regangkan gegelung dengan melebarkan jari anda semasa bergolek.*



8. **Smear** your coils together using only **one finger** or one thumb.  
*Lumurkan gegelung anda menggunakan hanya satu jari atau satu ibu jari.*



9. **Don't pinch** on either side because you will make your pot very dry and thin.  
*Jangan picit pada kedua-dua belah kerana anda akan membuat periuk anda sangat kering dan nipis.*



13. Add a **foot** by attaching a coil.  
*Tambah kaki dengan memasang gegelung.*



14. **Scribe** and then **trim the lip**.  
*Tulis dan kemudian potong bibir.*



15. Coat your pot with **white slip**. Let it dry and add coats until there are **no streaks**.  
*Salut periuk anda dengan slip putih. Biarkan ia kering dan masukkan lapisan sehingga tiada coretan.*



4. Keep it fairly **rough** because smoothing it will dry it out.  
*Pastikan ia agak kasar kerana melicinkannya akan mengeringkannya.*



5. Make a series of **coils** that are about 1-1.5cm thick.  
*Buat satu siri gegelung dengan ketebalan kira-kira 1-1.5cm.*



6. Remember that you are **not squeezing** the coils. **Work quickly!**  
*Ingat bahawa anda tidak memerah gegelung. Kerja cepat!*



10. **Smooth the inside** with your **fingers**. If you can't reach, it is OK.  
*Ratakan bahagian dalam dengan jari anda. Jika anda tidak dapat mencapai, tidak mengapa.*



11. Shape your vessel by **padding** it with a wooden spoon or stick.  
*Bentuk kapal anda dengan mengayuhnya dengan sudu kayu atau kayu.*



12. Shave it with a **knife**. Then **smooth** it with a metal/plastic/silicone **rib**.  
*Cukur dengan pisau. Kemudian ratakan dengan tulang rusuk logam/plastik/silikon.*



16. Do a very **light rough sketch** of your drawing on your pot.  
*Buat lakaran kasar yang sangat ringan bagi lukisan anda pada periuk anda.*



17. Take a sharpened pencil and **carve through the slip** into the brown clay.  
*Ambil pensel yang diasah dan ukir melalui slip ke dalam tanah liat coklat.*



18. Finally, carve your **name** on the bottom.  
*Akhir sekali, ukir nama anda di bahagian bawah.*

# Clay vessel evaluation criteria

## *Kriteria penilaian kapal tanah liat*

**Clay skills:** The strength, balance, and surface finish of your clay vessel.

*Kemahiran tanah liat:* Kekuatan, keseimbangan dan kemas permukaan bekas tanah liat anda.

**Quality of carving:** The complexity, quality, fullness, and craft of the patterns and line drawing on your vessel.

*Kualiti ukiran:* Kerumitan, kualiti, kepenuhan dan kerajinan corak dan lukisan garisan pada kapal anda.

**Daily clean-up habits:** Cleaning your table and floor so it is clean and has no streaks.

*Tabiat pembersihan harian:* Membersihkan meja dan lantai anda supaya bersih dan tiada coretan.

## Vocabulary for the clay vessel

### *Kosa kata untuk bekas tanah liat*

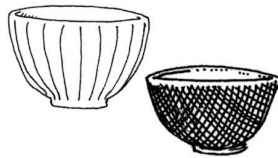
<b>apron</b> <i>apron</i>	<b>a piece of cloth that you wear to protect your clothes from getting dirty.</b> <i>sehelai kain yang anda pakai untuk melindungi pakaian anda daripada kotor.</i>
<b>carving</b> <i>ukiran</i>	<b>scratching into clay to change its shape or to make a picture or pattern</b> <i>menconteng ke dalam tanah liat untuk menukar bentuknya atau untuk membuat gambar atau corak</i>
<b>ceramic</b> <i>seramik</i>	<b>a material that starts soft like clay, but then becomes very hard after it is cooked to a very high temperature</b> <i>bahan yang mula lembut seperti tanah liat, tetapi kemudian menjadi sangat keras selepas ia dimasak pada suhu yang sangat tinggi</i>
<b>clay</b> <i>tanah liat</i>	<b>a soft material used for making pots, bricks, and sculptures that becomes very hard when it is heated up.</b> <i>bahan lembut yang digunakan untuk membuat pasu, batu bata, dan arca yang menjadi sangat keras apabila ia dipanaskan.</i>
<b>coil</b> <i>gegelung</i>	<b>a thin piece of clay that looks like a snake</b> <i>sekeping tanah liat nipis yang kelihatan seperti ular</i>
<b>earthenware</b> <i>tembikar</i>	<b>a kind of clay that is fired to a lower temperature and that needs to be glazed before becoming watertight</b> <i>sejenis tanah liat yang dibakar pada suhu yang lebih rendah dan yang perlu disalut sebelum menjadi kedap air</i>
<b>foot</b> <i>kaki</i>	<b>the bottom of a pot where it sits on a table</b> <i>bahagian bawah periuk di mana ia terletak di atas meja</i>
<b>glaze</b> <i>sayu</i>	<b>a material that you can paint onto ceramic that turns into glass when fired in a kiln</b> <i>bahan yang boleh anda cat pada seramik yang bertukar menjadi kaca apabila dibakar dalam tanur</i>
<b>glazing</b> <i>kaca</i>	<b>for clay: brushing on a paint-like layer to a pot that will later become a layer of glass; for painting: using very thin transparent layers of paint to change the colour</b> <i>untuk tanah liat: menyapu lapisan seperti cat ke dalam periuk yang kemudiannya akan menjadi lapisan kaca; untuk mengecat: menggunakan lapisan cat lutsinar yang sangat nipis untuk menukar warna</i>
<b>handle</b> <i>pemegang</i>	<b>the part of something that is used to lift or carry it</b> <i>bahagian sesuatu yang digunakan untuk mengangkat atau membawanya</i>
<b>kiln</b> <i>tanur</i>	<b>an oven used to heat up clay enough to become a hard ceramic</b> <i>ketuhar yang digunakan untuk memanaskan tanah liat yang cukup untuk menjadi seramik keras</i>

