



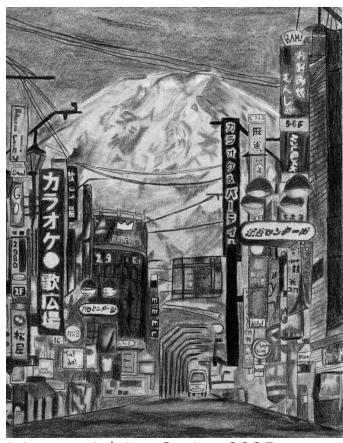
Isabelle Christie, Spring 2025



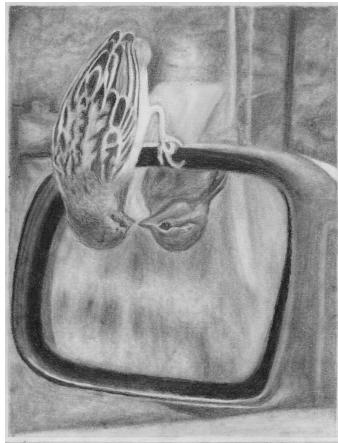
Julia Hann, Spring 2025



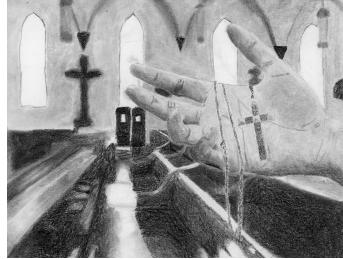
Bridget Gray, Spring 2025



Jainerex Adajar, Spring 2025



Esja Nener, Spring 2025



A McKeane, Spring 2025



Danielle Brown, Spring 2025



Mischaela Wong, Spring 2025



Luke Ryan, Spring 2025



Sarah Martin, Spring 2025



Ram Dandu, Spring 2025



Rowan Pottie, Spring 2025



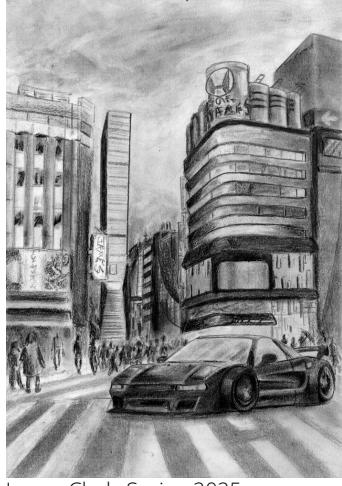
Arvin Kiyabi, Spring 2025



Lily Crooks, Spring 2025



Lana Cvetkovic, Spring 2025



James Clark, Spring 2025



Eunsol An, Spring 2025



Stephanie Connor, Spring 2025

Depth Drawing

_____ Blurry backgrounds

_____ Combining photos

_____ /10 Idea development
Developed so far: _____

_____ /10 Progress & goals

Criteria for your finished Depth Drawing:

