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## Criteria for your finished Clay Vessel:

### Clay skills

Strength, balance and surface finish

### Quality of Carving

Complexity, quality, fullness, and craft

## Clay Vessel

—/10 Idea development

### Daily Clean-up Habits

Cleaning table & floor to be streak-free

# Building your vessel step by step - Hakbang-hakbang na paggawa ng iyong sisidlan



1. Develop your **idea** first!  
*Bumuo muna ng iyong ideya!*



2. Divide your clay into four pieces: one for a **base**, two for **coils**, and one for **everything else** and for emergencies.  
*Hatiin ang iyong luad sa apat na piraso: isa para sa isang base, dalawa para sa mga coils, at isa para sa lahat ng iba pa at para sa mga emergency.*



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.  
*Gawin ang ilalim: isang disc ng luad na 1-1.5 cm ang kapal at 7-10 cm ang lapad. Itago ang anumang natira sa iyong bag.*



7. **Stretch** the coils by **spreading** your fingers while rolling.  
*lunat ang mga coils sa pamamagitan ng pagkalat ng iyong mga daliri habang gumugulong.*



8. **Smear** your coils together using only **one finger** or one thumb.  
*Pahiran ang iyong mga likid gamit lamang ang isang daliri o isang hinlalaki.*



9. **Don't pinch** on either side because you will make your pot very dry and thin.  
*Huwag kurutin ang magkabilang gilid dahil gagawin mong tuyo at manipis ang iyong palayok.*



13. Add a **foot** by attaching a coil.  
*Magdagdag ng isang paa sa pamamagitan ng paglakip ng isang likid.*



14. **Scribe** and then **trim the lip**.  
*Sumulat at pagkatapos ay putulin ang labi.*



15. Coat your pot with **white slip**. Let it dry and add coats until there are **no streaks**.  
*Pahiran ang iyong palayok ng puting slip. Hayaang matuyo at magdagdag ng mga coats hanggang sa walang mga guhit.*



4. Keep it fairly **rough** because smoothing it will dry it out.

*Panatilihin itong medyo magaspang dahil ang pagpapakinis ay matutuyo ito.*



5. Make a series of **coils** that are about 1-1.5cm thick.

*Gumawa ng isang serye ng mga coil na humigit-kumulang 1-1.5cm ang kapal.*



6. Remember that you are **not squeezing** the coils. **Work quickly!**

*Tandaan na hindi mo pinipiga ang mga coils. Magtrabaho nang mabilis!*



10. Smooth the inside with your **fingers**. If you can't reach, it is OK.

*Pakinisin ang loob gamit ang iyong mga daliri. Kung hindi mo maabot, okay lang.*



11. Shape your vessel by **paddling** it with a wooden spoon or stick.

*Hugis ang iyong sisidlan sa pamamagitan ng pagsagwan dito ng kahoy na kutsara o stick.*



12. Shave it with a **knife**. Then **smooth** it with a metal/plastic/silicone **rib**.

*Ahit ito gamit ang kutsilyo. Pagkatapos ay pakinisin ito ng metal/plastic/silicone rib.*



16. Do a very **light rough sketch** of your drawing on your pot.

*Gumawa ng napakagaan na magaspang na sketch ng iyong pagguhit sa iyong palayok.*



17. Take a sharpened pencil and **carve through the slip** into the brown clay.

*Kumuha ng isang pinatalis na lapis at i-ukit sa pamamagitan ng slip sa brown clay.*



18. Finally, carve your **name** on the bottom. *Panghuli, iukit ang iyong pangalan sa ibaba.*

# Clay vessel evaluation criteria

## Pamantayan sa pagsusuri ng daluyan ng luad

### Clay skills

Mga kasanayan sa clay

The strength, balance, and surface finish of your clay vessel.

Ang lakas, balanse, at surface finish ng iyong clay vessel.

### Quality of carving

Kalidad ng pag-ukit

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

Ang pagiging kumplikado, kalidad, kapunuan, at craft ng mga pattern at pagguhit ng linya sa iyong sisidlan.

### Daily clean-up habits

Araw-araw na mga gawi sa paglilinis

Cleaning your table and floor so it is clean and has no streaks.

Nililinis ang iyong mesa at sahig upang ito ay malinis at walang bahid.

## Bokabularyo para sa sisidlan ng luad

### apron

apron

**a piece of cloth that you wear to protect your clothes from getting dirty.**

isang piraso ng tela na iyong isinusot upang protektahan ang iyong mga damit mula sa pagkadumi.

### carving

pag-ukit

**scratching into clay to change its shape or to make a picture or pattern**

scratching sa clay upang baguhin ang hugis nito o upang gumawa ng isang larawan o pattern

### ceramic

ceramic

**a material that starts soft like clay, but then becomes very hard after it is cooked to a very high temperature**

isang materyal na nagsisimulang malambot tulad ng luad, ngunit pagkatapos ay nagiging napakatigas pagkatapos itong maluto sa napakataas na temperatura

### clay

luwad

**a soft material used for making pots, bricks, and sculptures that becomes very hard when it is heated up.**

isang malambot na materyal na ginagamit para sa paggawa ng mga kaldero, ladrilyo, at mga eskultura na nagiging napakatigas kapag ito ay pinainit.

### coil

likid

**a thin piece of clay that looks like a snake**

isang manipis na piraso ng luad na tila isang ahás

### earthenware

luwad

**a kind of clay that is fired to a lower temperature and that needs to be glazed before becoming watertight**

isang uri ng luad na pinaputok sa mas mababang temperatura at kailangang lagyan ng glazed bago maging watertight

### foot

paa

**the bottom of a pot where it sits on a table**

ilalim ng isang palayok kung saan ito nakapatong sa isang mesa

### glaze

magpakinang

**a material that you can paint onto ceramic that turns into glass when fired in a kiln**

isang materyal na maaari mong ipinta sa ceramic na nagiging salamin kapag pinaputok sa isang tapahan

### glazing

nagpakinang

**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**

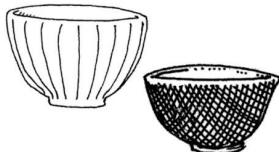
para sa luad: pagsipiliyo sa isang parang pintura na layer sa isang palayok na sa kalaunan ay magiging isang layer ng salamin; para sa pagpipinta: paggamit ng napakanipis na transparent na layer ng pintura upang baguhin ang kulay