<b>lid</b> <i>penutup</i>	<b>the top of a pot that you can take off</b> <i>bahagian atas periuk yang boleh anda tanggalkan</i>
<b>lip</b> <i>bibir</i>	<b>the top edge of a pot</b> <i>tepi atas periuk</i>
<b>paddling</b> <i>mendayung</i>	<b>hitting clay with wood to make it stronger, smoother, and a better shape</b> <i>memukul tanah liat dengan kayu untuk menjadikannya lebih kuat, licin dan bentuk yang lebih baik</i>
<b>pattern</b> <i>corak</i>	<b>a drawing that repeats in a beautiful way</b> <i>lukisan yang berulang dengan cara yang cantik</i>
<b>pinch</b> <i>cubit</i>	<b>squeezing something between your thumb and finger</b> <i>memicit sesuatu di antara ibu jari dan jari anda</i>
<b>rib</b> <i>rusuk</i>	<b>a piece of silicone or wood used to smoothly shape some clay</b> <i>sekeping silikon atau kayu yang digunakan untuk membentuk tanah liat dengan lancar</i>
<b>score</b> <i>skor</i>	<b>carve Xs or parallel lines to help join clay together with slip</b> <i>ukir Xs atau garisan selari untuk membantu mencantumkan tanah liat bersama-sama dengan gelinciran</i>
<b>scraper</b> <i>pengikis</i>	<b>a piece of thin metal or plastic used to shave off thin pieces of clay</b> <i>sekeping logam nipis atau plastik yang digunakan untuk mencukur kepingan tanah liat yang nipis</i>
<b>scribe</b> <i>jurutulis</i>	<b>mark an even and straight line</b> <i>tandakan garis genap dan lurus</i>
<b>shave</b> <i>cukur</i>	<b>scrape bumps and fuzz from the surface of something</b> <i>kikis bonggol dan kebulu dari permukaan sesuatu</i>
<b>slip</b> <i>slip</i>	<b>a liquid clay that you can use like glue to attach things together, or paint onto your clay to change its colour</b> <i>tanah liat cair yang boleh anda gunakan seperti gam untuk melekatkan sesuatu bersama-sama, atau cat pada tanah liat anda untuk menukar warnanya</i>
<b>stretch</b> <i>regangan</i>	<b>pulling something to make it longer</b> <i>menarik sesuatu untuk menjadikannya lebih panjang</i>
<b>terracotta</b> <i>terracotta</i>	<b>an unglazed reddish-brown earthenware clay</b> <i>tanah liat tembikar berwarna coklat kemerah-merahan tanpa glasir</i>
<b>transfer</b> <i>pindahkan</i>	<b>to move or copy something</b> <i>untuk memindahkan atau menyalin sesuatu</i>
<b>trim</b> <i>trim</i>	<b>remove extra clay with a tool</b> <i>keluarkan tanah liat tambahan dengan alat</i>

# BOWLS

wan, hachi

碗、鉢



RICE BOWLS  
御飯茶碗  
*gohan jawan*

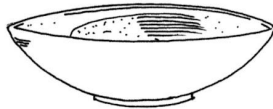


DONBURI \* BOWL  
丼鉢  
*donburi bachi*

\* Rice covered with egg and / or vegetables and meat.



LARGE BOWL  
大鉢  
*ōbachi*



LARGE WIDE DISH  
平鉢  
*hirabachi*



NESTING BOWLS  
入れ子  
*ireko*



SMALL BOWLS  
小鉢  
*kobachi*



LARGE PLATE  
大皿  
*ōzara*



SOBA\* CUPS  
そば猪口  
*soba choko*  
\* Buckwheat noodles - the cup is for the sauce into which they are dipped.

## OTHER POTS

CHINESE SPOON  
散り蓮華  
*chirirenge*



CHAWAN MUSHI\* POT  
茶碗蒸し碗  
*chawan mushi wan*  
\* A steamed, savoury egg custard.



PICKLE POTS  
漬物鉢  
*tsukemono bachi*



TIERED BOX  
段重、重ね鉢  
*danjū, kasane bachi*

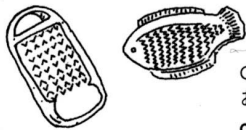


DISH WITH HANDLE  
手鉢  
*tebachi*

90

shokki  
食器

# COOKING AND EATING



GRATING DISHES  
おろし皿  
*oroshi zara*



SOY SAUCE JUGS  
しょうゆ差し  
*shōyū sashi*



SESAME SEED ROASTER  
ゴマ煎り  
*goma iri*

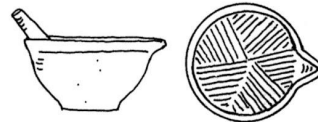


SMALL PICKLE POTS  
珍味壺  
*chinmi tsubo*

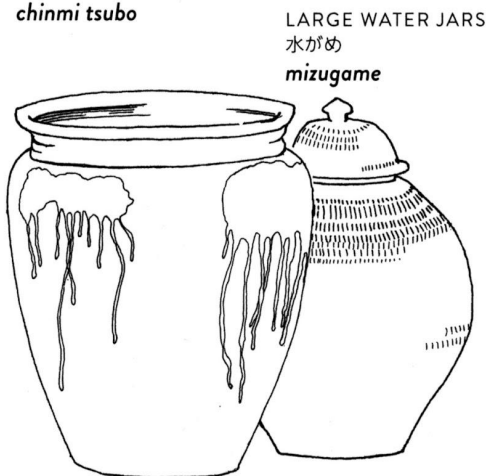


PICKLE MAKING POT  
漬物鉢  
*tsukemono bachi*

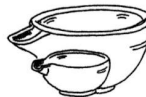
the heavy lid acts as a weight to press down the pickles inside.



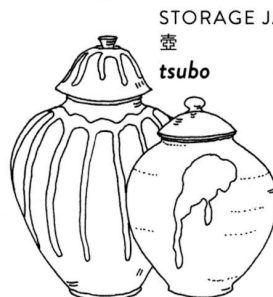
MORTAR / GRINDING BOWL  
すり鉢  
*suribachi*



LARGE WATER JARS  
水がめ  
*mizugame*



BOWL WITH SPOUT  
片口  
*katakuchi*



STORAGE JAR  
壺  
*tsubo*



COOKING POT  
行平鍋  
*yukihiranabe*



CASSEROLE  
土鍋  
*donabe*  
usually used for cooking over direct flame

# CUPS

yunomi to choko  
湯呑みと猪口



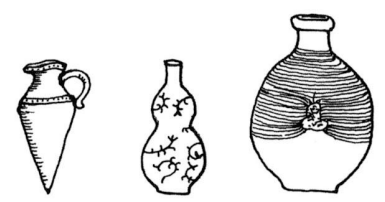
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## SAKE CUPS *nomiyōki* DRINKING VESSELS ぐい呑み 飲み容器