Technique: Shading & detail

Shape, contour, smoothness, gradients

Technique: Sense of depth

Changing detail & contrast for near/far

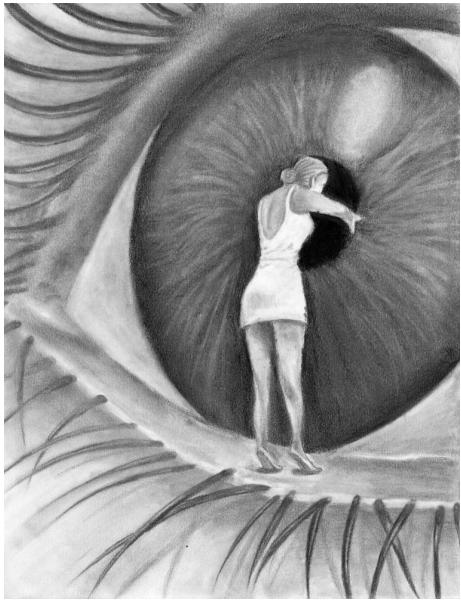
Composition

Complete, full, finished, balanced

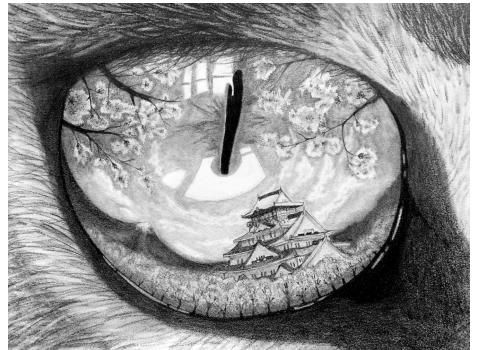
The depth drawing all time hall of fame



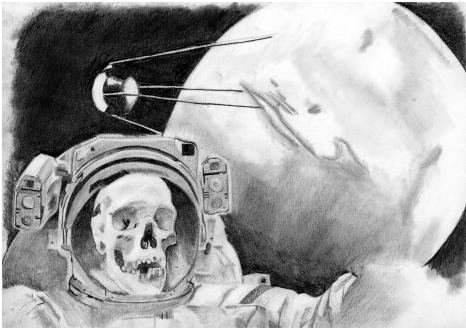
Sarah Regan, Fall 2018



Heny Patel, Spring 2019



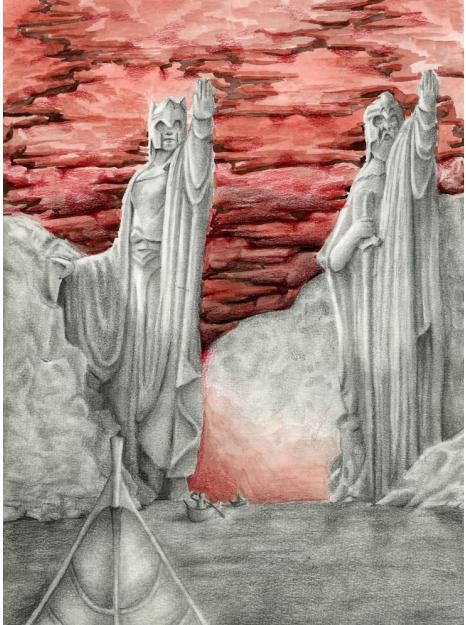
Anna Wuensch, Spring 2020



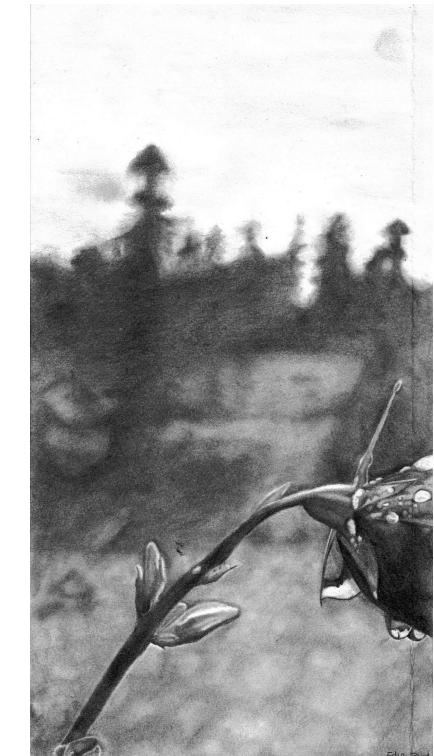
Dylan Smith, Spring 2018



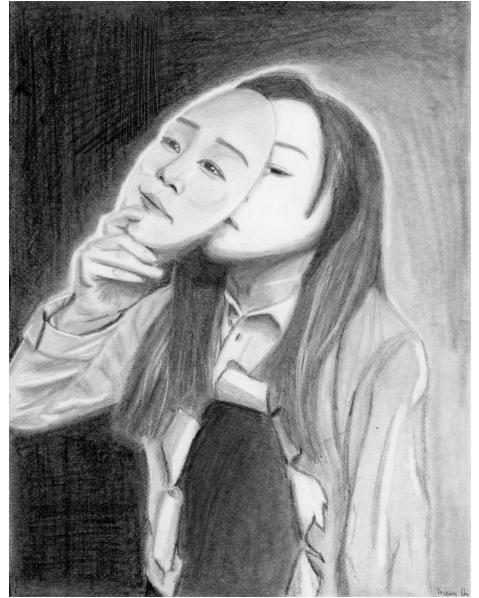
Lungta Boyce, Fall 2019



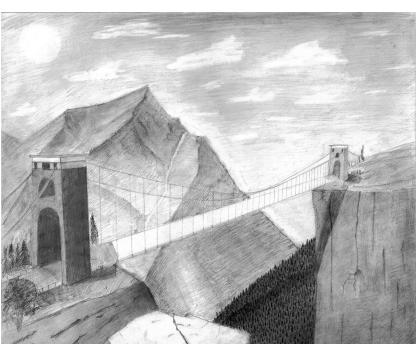
Hayden Coyle, Fall 2017



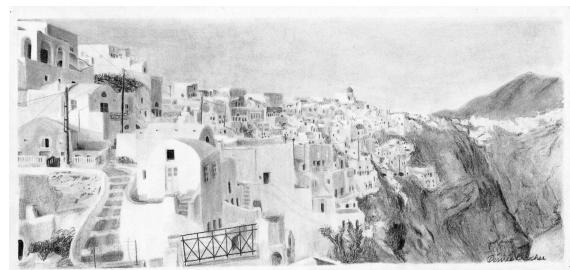
Edie Ford, Fall 2016



Choi Yoojeong, Spring 2017



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013

Evaluation criteria for the depth drawing

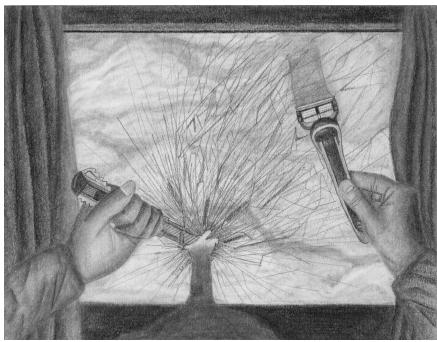
Pîvanên nirxandinê ji bo xêzkirina kûrahiyê