<b>handle</b>	<b>the part of something that is used to lift or carry it</b>
hawakan	ang bahagi ng isang bagay na ginagamit upang buhatin o buhatin ito
<b>kiln</b>	<b>an oven used to heat up clay enough to become a hard ceramic</b>
tapahan	isang hurno na ginamit upang magpainit ng luwad na sapat upang maging matigas na seramik
<b>lid</b>	<b>the top of a pot that you can take off</b>
takip	tuktok ng isang palayok na maaari mong alisin
<b>lip</b>	<b>the top edge of a pot</b>
labi	tuktok na gilid ng isang palayok
<b>paddling</b>	<b>hitting clay with wood to make it stronger, smoother, and a better shape</b>
pagtampisaw	paghampas ng luad gamit ang kahoy para maging mas malakas, makinis, at mas magandang hugis
<b>pattern</b>	<b>a drawing that repeats in a beautiful way</b>
pattern	isang guhit na umuulit sa magandang paraan
<b>pinch</b>	<b>squeezing something between your thumb and finger</b>
kurutin	pinipiga ang isang bagay sa pagitan ng iyong hinlalaki at daliri
<b>rib</b>	<b>a piece of silicone or wood used to smoothly shape some clay</b>
tadyang	isang piraso ng silicone o kahoy na ginagamit upang maayos na hugis ang ilang luad
<b>score</b>	<b>carve Xs or parallel lines to help join clay together with slip</b>
puntos	mag-ukit ng Xs o parallel na linya upang makatulong sa pagdugtong ng luad kasama ng slip
<b>scraper</b>	<b>a piece of thin metal or plastic used to shave off thin pieces of clay</b>
pangkaskas	isang piraso ng manipis na metal o plastik na ginagamit sa pag-ahit ng manipis na piraso ng luad
<b>scribe</b>	<b>mark an even and straight line</b>
tagasulat	markahan ang pantay at tuwid na linya
<b>shave</b>	<b>scrape bumps and fuzz from the surface of something</b>
mag-ahit	pagkamot ng mga bumps at fuzz mula sa ibabaw ng isang bagay
<b>slip</b>	<b>a liquid clay that you can use like glue to attach things together, or paint onto your clay to change its colour</b>
madulas	isang likidong luad na maaari mong gamitin tulad ng pandikit para magkadikit ng mga bagay, o magpinta sa iyong luad para baguhin ang kulay nito
<b>stretch</b>	<b>pulling something to make it longer</b>
mag-inat	paghila ng isang bagay para mas mahaba
<b>terracotta</b>	<b>an unglazed reddish-brown earthenware clay</b>
terakota	isang walang glazed na mapula-pula-kayumanggi na luwad na luwad
<b>transfer</b>	<b>to move or copy something</b>
paglipat	upang ilipat o kopyahin ang isang bagay
<b>trim</b>	<b>remove extra clay with a tool</b>
pumantay	alisin ang labis na luad gamit ang isang tool

# BOWLS

wan, hachi

碗、鉢



RICE BOWLS

御飯茶碗

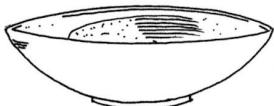
gohan jawan



LARGE BOWL

大鉢

ōbachi



LARGE WIDE DISH

平鉢

hirabachi



NESTING BOWLS

入れ子

ireko



DONBURI \* BOWL

井鉢

donburi bachi

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



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.



CHAWAN MUSHI\* POT

茶碗蒸し碗

chawan mushi wan

\*A steamed, savoury  
egg custard.



PICKLE POTS

漬け物鉢

tsukemono bachi

## OTHER POTS



TIERED BOX

段重、重ね鉢

danjū,  
kasane bachi

CHINESE SPOON

散り蓮華

chirirenge



DISH WITH HANDLE

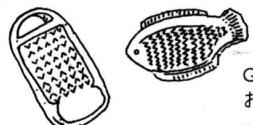
手鉢

tebachi



shokki  
食器

# COOKING AND EATING



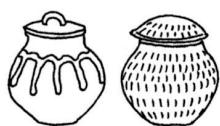
GRATING DISHES  
おろし皿  
oroshi zara



SOY SAUCE JUGS  
しょうゆ差し  
shoyuashi



SESAME SEED ROASTER  
ゴマ煎り  
goma iri

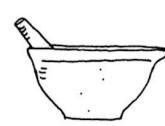


SMALL PICKLE POTS  
珍味壺  
chinmi tsubo

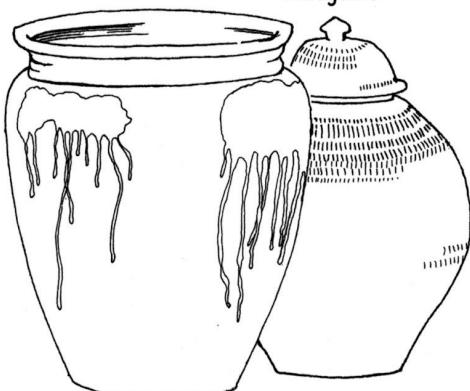


PICKLE MAKING POT  
漬物鉢  
tsukemono bachi

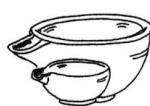
the heavy lid acts as a  
weight to press down  
the pickles inside.