SMALL SAKE CUPS  
猪口  
*choko*

### SAKE BOTTLES 德利 *tokkuri*



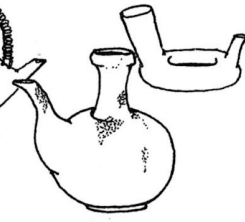
HIP FLASK  
抱瓶  
*dachibin*



*kamin*  
爛瓶



*choka*  
チョコカ



*karakara\**  
カラカラ

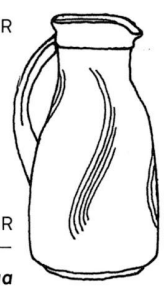
POTS FOR WARMING LIQUOR



CUP AND SAUCER  
碗皿  
*wanzara*



MUG  
マグカップ  
*magukappu*

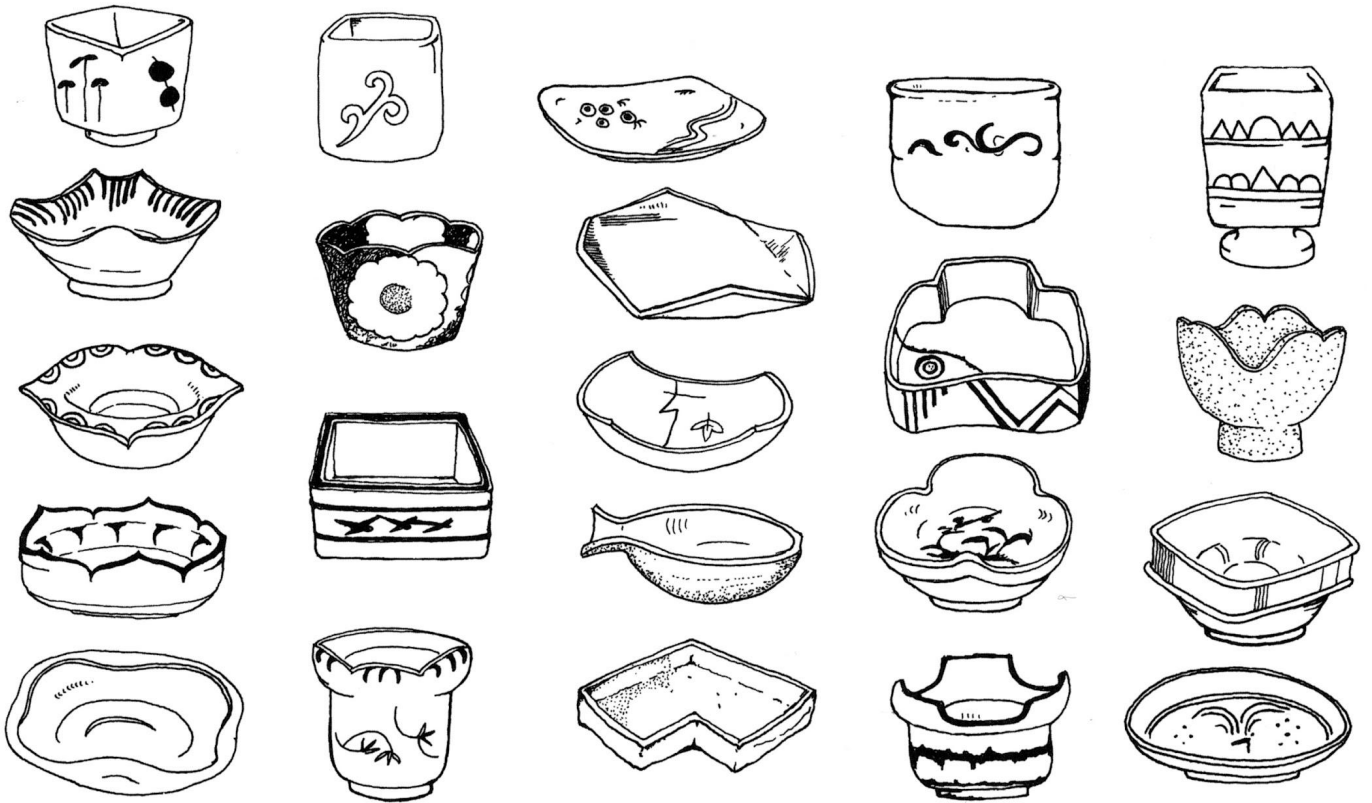


JUG / PITCHER  
ジャブ、ピッチャー  
*jagu / picchaa*

\**karakara* used to be made (esp. in Okinawa) enclosing beads, which would rattle to indicate the flask was empty-  
*karakara* is said to be the sound of the rattling beads. Kara also means empty.

# SMALL SERVING DISHES

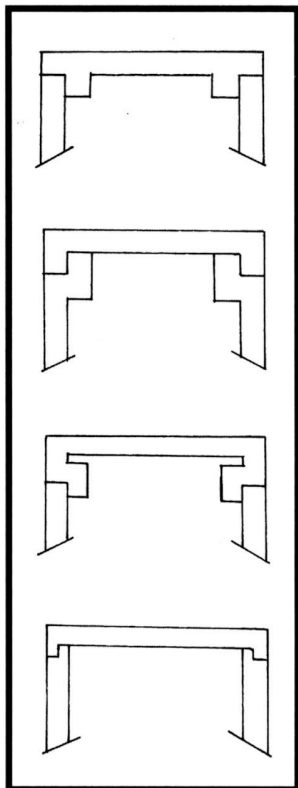
mukōzuke to kozara  
向こう付と小皿



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## LIDS

futa  
蓋

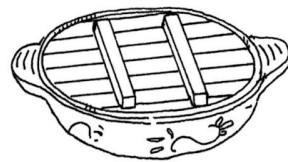


IVORY LID  
象牙の蓋  
zōge no futa

LAQUER LID  
塗り蓋  
nuribata



WOODEN LID  
木の蓋 (鍋蓋)  
ki no futa (nabe buta)