Shading, proportion, detail Siya, nîsbet, hûrgilî	Proportion, contour, deep blacks, smoothness, and blending. Rêje, xêzkirin, reşikên kûr, nermbûn û tevlihevbûn.
Sense of depth Hestiya kûr	Changing focus, contrast, size, and perspective. Guhertina baldarî, berevajî, mezinahî û perspektîfê.
Composition Composition	Complete, full, balanced, and non-central. Temam, tije, hevseng û ne-navendî.

Ferheng ji bo xêzkirina kûr

atmospheric perspective perspektîfa atmosferê	making things that are far away seem blurred and less contrasty çêkirina tiştên ku dûr in nezelal û kêmtür berevajî xuya dikin
background paşî	the part of an artwork that is far away beşa hunereke ku dûr e
blending tevlihevkirin	in drawing: mixing from light to dark greys; in painting: mixing from one colour to another di xêzkirinê de: tevlihevkirina ji gewrên sivik berbi tarî; di boyaxkirinê de: tevlihevkirina ji rengekî bo yê din
blurring details hûrguliyêن zelal	making small things have less detail so they seem far away çêkirina tiştên piçûk kêm hûrgulî ne ji ber vê yekê ew dûr xuya dikin
central composition pêkhatina navendî	an arrangement where the most important thing is in the middle rêkeftinek ku ya herî girîng di navîn de ye
composition pêkhatin	the arrangement of things in an artwork lihevhatina tiştan di berhemeye hunerî de
contrast dijîtî	the difference between the lights and darks ferqa di navbera ronahî û tarî de
creativity afirîneriya	ideas that are useful, unique, and insightful ramanên bikêr, yekta û têgihiştî ne
cropping çandin	cutting off part of a picture qutkirina beşek ji wêneyekî
decreasing contrast kêmkirina berevajî	making the difference between the lights and darks smaller so that things look muddier and far away ferqa di navbera ronî û tariyê de piçuktir dike da ku tişt gemartir û dûr xuya bikin
depth kûrî	the sense that some things are near and others are far away hestâ ku hin tişt nézik in û yên din dûr in

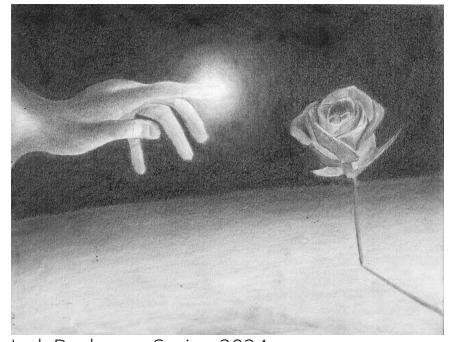
idea development	a process that is used to create useful, insightful, and unique ideas
pêşveçûna ramanê	pêvajoyek ku ji bo afirandina ramanên kérhatî, têgihîştî û bêhempa tê bikar anîn
increasing contrast	making the range between the lights and darks bigger so that things look more intense and near
berevajî zêde dibe	rêgeza di navbera ronî û tariyê de mezintir bikin da ku tişt tundtir û nêzîktir xuya bikin
insightful	something that shows deep thinking
têgihîştî	tiştek ku ramana kûr nîşan dide
non-central composition	an arrangement where the most important thing is NOT in the middle
pêkhatina ne-navendî	rêkeftinek ku ya herî girîng NE di navîn de ye
perspective	using diagonal lines that converge to create a realistic sense of depth
nerrane	bi karanîna xêzên diagonal ên ku digihîjin hev da ku hestek kûrahiyek rastîn biafirînin
rotating	turning a picture to a new angle
dizivire	veguherandina wêneyek ber bi qonaxek nû
sharpening details	making small things have more detail so they seem close up
hûrguliyêñ tûj	çêkirina tiştêñ piçûk xwedan hûrguliyêñ pirtir in ji ber vê yekê ew nêzîk xuya dikin
thumbnail drawings	small drawings that are used to develop the composition of an artwork
xêzên hûrgelê	xêzên piçûk ên ku ji bo pêşdebirina pêkhatina karek hunerî têne bikar anîn
unique	something that is rare, or one-of-a-kind
yekane	tiştekî ku kêm e, an yek-ji-cûre
zooming in/zooming out	making a picture seem closer (zoom in) or further away (zoom out)
zoomkirin/derxistin	çêkirina wêneyek nêzîktir (zoom) an jî dûrtir xuya dike (derxistin)



