

# Self-portrait: Mid-project feedback to students

## Potret diri: eupan balik pertengahan proyék pikeun siswa

This project will be evaluated according to three general criteria. In order to help you do your best, here is some feedback with suggestions about how to improve your drawing. I have only chosen what I think are the most important pieces of advice for you. If these suggestions are unclear, please ask me or a friend to give you more help.

*Proyék ieu bakal dievaluasi dumasar kana tilu kriteria umum. Dina raraga mantuan Anjeun ngalakukeun pangalusna anjeun, ieu sababaraha eupan balik kalawan saran ngeunaan kumaha carana ningkatkeun gambar Anjeun. Kuring ngan ukur milih naon anu kuring pikir mangrupikeun naséhat anu paling penting pikeun anjeun. Upami bongbolongan ieu teu écés, punten naroskeun ka kuring atanapi réréncangan pikeun masihan anjeun langkung seueur pitulung.*

### Proportion and detail - *Proporsi sareng detil*

Proportion is the name of the skill where you accurately portray shapes and sizes.

*Proporsi mangrupikeun nami kaahlian dimana anjeun ngagambarkeun bentuk sareng ukuran anu akurat.*

- Observe closely.** Keep looking at your photograph. Try to forget what you are looking at, and focus on the component lines and shapes.  
*Titénan taliti. Terus ningali poto anjeun. Coba hilap naon anu anjeun tingali, sareng fokus kana garis sareng bentuk komponén.*
- Look for missing details.** Look for small things that you may have overlooked: small bits of your hair, wrinkles in your clothing, small differences in the background, and so on.  
*Néangan rinci leungit. Néangan hal-hal leutik nu bisa jadi geus overlooked: bit leutik tina bulu anjeun, wrinkles dina pakean anjeun, béda leutik di tukang, jeung saterusna.*
- Start drawing the other half of your face.** If you develop one side of the face too fully, it will be hard to match it up with the other side.  
*Mimitian ngagambar satengah séjén beungeut anjeun. Upami anjeun ngembangkeun hiji sisi raray sapinuhna, éta bakal sesah pikeun cocog sareng sisi anu sanés.*
- Measure carefully.** Use a grid, rulers, or slips of paper to guide where you should place things.  
*Ukur taliti. Paké grid, pangawasa, atawa slips kertas pikeun pituduh dimana anjeun kudu nempatkeun barang.*
- Observe the shapes of your shadows.** The shapes of the parts of the face are good, but the shapes of the shadows are off. Take a closer look at the shapes and sizes of the light and dark areas.  
*Titénan wangun kalangkang anjeun. Wangun bagian-bagian raray anu saé, tapi bentuk kalangkangna pareum. Candak katingal ngadeukeutan dina wangun jeung ukuran wewengkon caang jeung poék.*
- Consider changes in texture.** Hair needs a different kind of drawing than cloth, skin, or fuzzy shadows. Try to capture the texture of the different things you are drawing.  
*Mertimbangkeun parobahan tékstur. Rambut peryogi jinis gambar anu béda tibatan lawon, kulit, atanapi kalangkang kabur. Coba néwak tékstur tina rupa-rupa hal anu anjeun gambar.*

### Shading - *Ngiuhan*

Shading is using light and dark to draw. It is an easy way to make things look realistic and three dimensional.

*Shading ngagunakeun lampu sareng poék pikeun ngagambar. Ieu mangrupikeun cara anu gampang pikeun ngajantenkeun hal-hal anu réalistik sareng tilu diménsi.*

- Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.  
*Lighten outlines Anjeun. Outlines penting pikeun meunangkeun proporsi bener, tapi maranéhanana kudu leungit sanggeus anjeun ngamimitian shading.*
- Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.  
*Poékkeun poék anjeun. Lakukeun kitu bakal ngaronjatkeun dampak sakabéh gambar anjeun, sarta bakal ngabantu eta pop.*
- Add tone to your lights.** Leaving areas white tends to leave the impression that your artwork is unfinished. Instead, look for light shades of grey you can add instead.  
*Tambahkeun nada kana lampu anjeun. Ninggalkeun wewengkon bodas condong ninggalkeun gambaran yén karya seni anjeun tacan beres. Gantina, néangan nuansa lampu tina kulawu Anjeun bisa nambahkeun gantina.*

- Work on smoothness.** Build up your greys by stacking layers of alternating line directions, use lines with overlapping lines (no white gaps), or use a blending stump.