BENT RIM  
首型  
kubigata

FLAT LID  
平蓋  
hirabuta

DOMED LID  
山蓋  
yamabuta

ROLLED OVER RIM  
折り曲げて作る気持  
orimagete tsukuru kimochi

SPLIT GALLERY RIM  
土を半分下げ  
て作る気持  
tsuchi o hanbun sagete  
tsukuru kimochi

RECESSED KNOB LID  
落とし蓋  
otoshibuta

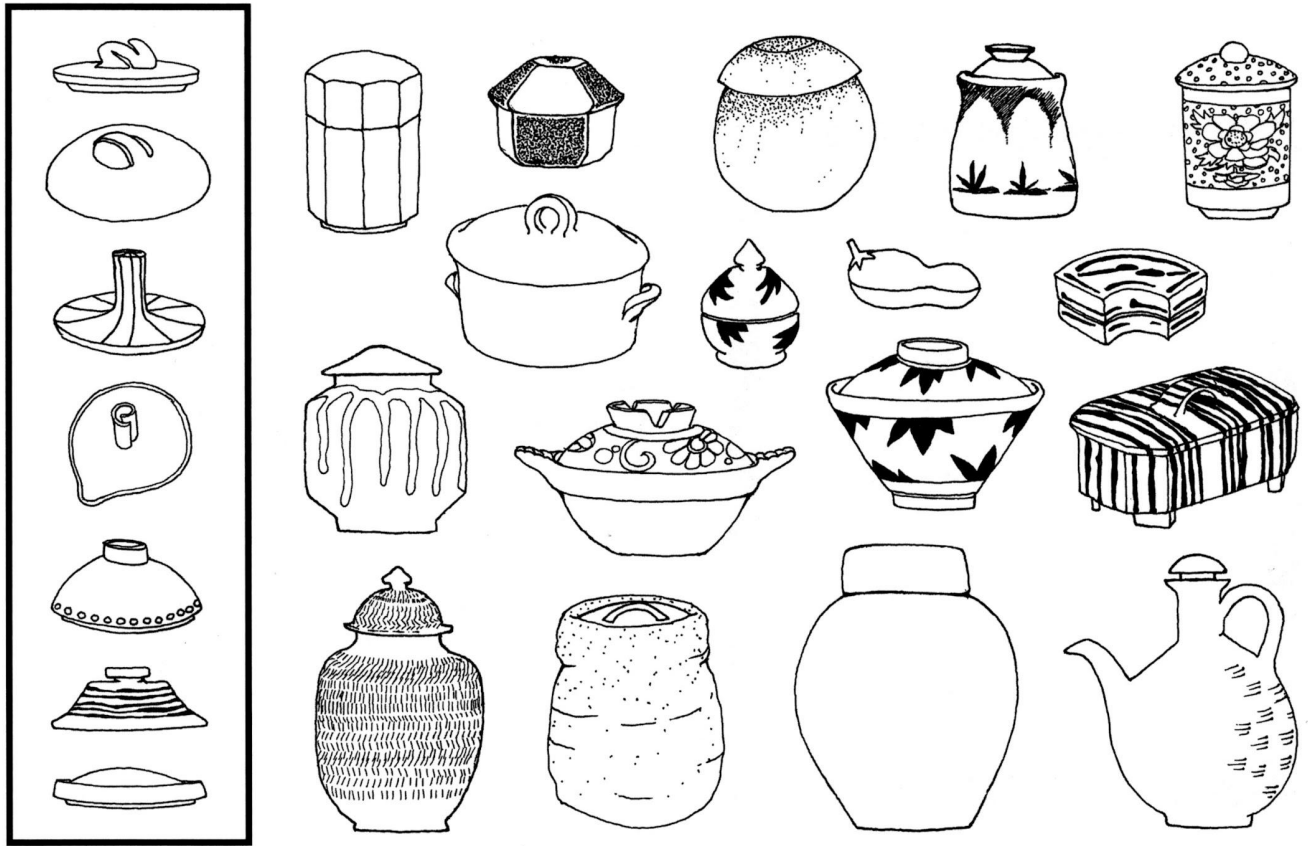
THE LID FITS WELL  
蓋が合う  
*futa ga au*

THE LID FITS BADLY  
蓋が合わない  
*futa ga awanai*

KNOB  
つまみ  
tsumami

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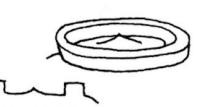
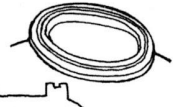
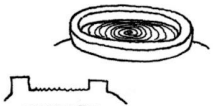
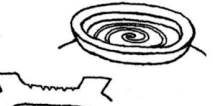



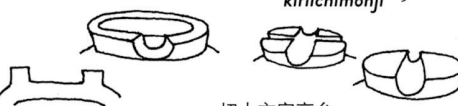
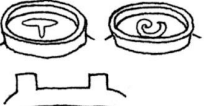





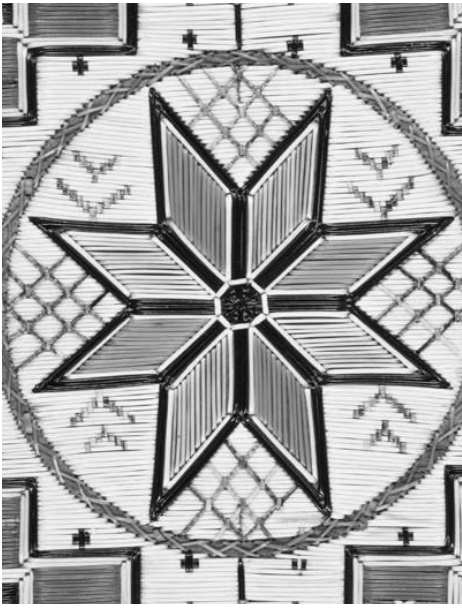
These pages are from:  
Simpson, Kitto, and Sodeotka,  
*The Japanese Pottery Book, Revised Edition, 2014*

TYPES OF FOOT *kōdai*

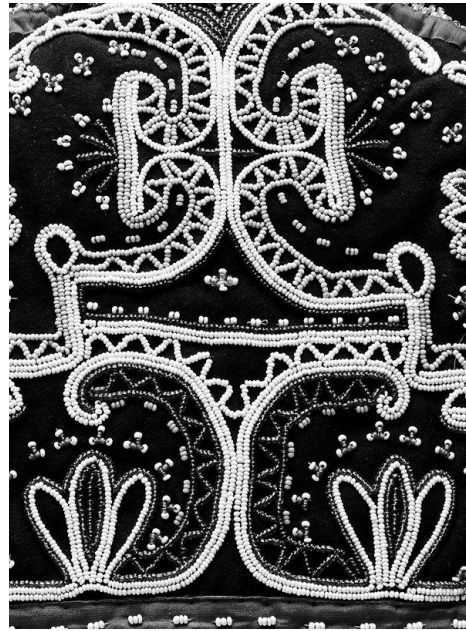
*kōdai*  
高台

<p>'SNAKE'S EYE' FOOT <i>janome kōdai</i></p> <p>MOST COMMON</p>  <p>蛇ノ目高台 (普通高台)</p>	<p>'RING' FOOT <i>wa kōdai</i></p>  <p>輪高台</p>	<p>'CRESCENT MOON' FOOT <i>mikazuki kōdai</i></p>  <p>三日月高台</p>	<p>'HELMET' FOOT <i>tokin kōdai</i></p>  <p>兜巾高台</p>	<p>'DOUBLE' FOOT <i>nijū kōdai</i></p>  <p>二重高台</p>
<p>'WHIRLPOOL' FOOT <i>uzumaki kōdai</i></p>  <p>渦巻高台</p>	<p>'SPIRAL SHELL' FOOT <i>kajiri kōdai</i></p>  <p>貝尻高台</p>	<p>'BAMBOO NODE' FOOT <i>takenofushi kōdai</i></p>  <p>竹ノ節高台</p>	<p>'SPLIT' FOOT <i>wari kōdai</i></p> <p>four } split foot two } <i>warijūmonji</i> } <i>kōdai</i> <i>wariichimonji</i> }</p>  <p>割高台      割十文字高台      割一文字高台</p>	
<p>'SHAMISEN PLECTRUM' FOOT <i>bachi kōdai</i></p>  <p>撥高台</p>	<p>'CUT' FOOT <i>kiri kōdai</i></p> <p>cross cut } foot bar cut } <i>kirijūmonji</i> } <i>kōdai</i> <i>kiriichimonji</i> }</p>  <p>切高台      切十文字高台      切一文字高台</p>		<p>'NAIL CARVED' FOOT <i>kugibori kōdai</i></p>  <p>釘彫高台</p>	<p>'CRINKLED CLOTH' FOOT <i>chirimen kōdai</i></p>  <p>縮緬高台</p>