Yeonji Jung, Spring 2024



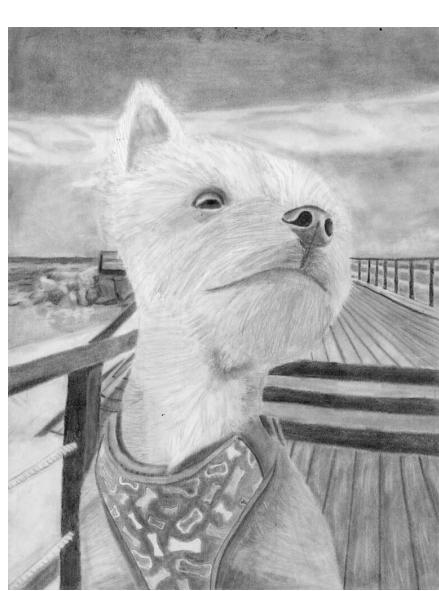
Remi Partridge, Spring 2024



Jack Buckman, Spring 2024



Felix Silver, Spring 2024



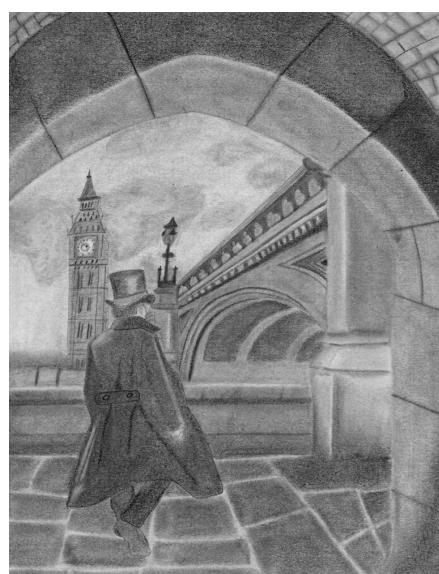
Brooklyn Hubley, Spring 2024



Eunsol Lee, Spring 2024



Alex Damczyk, Spring 2024



Mona Albaqami, Fall 2024



Taliyah Walter, Fall 2024



Nour Hussain, Fall 2024



Callum Muise, Spring 2024



Gabby Leitao, Spring 2024

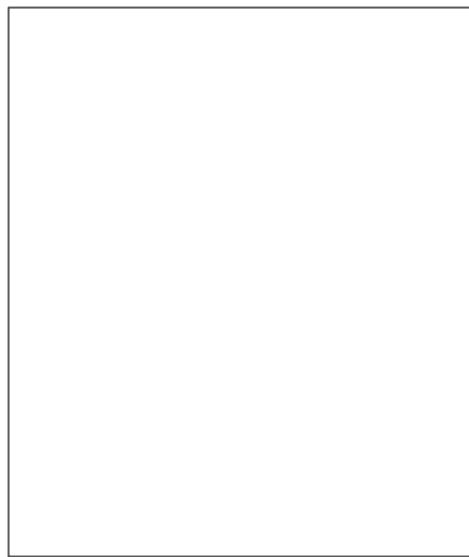
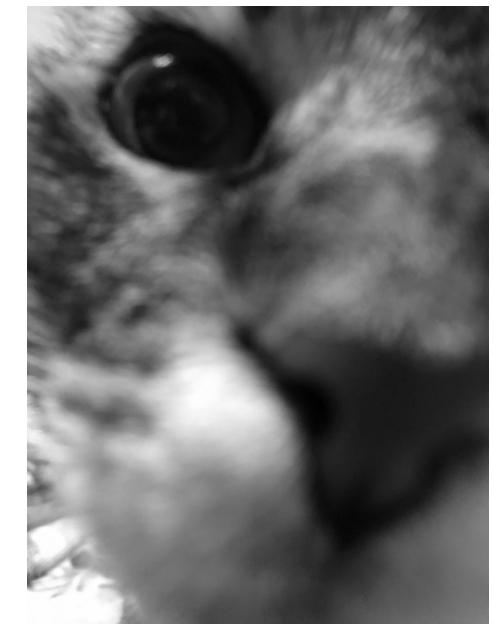
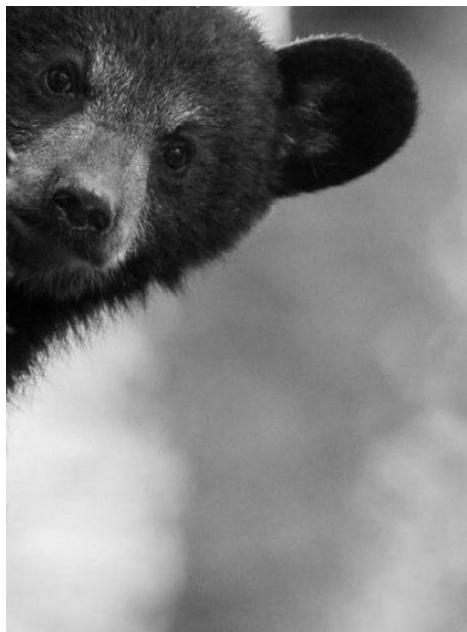