MORTAR /  
GRINDING BOWL  
すり鉢  
suribachi



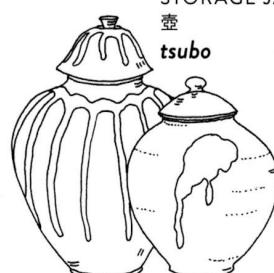
LARGE WATER JARS  
水がめ  
mizugame



BOWL WITH SPOUT  
片口  
katakuchi



COOKING POT  
行平鍋  
yukihiranabe



STORAGE JAR  
壺  
tsubo



CASSEROLE  
土鍋  
donabe

usually used for cooking over direct flame

# CUPS

*yunomi to choko*

湯呑みと猪口



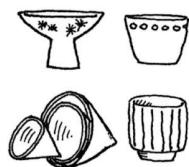
101

SAKE CUPS  
ぐい呑み  
*guinomi*

*nomiyōki*  
飲み容器

## DRINKING VESSELS

SAKE BOTTLES  
徳利  
*tokkuri*



SMALL SAKE CUPS  
猪口  
*choko*

HIP FLASK  
抱瓶  
*dachibin*



*kambin*  
爛瓶



*choka*  
チョカ



*karakara\**  
カラカラ



MUG  
マグカップ  
*magukappu*



CUP AND SAUCER  
碗皿  
*wanzara*

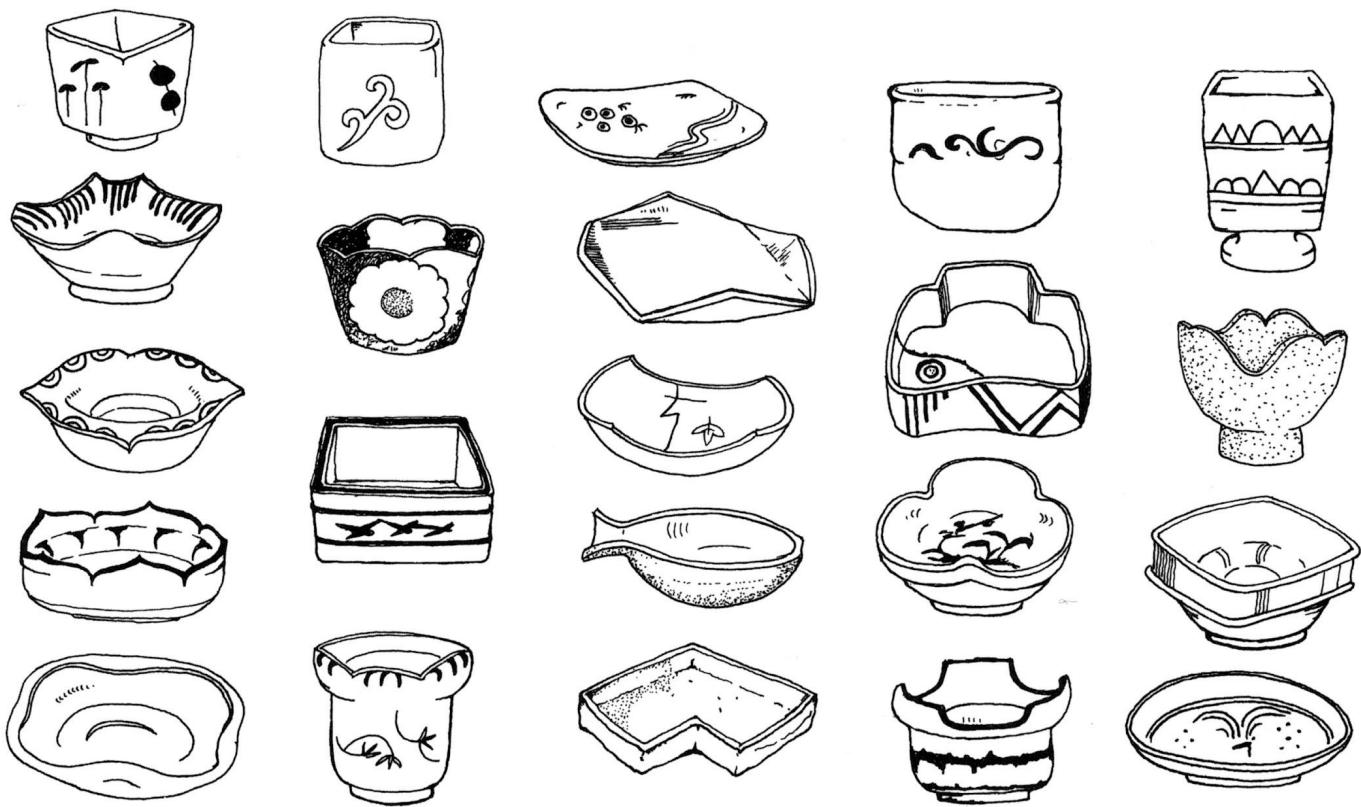


JUG / PITCHER  
ジャグ、ピッチャー  
*jagu / picchaa*

\**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

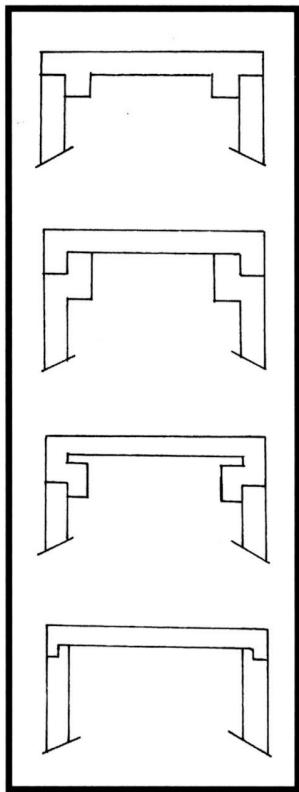
*mukōzuke to kozara*  
向こう付と小皿



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## LIDS

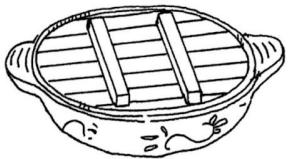
*futa*  
蓋



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)*

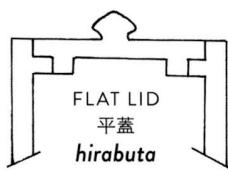


THE LID FITS WELL  
蓋が合う  
*futa ga au*

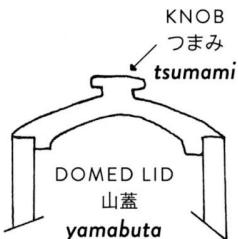
THE LID FITS BADLY  
蓋が合わない  
*futa ga awanai*



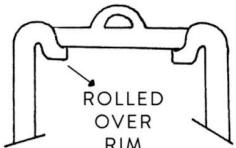
BENT RIM  
首型  
*kubigata*



FLAT LID  
平蓋  
*hirabuta*



DOMED LID  
山蓋  
*yamabuta*



ROLLED OVER  
RIM  
*orimage tsukuru kimochi*



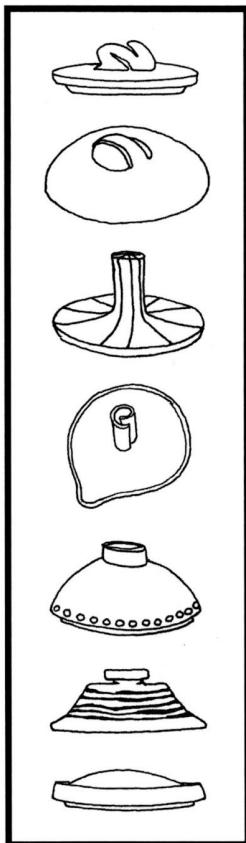
SPLIT  
GALLERY RIM  
土を半分下げて作る気持  
*tsuchi o hanbun sagete tsukuru kimochi*



RECESSED  
KNOB LID  
落とし蓋  
*otoshibuta*

# futa to futamono LIDS AND LIDDED POTS

蓋と蓋物



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## TYPES OF FOOT

kōdai  
高台

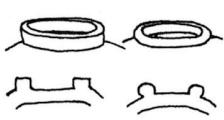
These pages are from:  
Simpson, Kitto, and Sodeotka,  
*The Japanese Pottery Book, Revised Edition, 2014*

'SNAKE'S EYE' FOOT  
*janome kōdai*



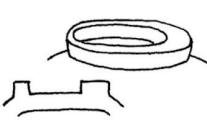
蛇ノ目高台（普通高台）

'RING' FOOT  
*wa kōdai*



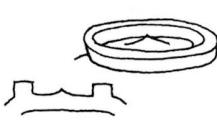
輪高台

'CRESCENT MOON' FOOT  
*mikazuki kōdai*



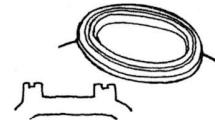
三日月高台

'HELMET' FOOT  
*tokin kōdai*



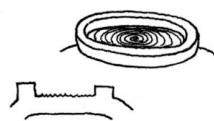
兜巾高台

'DOUBLE' FOOT  
*nijū kōdai*



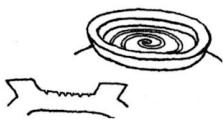
二重高台

'WHIRLPOOL' FOOT  
*uzumaki kōdai*



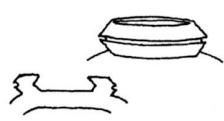
渦巻高台

'SPIRAL SHELL' FOOT  
*kaijiri kōdai*



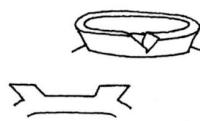
貝尻高台

'BAMBOO NODE' FOOT  
*takenofushi kōdai*



竹ノ節高台

'SPLIT' FOOT  
*wari kōdai*



割高台

four } split foot  
two }  
*warijūmonji } kōdai*  
*wariichimonji }*



割十文字高台

割一文字高台

'SHAMISEN PLECTRUM' FOOT  
*bachi kōdai*



撥高台

'CUT' FOOT  
*kiri kōdai*



切高台

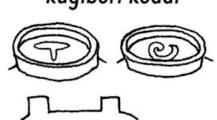
cross cut } foot  
bar cut }  
*kirijūmonji } kōdai*  
*kiriiichimonji }*