# Historical Patterns from around the world



Mi'qmaq



Maliseet



Art Nouveau



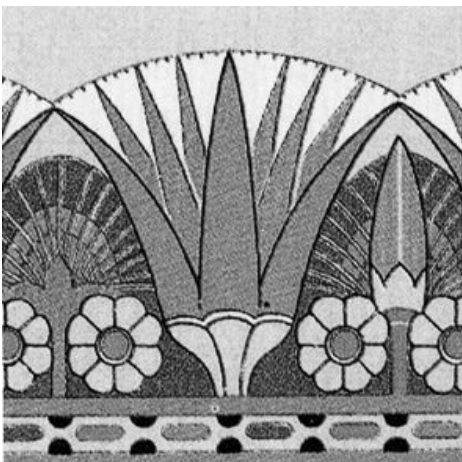
Celtic



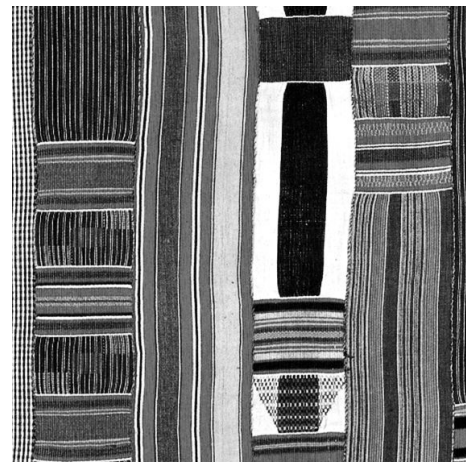
China



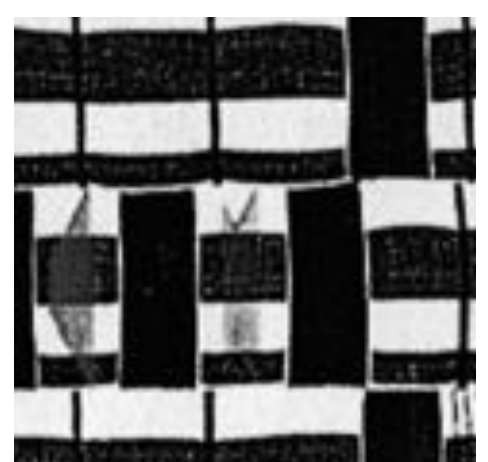
China



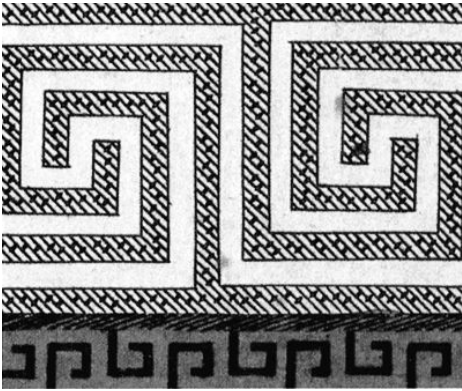
Egypt



Ghana



Ghana



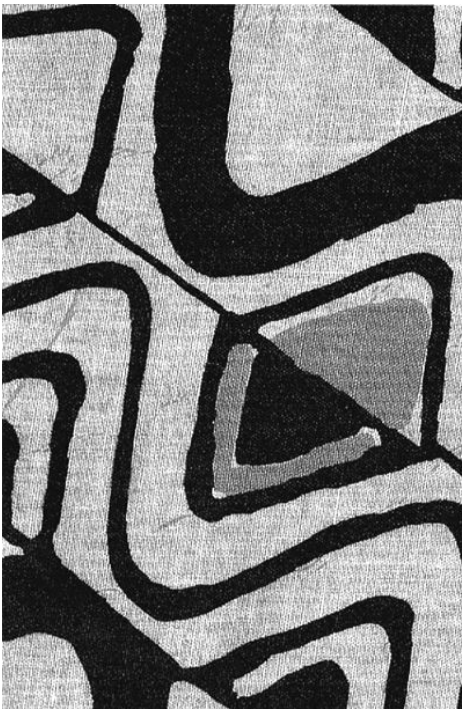
Greece



India



Japan



Mali



Navajo



Pacific Northwest Coast



Pakistan



Roman



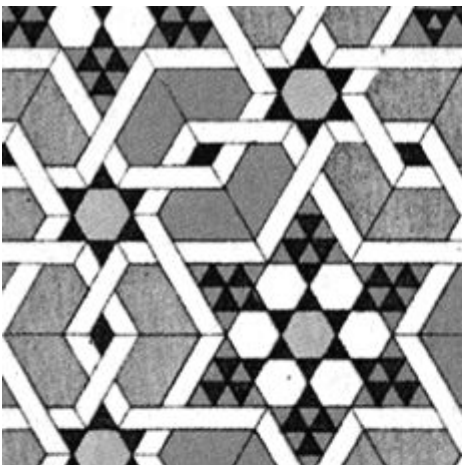
Turkmenistan



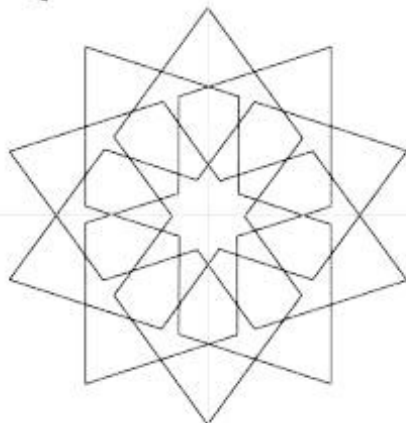
Persia



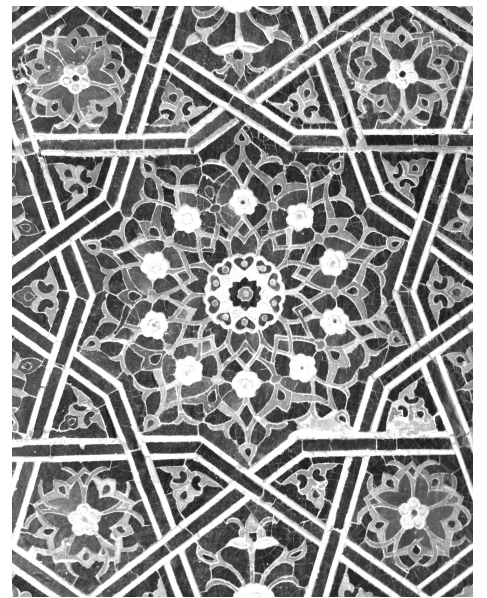
William Morris (Arts and Crafts)