Eliza Kim, Spring 2024



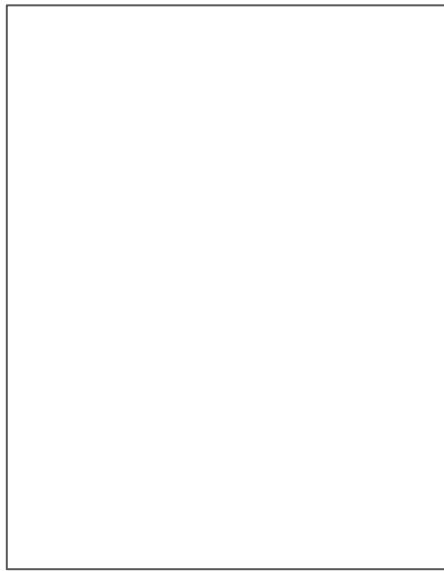
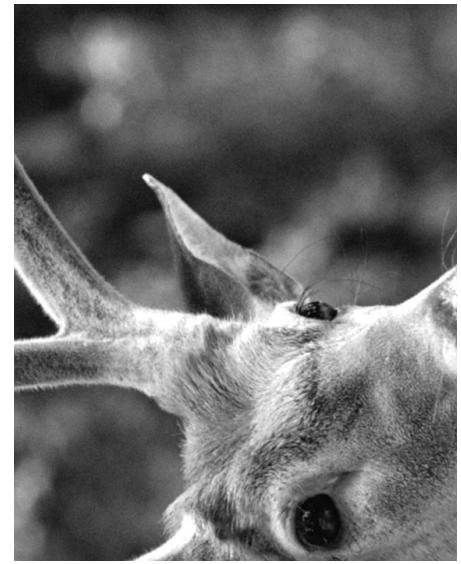
Alana Mercier, Spring 2024

Skill builder



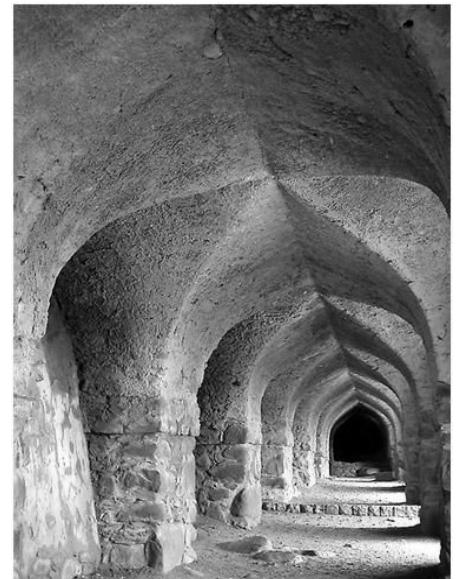
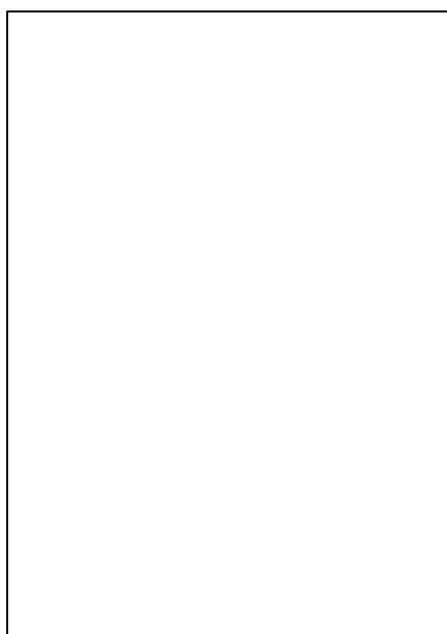
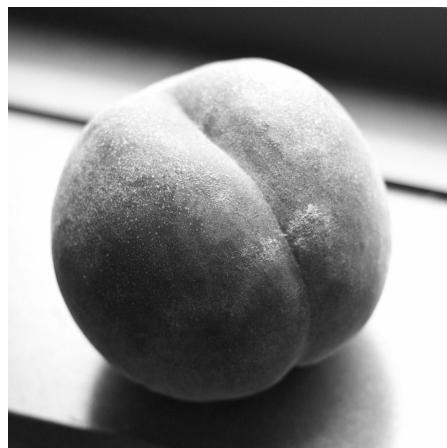
Skill builder