切十文字高台

切一文字高台

'NAIL CARVED' FOOT  
*kugibori kōdai*



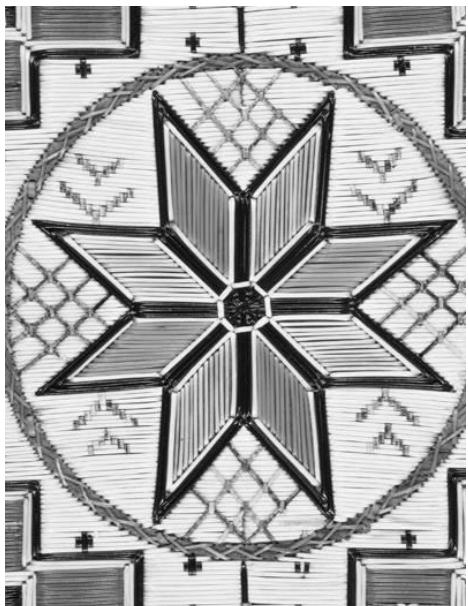
釘彫高台

'CRINKLED CLOTH' FOOT  
*chirimen kōdai*

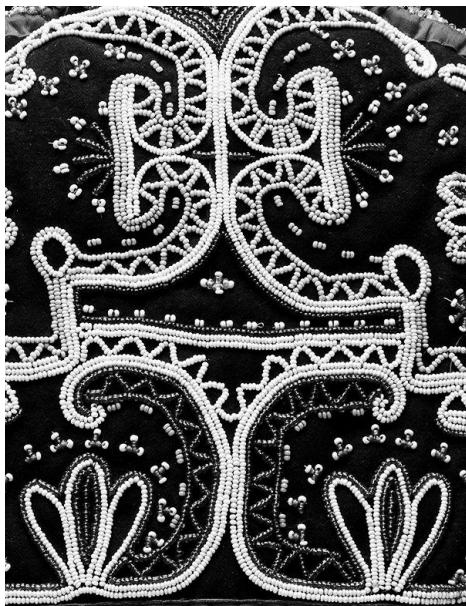


縮緬高台

# Historical Patterns from around the world



Mi'kmaq



Maliseet



Art Nouveau



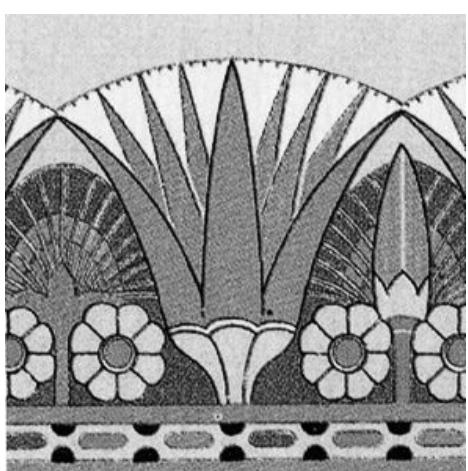
Celtic



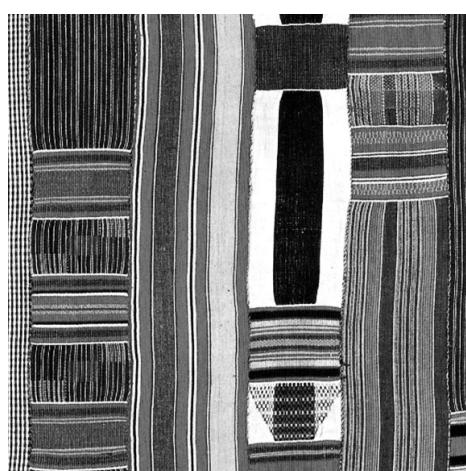
China



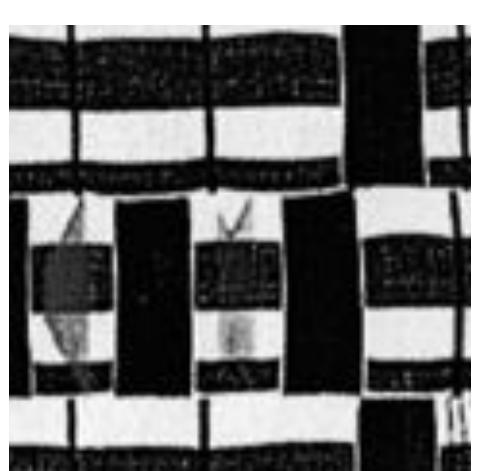
China



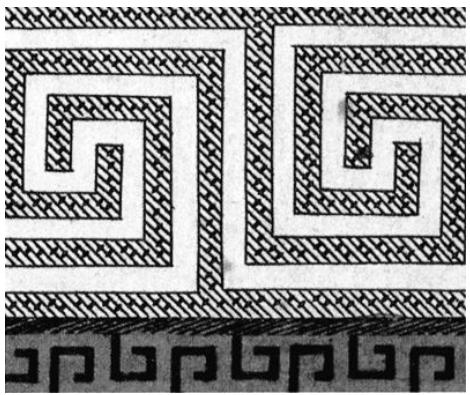
Egypt



Ghana



Ghana



Greece