Persia



Islamic pattern



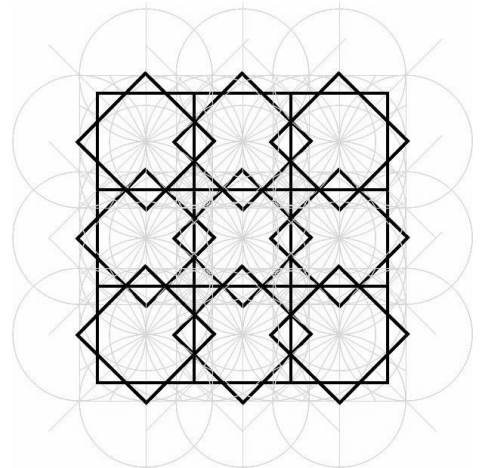
Syrian



Persia



Islamic calligraphy



Islamic pattern

# Clay vessel hall of fame



Lily Lowe, Fall 2017



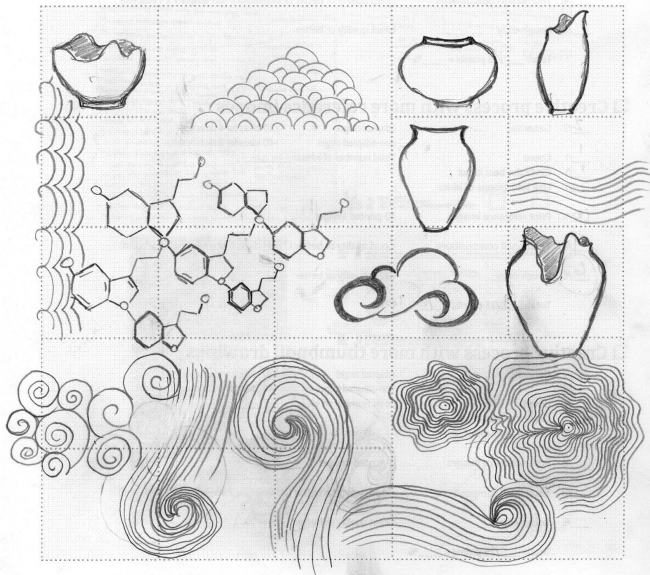
Adriana Lilley-Osende, Spring 2017



Yuri Jungi, Fall 2012

# Idea generation

## Antoinette O'Keefe's clay vessel

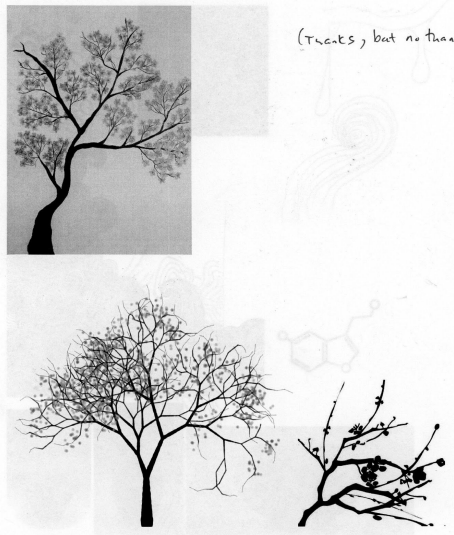
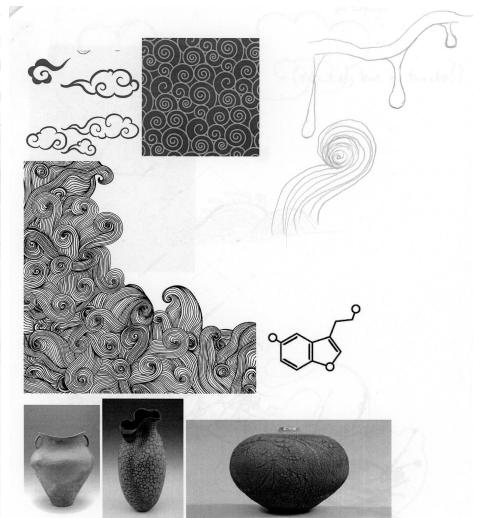
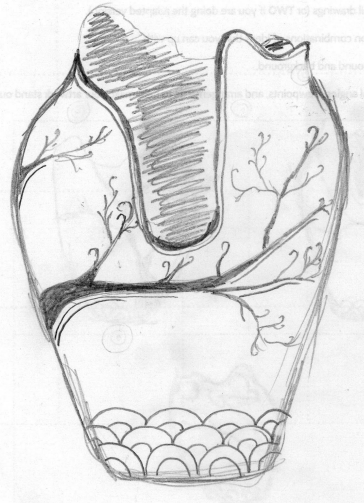
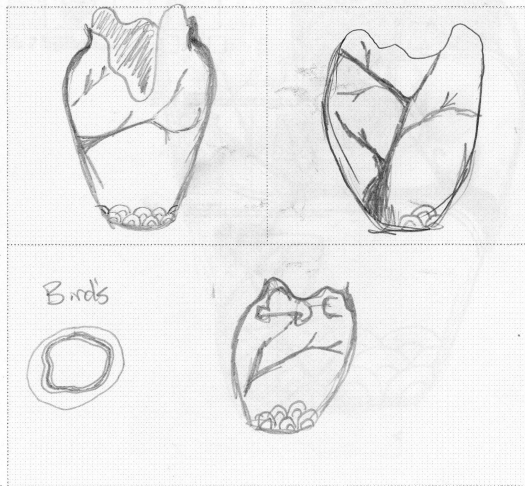
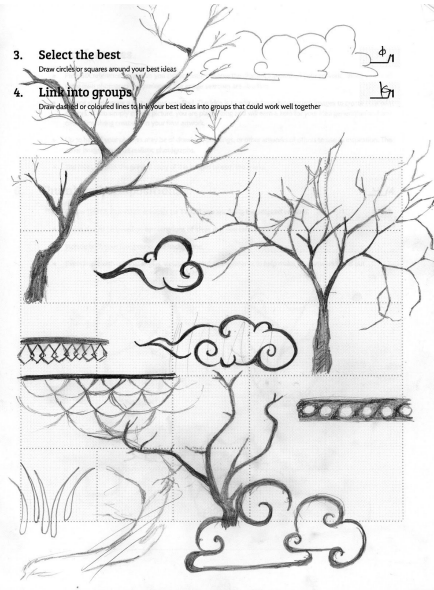


### 3. Select the best

Draw circles or squares around your best ideas

### 4. Link into groups

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



# Idea generation

## Lily Kungl's clay vessel

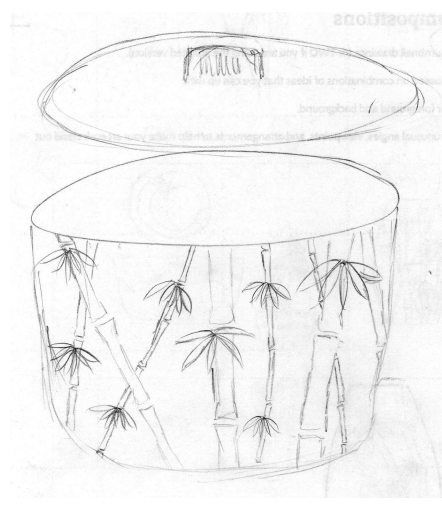
2. Count your total ideas: 150

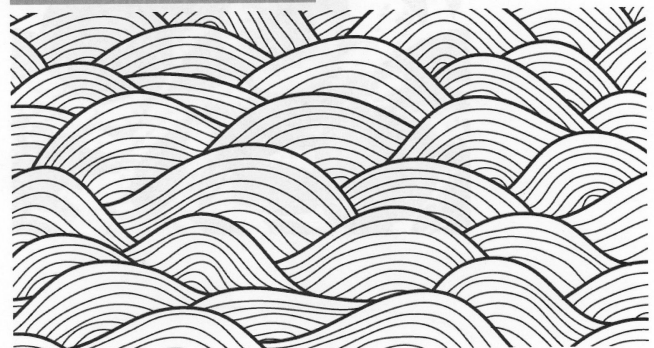
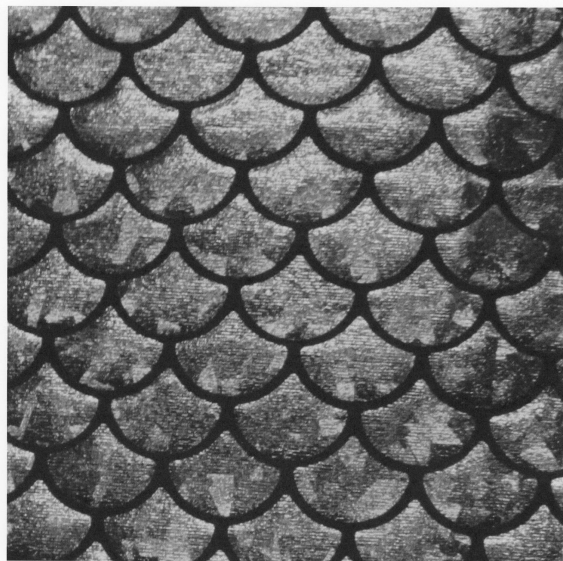
single word	= 1 idea	Adapted target	= 60 ideas or 12 sketches
2-4 word phrase	= 2 ideas	Non-adapted target	= 120 ideas or 24 sketches
5+ word sentence/question	= 3 ideas		
<b>SMALL SKETCH</b>	= 5 ideas		

Brain with generator on the outside and a big round base on the inside

Brain branches outside

Maybe layer on top of panel







# Idea Development / Perkembangan Idea

1 **Generate ideas / Menjana idea** maximum of 50% / maksimum 50%

Number of **words** / *Bilangan perkataan* → \_\_\_\_ ÷ 3 = \_\_\_\_%

Number of **simple** sketches / *Bilangan lakaran mudah* → \_\_\_\_ × 2% = \_\_\_\_%