*Gawé dina smoothness. Ngawangun abu anjeun ku tumpukan lapisan arah garis bolak-balik, make garis kalawan garis tumpang tindih (euweuh sela bodas), atawa make tunggul blending.*
- Work on blending.** Your shadows are sometimes going abruptly from light to dark, with few or no middle grays. Add grays to the middle areas until you end up with smooth blends instead of sudden jumps.

*Gawé dina blending. Kalangkang anjeun kadang ngadadak ti caang ka poek, kalawan sababaraha atawa euweuh abu tengah. Tambahkeun grays ka wewengkon tengah nepi ka anjeun mungkas nepi ka blends lemes tinimbang jumps dadakan.*
- Start shading your background.** Once you shade in your background, it changes the balance of greys and forces you to reshade the rest of your portrait. If you start shading your background early it will save you time and frustration.

*Mimitian ngiuhan latar anjeun. Sakali anjeun ngiuhan di latar tukang anjeun, éta bakal ngarobih kasaimbangan abu-abu sareng maksa anjeun pikeun ngahias deui sesa potret anjeun. Upami anjeun mimiti ngiuhan latar tukang anjeun mimiti bakal ngahémat waktos sareng frustrasi anjeun.*
- Look carefully at the different grays in your hair.** You can get basic hair texture by creating lines that flow along the length. However, it works even better when you replicate the pattern of light and dark of the different strands. It takes more time, but the impact is many times stronger.

*Tingali taliti dina grays béda dina bulu Anjeun. Anjeun tiasa kéngingkeun tékstur rambut dasar ku nyiptakeun garis anu ngalir sapanjang panjangna. Nanging, éta tiasa dianggo langkung saé nalika anjeun niron pola terang sareng poék tina untaian anu béda. Butuh langkung waktos, tapi dampakna sababaraha kali langkung kuat.*
- Watch for sharp vs. fuzzy edges.** Sometimes blending goes quickly from light to dark, and sometimes it stretches out over a long distance. Reobserve your photo to see where you should do which one.

*Lalajo pikeun ujung seukeut vs. Kadang-kadang blending gancang ti caang ka poék, sarta kadangkala manjang kaluar dina jarak jauh. Tinjau deui poto anjeun pikeun ningali dimana anjeun kedah ngalakukeun anu mana.*

## Composition - *Komposisi*

Composition is the overall arrangement and completeness of your artwork.  
*Komposisi mangrupikeun susunan sareng kasampurnaan karya seni anjeun.*

- You have the option of leaving out the background if you wish.**

*Anjeun gaduh pilihan ngantunkeun latar tukang upami anjeun hoyong.*
- Add a background.** A background puts a person or object in a particular place, real or imaginary. Compared to drawings without backgrounds, your artwork may look simple and incomplete.

*Tambahkeun latar. Latar nempatkeun hiji jalma atawa objék dina tempat nu tangtu, nyata atawa imajinér. Dibandingkeun sareng gambar tanpa latar, karya seni anjeun tiasa katingali sederhana sareng teu lengkep.*
- Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.

*Mimitian ngiuhan latar anjeun. Anjeun gaduh sababaraha garis di dinya, tapi lacks zat di ngabandingkeun kana sesa gambar anjeun.*
- Start drawing the other half of your face.** If you develop one side of the face too fully, it will be hard to match it up with the other side.

*Mimitian ngagambar satengah séjén beungeut anjeun. Upami anjeun ngembangkeun hiji sisi raray sapinuhna, éta bakal sesah pikeun cocog sareng sisi anu sanés.*
- You seem to be behind.** Please consider working on your project at lunch or before or after school. Or, try to pick up your pace or use your time more effectively during class. If you have enough done, you can ask if you can take it home to work on it. Remember that if too much of your work is done outside school I cannot accept it.

*Anjeun sigana aya di tukangeun. Punten mertimbangkeun damel dina proyék anjeun nalika tuang siang atanapi sateuacan atanapi saatos sakola. Atawa, coba pikeun nyokot laju Anjeun atawa ngagunakeun waktu Anjeun leuwih éféktif salila kelas. Upami anjeun parantos cepak, anjeun tiasa naroskeun upami anjeun tiasa dibawa ka bumi pikeun ngerjakeunana. Émut yén upami seueur padamelan anjeun dilakukeun di luar sakola kuring henteu tiasa nampi.*