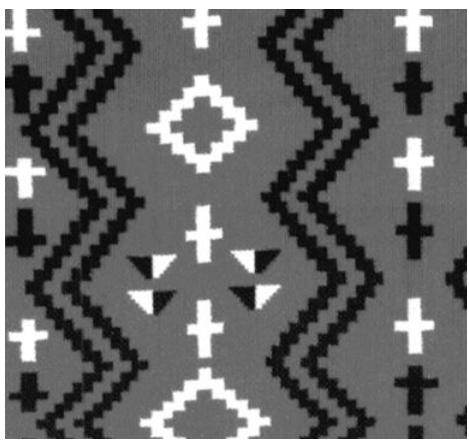
India



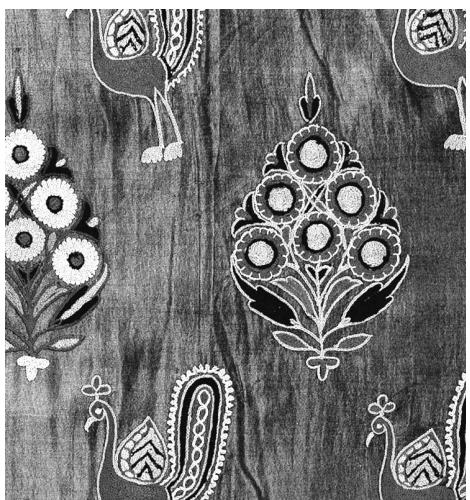
Japan



Mali



Navajo



Pakistan



Roman

Pacific Northwest Coast



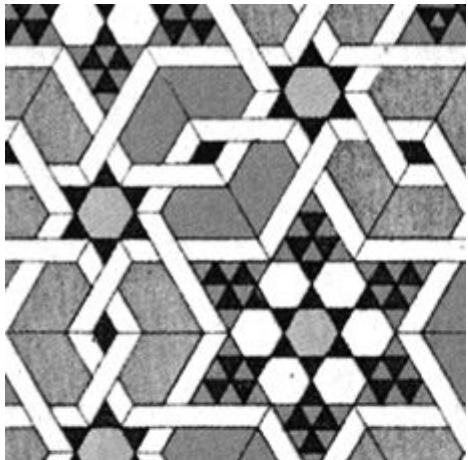
Turkmenistan



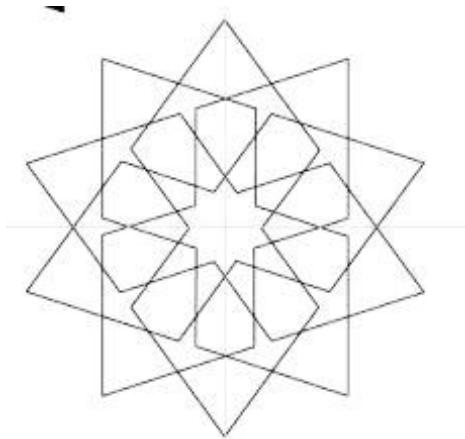
Persia



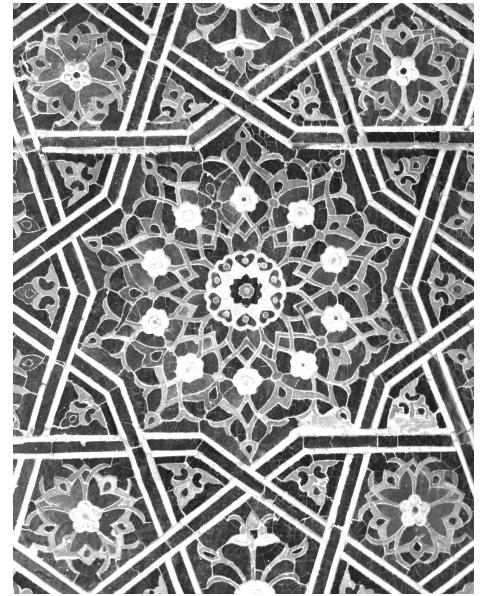
William Morris (Arts and Crafts)



Persia



Islamic pattern



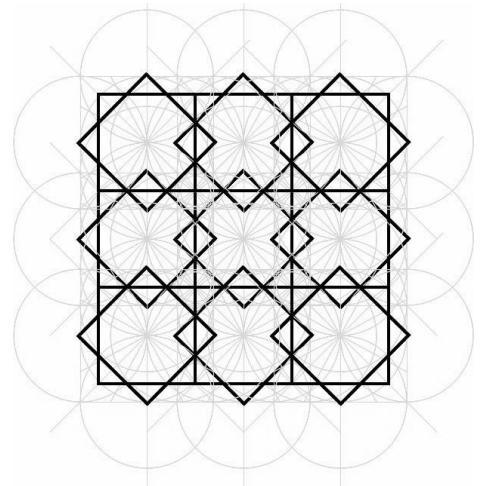
Syrian



Persia



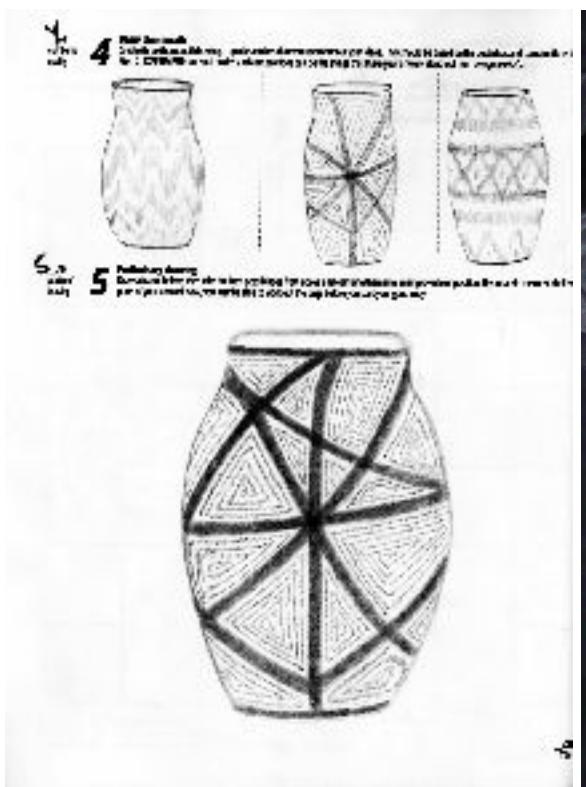
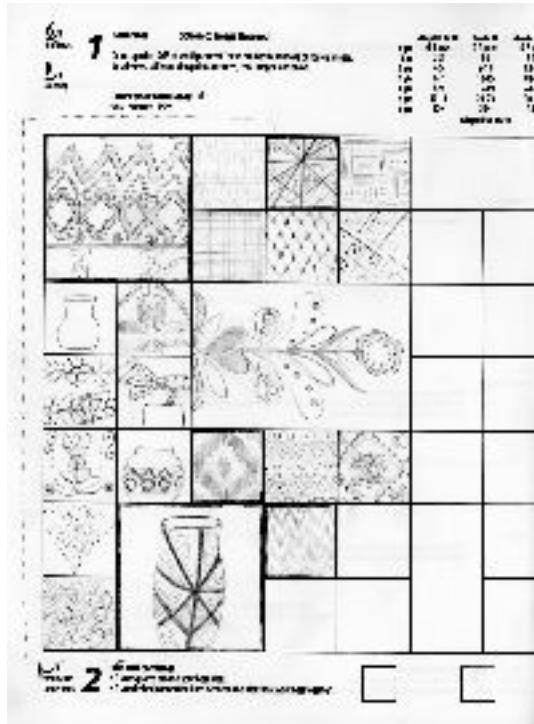
Islamic calligraphy