Number of **better** sketches / *Bilangan lakaran yang lebih baik* → \_\_\_\_ × 4% = \_\_\_\_%

2 **Select the best and join together ideas / Pilih yang terbaik dan gabungkan idea**

**Circle** the **best** ideas / *Bulatkan idea yang terbaik*  
circled / *dibulatkan* = □ 5%

**Link** into **groups** of ideas / *Hubungkan ke dalam kumpulan idea*  
linked / *dipautkan* = □ 5%

3 **Print reference images / Cetak imej rujukan** maximum of 8 images

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

4 **Compositions / Komposisi** maximum of 10 thumbnails

\_\_\_\_ **thumbnails** / *lakaran kecil* × 8% = \_\_\_\_%

\_\_\_\_ **digital collages** / *kolaj digital* × 8% = \_\_\_\_%

5 **Rough copy / Salinan kasar** great quality or better / kualiti yang hebat atau lebih baik

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

**Total / Jumlah = \_\_\_\_%**

**NOTE:** If you simply copy a picture from the internet, your mark drops to 25%.

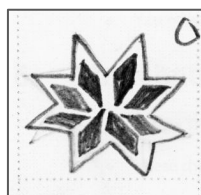
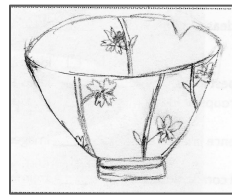
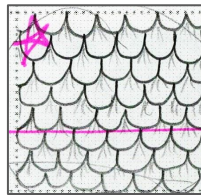
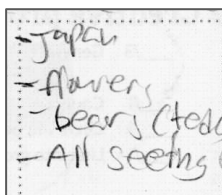
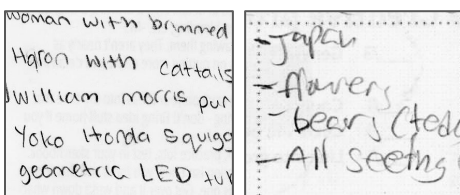
**NOTA:** Jika anda hanya menyalin gambar dari internet, markah anda akan menurun kepada 25%.

## Generate ideas / Menjana idea

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.

Gunakan senarai, peta web atau lukisan mudah untuk menghasilkan BANYAK idea! Jika anda sudah mempunyai idea dalam fikiran, pilih idea itu sebagai tema utama anda dan kembangkannya. Biarkan idea anda melayang - satu idea membawa kepada yang lain. Lukisan boleh berupa butiran imej sumber, sudut pandangan yang berbeza, tekstur, eksperimen teknikal, dsb.

### Adding up points for ideas Menambah mata untuk idea



Number of **words**  
 Bilangan perkataan → \_\_\_ ÷ 3 = \_\_\_ %  
 Number of **simple** sketches  
 Bilangan lakaran mudah → \_\_\_ × 2% = \_\_\_ %  
 Number of **better** sketches  
 Bilangan lakaran yang lebih baik → \_\_\_ × 4%  
 = \_\_\_ %

## Select the best

### ***Pilih yang terbaik***

Draw circles or squares around your best ideas  
*Lukis bulatan atau petak di sekeliling idea terbaik anda*

- You have selected the best 3-7 ideas = 5%
- Anda telah memilih 3-7 idea terbaik = 5%*

## Link the best into groups

### ***Pautkan yang terbaik ke dalam kumpulan***

Draw dashed or coloured lines to link your best ideas into groups  
that could work well together  
*Lukis garis putus-putus atau berwarna untuk menghubungkan idea terbaik anda ke dalam kumpulan yang boleh berfungsi dengan baik bersama-sama*

- You have joined the best ideas with lines = 5%
- Anda telah menyertai idea terbaik dengan baris = 5%*

## Print references / Cetak rujukan

- 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.  
*Cetak ENAM imej rujukan supaya anda boleh memerhati dengan tepat bahagian mencabar karya seni anda. Mengambil dan menggunakan gambar anda sendiri lebih diutamakan, tetapi carian imej juga bagus.*
- **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.  
***Jangan hanya menyalin gambar yang anda temui. Ideanya adalah untuk mengedit dan menggabungkan imej sumber untuk mencipta karya seni anda sendiri. Jika anda hanya menyalin gambar, anda memplagiat dan akan memperoleh sifar untuk penjanaaan idea anda dan sebarang kriteria yang melibatkan kreativiti dalam karya seni akhir anda.***
- 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.  
*Sehingga separuh daripada gambar anda mungkin merupakan lukisan, lukisan atau karya seni lain orang lain untuk digunakan sebagai inspirasi. Imej-imej lain mestilah gambar yang realistik.*
- You must hand in the **printed** copy of the images to earn the marks.  
*Anda mesti menyerahkan salinan bercetak imej untuk mendapatkan markah.*

**Number of reference photos / Bilangan foto rujukan** → \_\_\_\_ × 5% = \_\_\_\_%

## Thumbnail compositions / *Gubahan lakaran kecil*

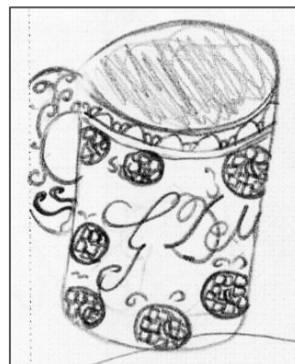
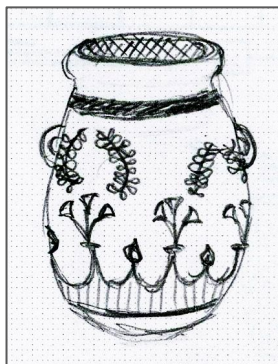
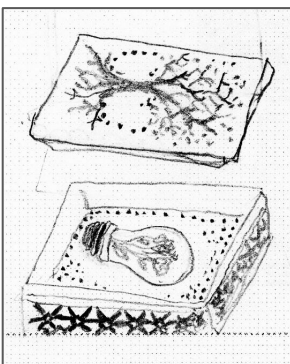
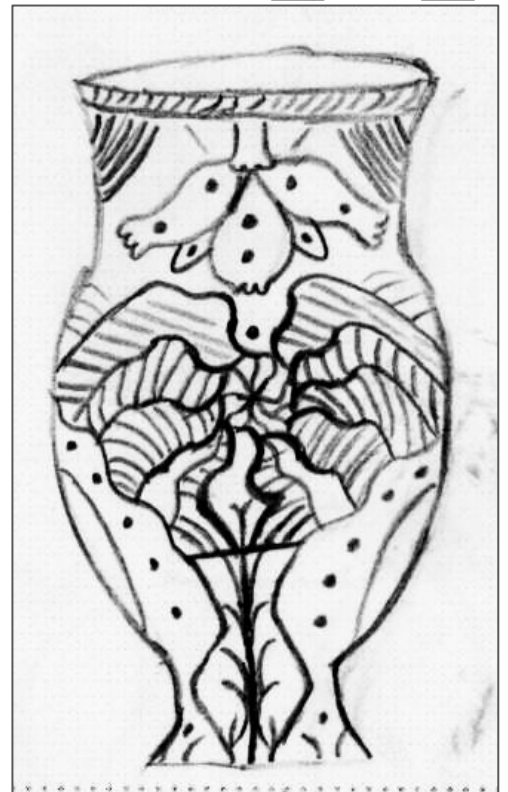
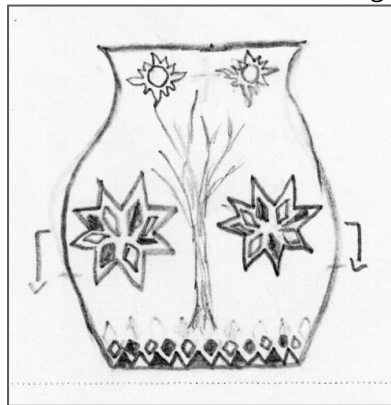
- Create **TWO or more** thumbnail drawings anywhere in the idea development section.  
*Buat DUA atau lebih lukisan lakaran kecil di mana-mana dalam bahagian pembangunan idea.*
- These should be based on combinations of ideas that you come up with. Include your **background**.  
*Ini harus berdasarkan gabungan idea yang anda hasilkan. Sertakan latar belakang anda.*
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.  
*Eksperimen dengan sudut, sudut pandangan dan susunan yang luar biasa untuk membantu menonjolkan karya seni anda.*
- Draw a frame around your thumbnails to show the edges of the artwork.  
*Lukis bingkai di sekeliling lakaran kecil anda untuk menunjukkan tepi karya seni.*