Drawing blurs II



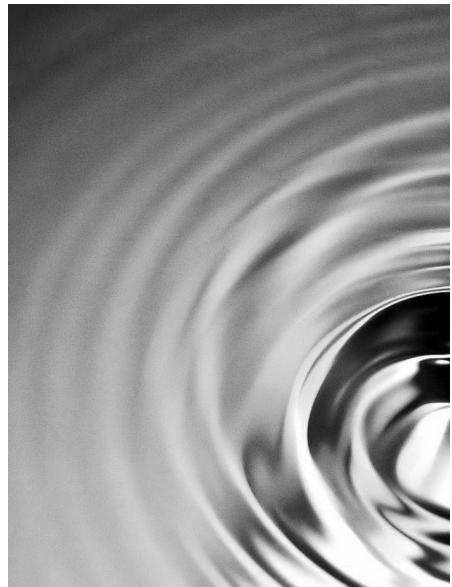
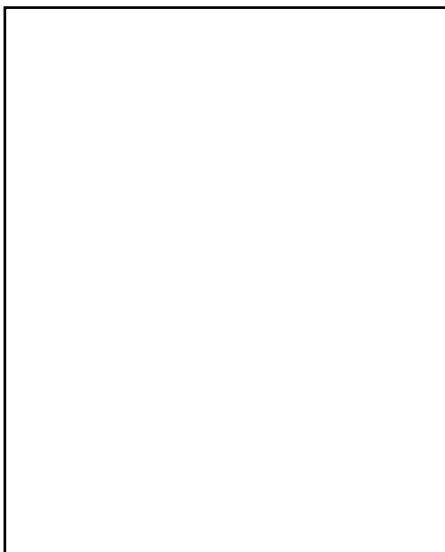
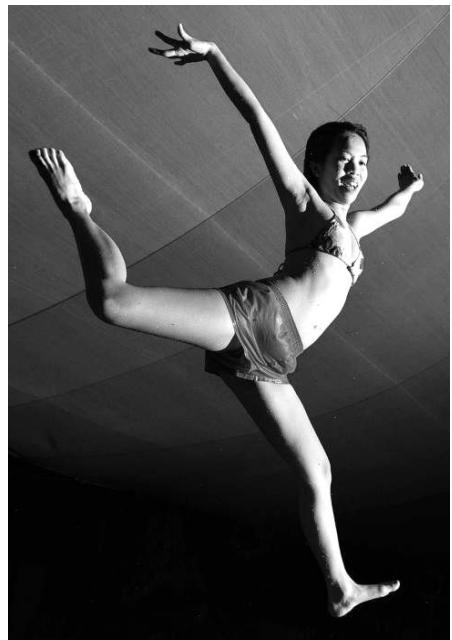
Skill builder Drawing depth I

Draw one photo in front, and another in the background.



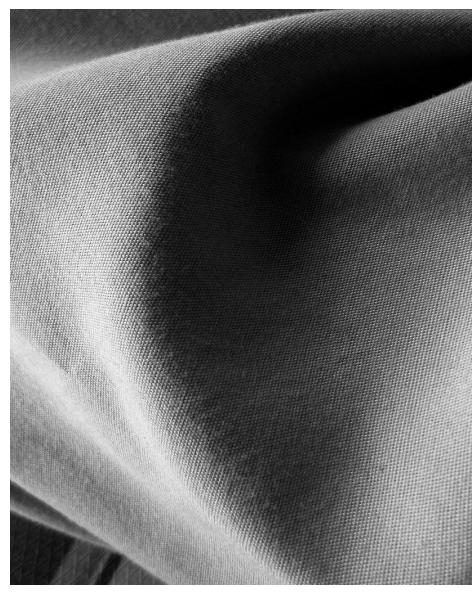
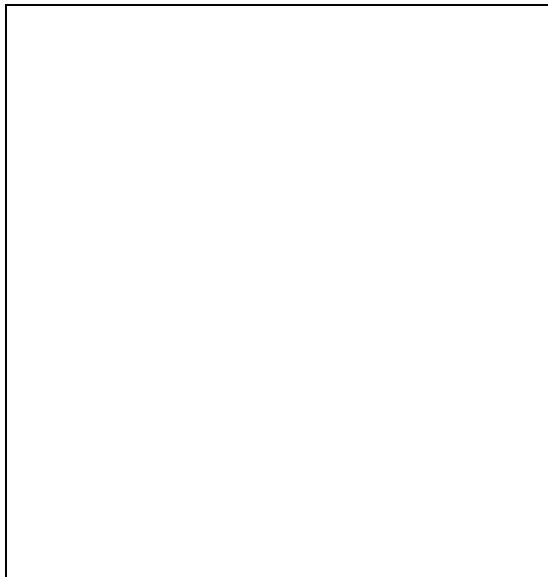
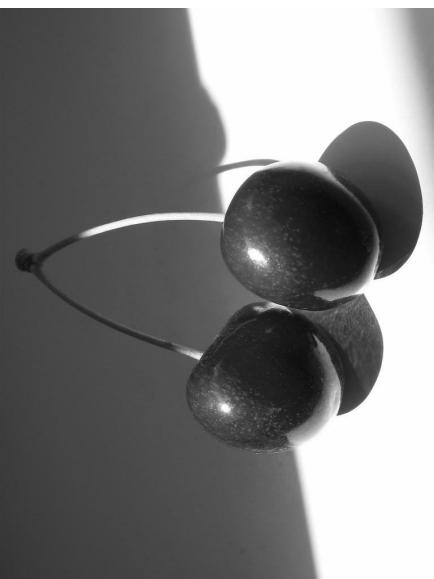
Skill builder Drawing depth II