Islamic pattern

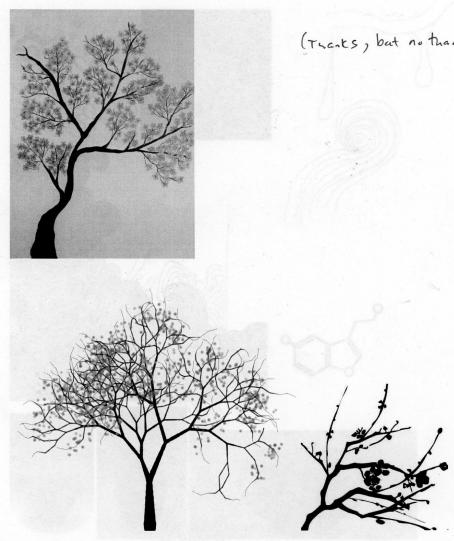
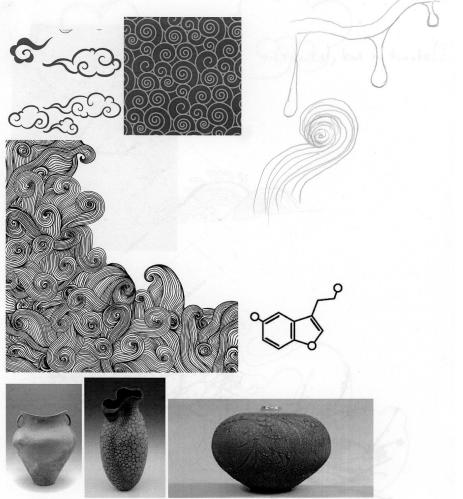
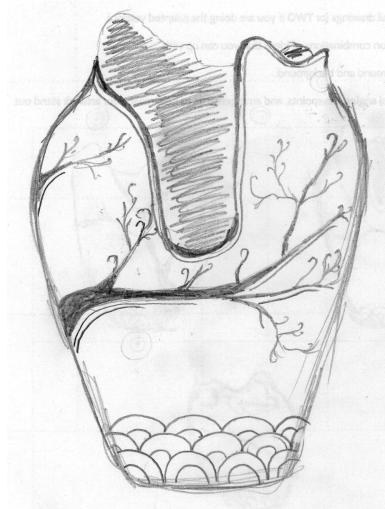
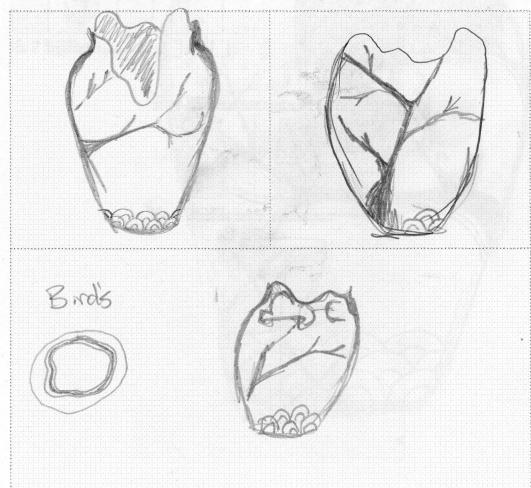
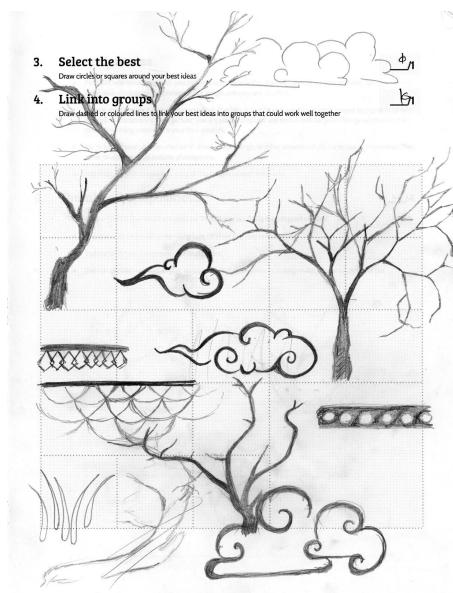
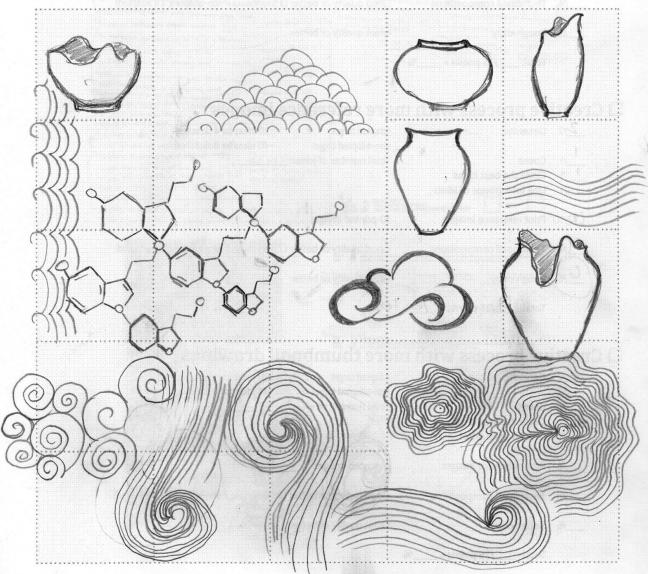
# Idea generation