### Adding up points for THUMBNAIL drawings

#### Menambah mata untuk lukisan THUMBNAIL

Number of **thumbnail** drawings

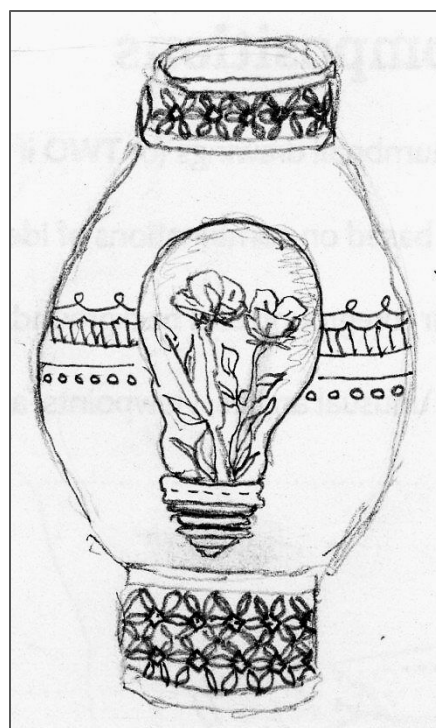
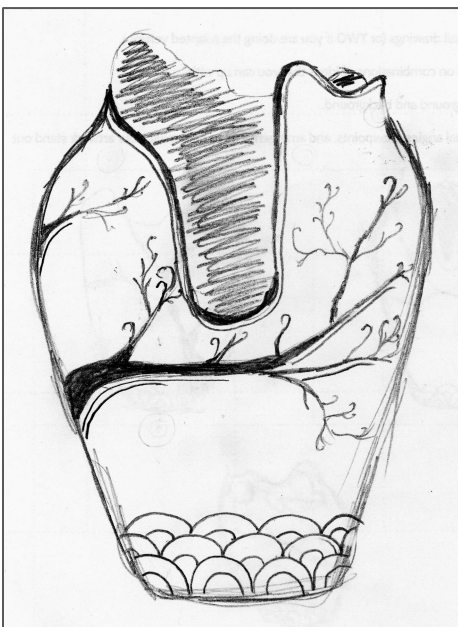
Bilangan lukisan lakaran kenit → \_\_\_ × 8% = \_\_\_%



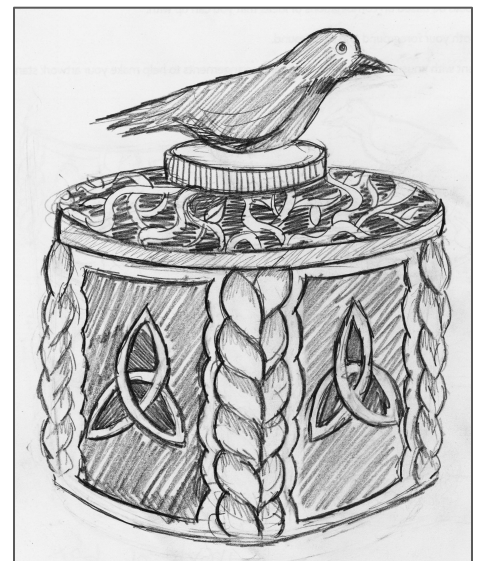
## Rough drawing / Lukisan kasar

- Take the best ideas from your thumbnails and combine them into an improved rough copy.  
*Ambil idea terbaik daripada lakaran kecil anda dan gabungkannya menjadi salinan kasar yang dipertingkatkan.*
- Use this to work out the bugs and improve your skills before you start the real thing.  
*Gunakan ini untuk menyelesaikan pepijat dan meningkatkan kemahiran anda sebelum anda memulakan perkara sebenar.*
- If you are using colour, use paint or coloured pencil to show your colour scheme.  
*Jika anda menggunakan warna, gunakan cat atau pensel warna untuk menunjukkan skema warna anda.*
- Draw in a frame to show the outer edges of your artwork.  
*Lukis dalam bingkai untuk menunjukkan tepi luar karya seni anda.*
- **Remember to choose a non-central composition.**  
*Ingat untuk memilih komposisi bukan pusat.*

### Examples of ROUGH drawings Contoh lukisan KASAR



Rough drawing  
Lukisan kasar  
→ up to 25% = \_\_\_%





Esra Hussein Ali Mahmoud, Fall 2023



Islau Hamadi Juma, Fall 2023



Marina Saez Vinals, Fall 2023



Kadince Hunter, Fall 2023



Payton Lohnes, Fall 2023



Braedan Alguire, Fall 2023



Carson Shea, Fall 2023



Cami Raquet, Fall 2023



Elijah Cochrane, Fall 2024



Shannen Irvine, Fall 2023



Tina Chandra Sekar, Fall 2023



Lisa Khutjwe, Fall 2023



Prabina Bhujel, Fall 2024



Sue Kim, Fall 2024



Mara Pereira Verde, Spring 2025



Mia Sterling, Fall 2024



River Eagles, Fall 2024



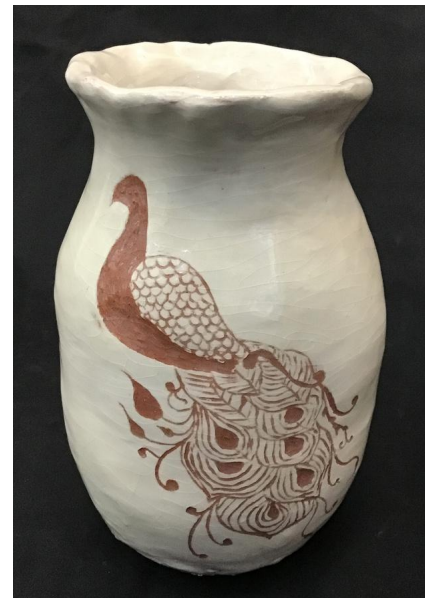
Rivin Hewage, Fall 2024



Kathleen Lutz, Fall 2024



Melissa Kim, Fall 2024



Meena Mukund, Fall 2024



Ryleigh Paridy, Fall 2024



Libby Oram, Fall 2024



Fisher LeCocq-Thornhill, Spring 2025