Draw one photo in front, and another in the background.



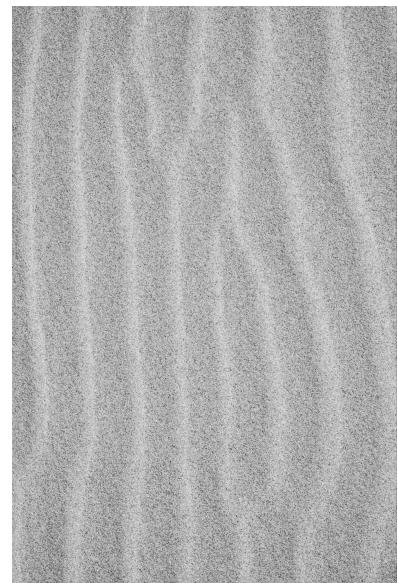
Skill builder Drawing depth III

Draw one photo in front, and another in the background.



Skill builder Drawing depth IV

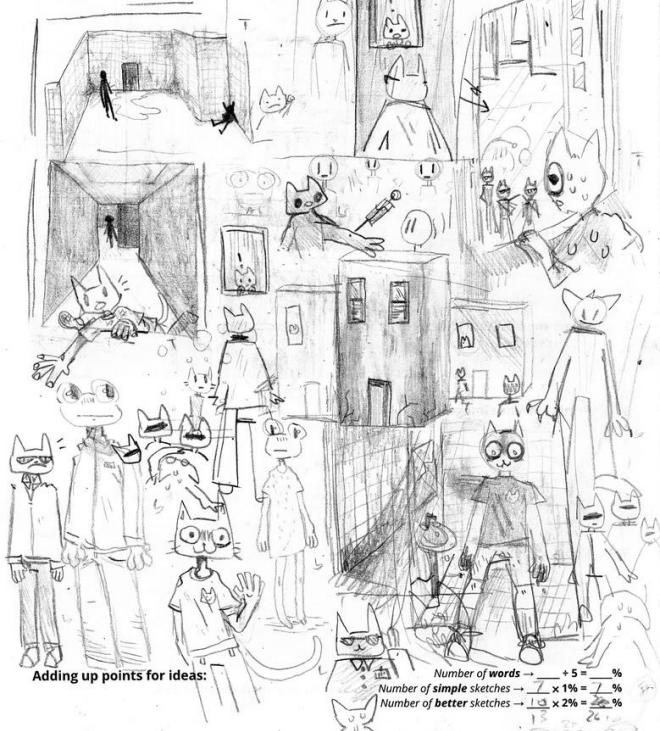
Draw one photo in front, and another in the background.



Development of Ruby Jangaard's depth drawing

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.