## Linnea Sinclair's clay vessel



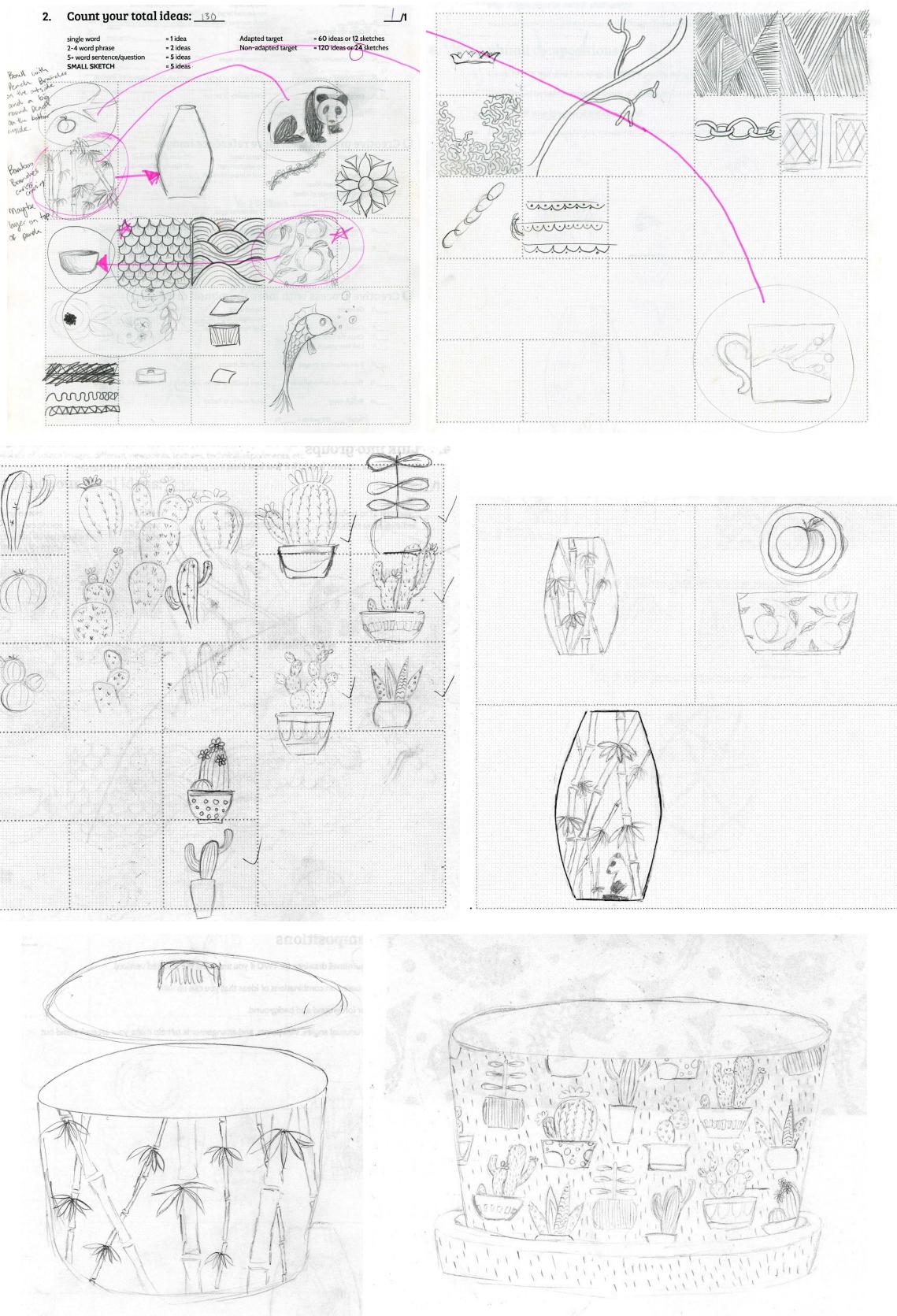
# Idea generation

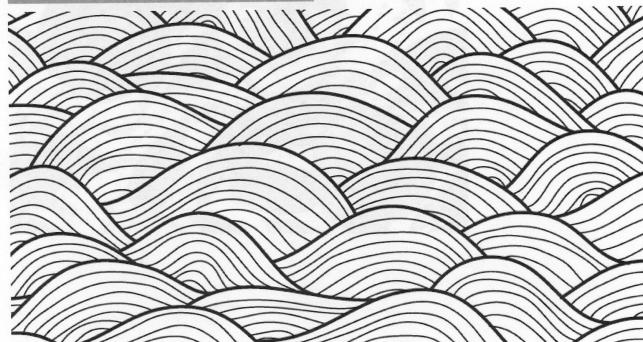
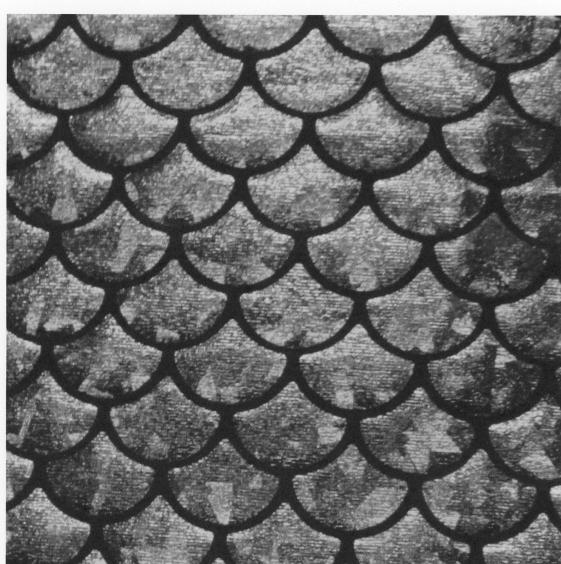
## Antoinette O'Keefe's clay vessel



# Idea generation

## Lily Kungl's clay vessel





# Idea Development

## Pag-unlad ng ideya

Name/Pangalan:

1	<b>Generate ideas/Bumuo ng mga ideya</b>	maximum of 50%/maximum na 50%
	Number of <b>words</b> /Bilang ng mga salita → ____ ÷ 3	= ____ %
	Number of <b>simple</b> sketches/Bilang ng mga simpleng sketch → ____ × 2%	= ____ %
	Number of <b>better</b> sketches/Bilang ng mas mahusay na sketch → ____ × 4%	= ____ %
2	<b>Select the best and join together ideas</b> <i>Piliin ang pinakamahusay na mga ideya at sumali sa mga ito</i>	
	<b>Circle the best</b> ideas <i>Bilugan ang pinakamahusay na mga ideya</i>	circled/bilog = <input type="checkbox"/> 5%
	<b>Link into groups</b> of ideas <i>I-link ang mga ito sa mga pangkat ng mga ideya</i>	linked/naka-link = <input type="checkbox"/> 5%
3	<b>Print reference images/I-print ang mga imahen ng sanggunian</b>	maximum of 8 images
	____ images/mga larawan × 5%	= ____ %
4	<b>Thumbnail compositions/Mga komposisyon ng folder</b>	maximum of 10 thumbnails
	____ thumbnails × 8%	= ____ %
5	<b>Rough copy/Magaspang na kopya</b>	great quality or better
	____ drawing/pagguhit × 25%	= ____ %

**Total/Kabuuhan = \_\_\_\_%**

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

**TANDAAN:** Kung kopyahin mo lamang isang larawan mula sa internet, ang iyong marka ay bumaba sa 25%.

## Generate ideas

### Bumuo ng mga ideya!

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.

Gumamit ng mga listahan, isang web map, o simpleng mga guhit upang magkaroon ng maraming mga ideya! Kung mayroon kang isang ideya sa isip, piliin na bilang iyong pangunahing tema at palawakin ito. Hayaan ang iyong mga ideya maglibot - ang isang ideya ay humahantong sa isa pa. Ang mga guhit ay maaaring maging mga detalye ng mga larawan ng mapagkukunan, iba't ibang mga pananaw, texture, mga eksperimentong teknikal, atbp.

### Adding up points for ideas/Pagdaragdag ng mga puntos para sa mga ideya:

Number of **words**/

*Bilang ng mga salita*

$$\rightarrow \underline{\quad} \div 3 = \underline{\quad} \%$$

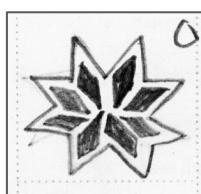
Woman with brimmed  
Hats with cattails  
William Morris pur  
Yoko Honda Squigg  
geometric LED tur

-Japan  
-flowers  
-beary (teddy)  
-All seeing

Number of **simple** sketches/

*Bilang ng mga simpleng sketch*

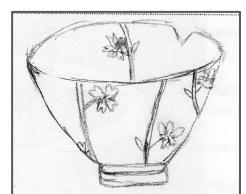
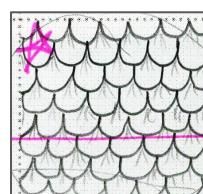
$$\rightarrow \underline{\quad} \times 2\% = \underline{\quad} \%$$



Number of **better** sketches/

*Bilang ng mas mahusay na sketch*

$$\rightarrow \underline{\quad} \times 4\% = \underline{\quad} \%$$



## Select the best

### Piliin ang pinakamahusay

Draw circles or squares around your best ideas/  
Gumuhit ng mga bilog o mga parisukat sa paligid ng  
iyong pinakamahusay na mga ideya

## Link the best into groups

### I-link ang pinakamahusay sa mga pangkat

Draw dashed or coloured lines to link your best ideas into  
groups that could work well together.  
Gumuhit ng mga duck o kulay na mga linya upang maiugnay ang  
iyong pinakamahusay na mga ideya sa mga pangkat na maaaring  
gumana nang maayos.

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

Napili mo ang pinakamahusay na 3-7 ideya = 5%

You have joined the best ideas with lines = 5%

Sumali ka sa pinakamahusay na mga ideya sa mga linya = 5%

## Print references

Number of reference photos

### I-print ang mga sanggunian

Bilang ng mga larawan ng sanggunian → \_\_\_\_ × 5% = \_\_\_\_ %

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own photographs is preferred, but image searches are also fine.

*I-print ang anim na mga imahe ng sanggunian upang maaari mong tumpak na obserbahan ang mapaghamong mga bahagi ng iyong likhang sining. Ang pagkuha at paggamit ng sariling mga larawan ay ginustong, ngunit ang mga paghahanap ng imahe ay maayos din.*

- **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.

*Huwag lamang kopyahin ang isang larawan na nahanap mo. Ang ideya ay upang mai-edit at pagsamahin ang mga imahe ng mapagkukunan upang lumikha ng iyong sariling likhang sining. Kung kopyahin mo lamang ang isang larawan, nakaka-plagiarize at kumikita ka ng isang zero para sa iyong henerasyon ng ideya at anumang pamantayan na kinasasangkutan ng pagkamalikhain sa iyong pangwakas na likhang sining.*

- 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.

*Hanggang sa kalahati ng iyong mga larawan ay maaaring ng mga guhit, mga kuwadro na gawa, o iba pang mga likhang sining ng iba upang magamit bilang inspirasyon. Ang iba pang mga imahe ay dapat maging makatotohanang mga litrato.*

- You must hand in the **printed** copy of the images to earn the marks.

*Dapat mong ibigay sa naka-print na kopya ng mga imahe upang kumita ng mga marka.*

## Thumbnail compositions

### Mga komposisyon ng folder

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.

*Lumikha ng DUA o higit pang mga guhit ng thumbnail saanman sa seksyon ng pag-unlad ng ideya.*

- These should be based on combinations of ideas that you can come up with. Include your **background**.

*Ito ay dapat na batay sa mga kumbinasyon ng mga ideya na maaari mong makuha. Isama ang iyong background.*

- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.

*Eksperimento sa hindi pangkaraniwang mga anggulo, pananaw, at pag-aayos upang matulungan ang iyong likhang sining.*

- Draw a frame around your thumbnails to show the edges of the artwork.

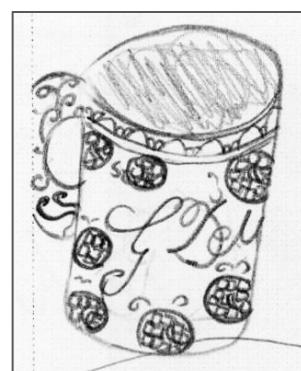
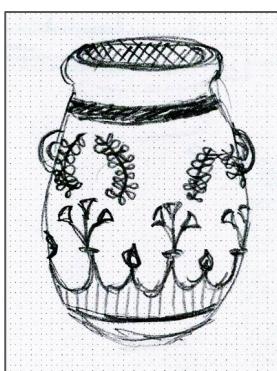
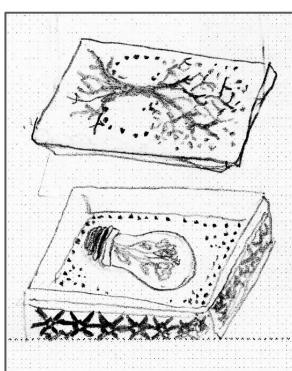
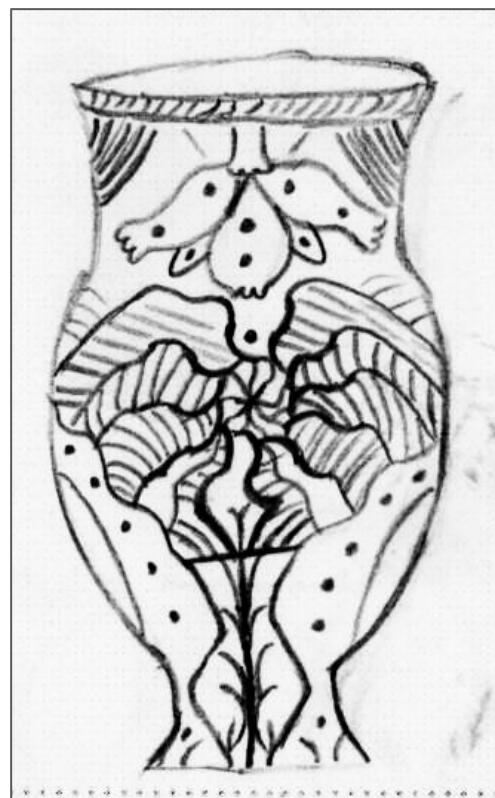
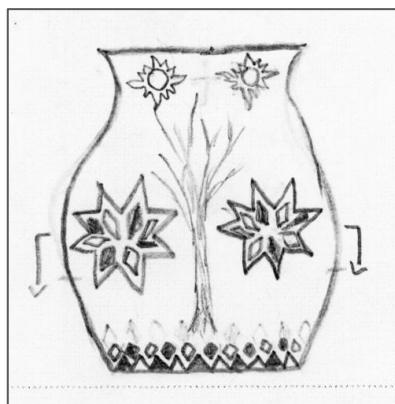
*Gumuhit ng isang frame sa paligid ng iyong mga thumbnail upang maipakita ang mga gilid ng likhang sining.*

## Adding up points for THUMBNAIL drawings

Pagdaragdag ng mga puntos para sa mga guhit  
ng THUMBNAIL

Number of thumbnail drawings

Bilang ng mga guhit ng thumbnail →    × 8% =   %

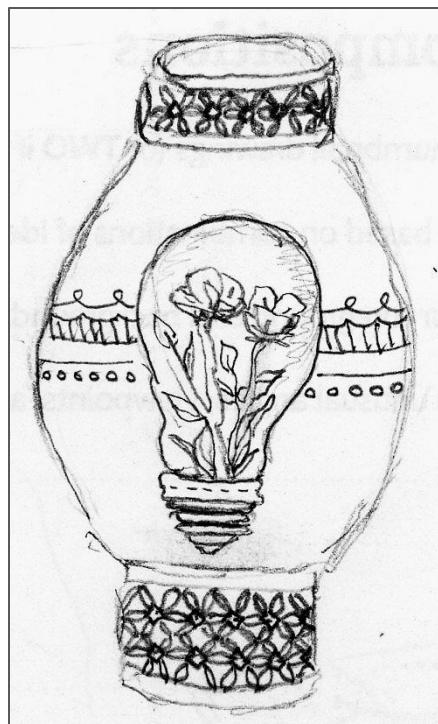
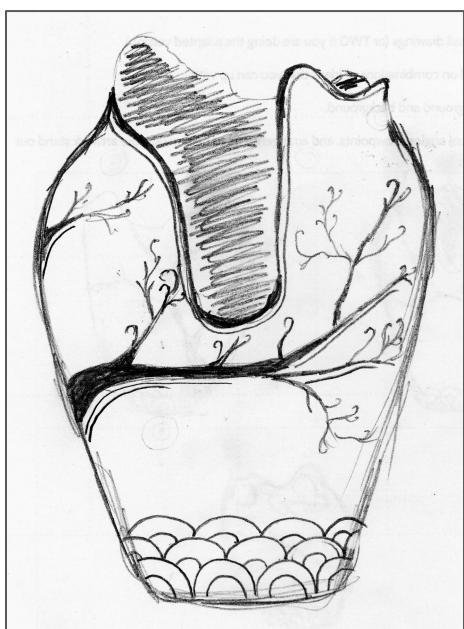


## Examples of ROUGH drawings

Mga halimbawa ng mga guhit ng ROUGH

Rough drawing

Magaspang na pagguhit → up to 25% =   %



## Rough drawing

### **Magaspang na pagguhit**

- Take the best ideas from your thumbnails and combine them into an improved rough copy.  
*Kumuha ng pinakamahusay na mga ideya mula sa iyong mga thumbnail at pagsamahin ang mga ito sa isang pinabuting magaspang na kopya.*
- Use this to work out the bugs and improve your skills before you start the real thing.  
*Gamitin ito upang maipalabas ang mga bug at pagbutihin ang iyong mga kasanayan bago mo simulan ang totoong bagay.*
- If you are using colour, use paint or coloured pencil to show your colour scheme.  
*Kung gumagamit ka ng kulay, gumamit ng pintura o kulay na lapis upang ipakita ang iyong scheme ng kulay.*
- Draw in a frame to show the outer edges of your artwork.  
*Gumuhit ng isang frame upang maipakita ang mga panlabas na gilid ng iyong likhang sining.*
- **Remember to choose a non-central composition.**  
*Tandaan na pumili ng isang di-gitnang komposisyon.*



Rowan LaPointe, Spring 2023



Erica Hastings-James, Spring 2023



Eunsu Lee, Spring 2023



Alana Natte, Spring 2023



Alexa Maillet, Spring 2023



Nuala Kazi, Spring 2023



Snail/Mace Munro, Spring 2023



Livia Dias Bestetti Santos, Fall 2023



Raelyn Davis, Spring 2023



Taryn Donnelly, Spring 2023



Izzy Hussey, Spring 2023



Razan Izeldin, Spring 2023



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



Shannen Irvine, Fall 2023



Cami Raquet, Fall 2023



Elijah Cochrane, Fall 2024



Tina Chandra Sekar, Fall 2023



Lisa Khutjwe, Fall 2023