Select the best

Draw circles or squares around your best ideas

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

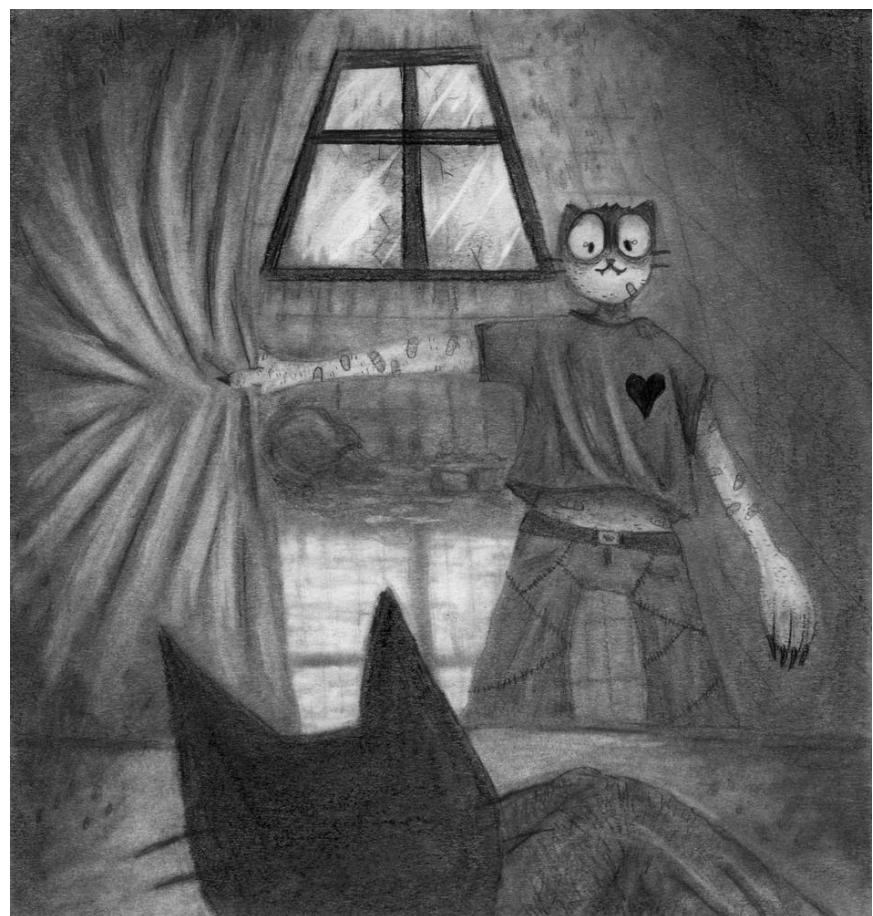
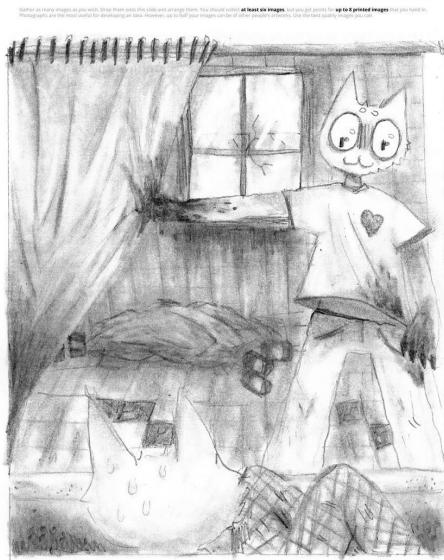


Link the best into groups

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 = 5%

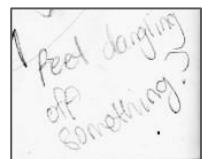
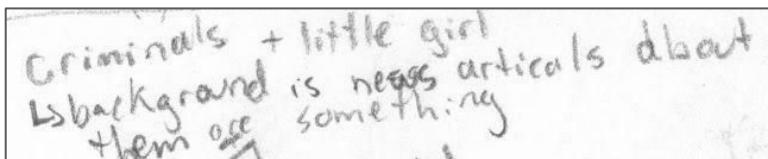
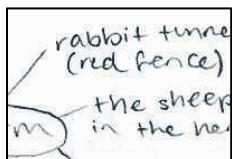
Ruby Jangaard 6-8 photos for developing your artwork



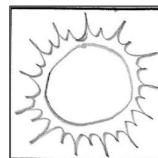
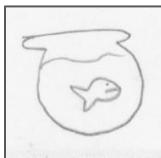
Idea Development / Pêşveçûna ramanê Name / Nav :

1 Generate ideas / Fikiran biafirînin

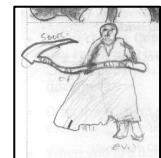
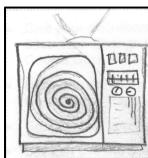
maximum of 50%/herî zêde 50%



Number of **words**/Hejmara peyvan → ____ ÷ 3 = ____ %



Number of **simple** sketches/Hejmara xêzên hêsan → ____ × 2% = ____ %



Number of **better** sketches/Hejmara xêzên çêtir → ____ × 4% = ____ %

2 Select the best and join together ideas / Ya çêtirîn hilbijêrin û ramanên xwe bi hev re bikin

Circle the **best** ideas/Nêrînên çêtirîn dorpêc bikin Circled/Circled = 5%

Link into **groups** of ideas/Girêdana nav komên ramanan Linked/Girêdayî= 5%

3 Print reference images / Wêneyêñ referansê çap bikin maximum of 8 images

images/images ____ x 5% = ____ %

4 Thumbnail compositions / Berhevokêñ piçûkan maximum of 10 thumbnails

+1 thumbnail for rough collage/+1 thumbnail ji bo kolajê dijwar = 8%

thumbnails/thumbnails ____ x 8% = ____ %

5 Rough copy / Kopiyek hişk great quality+/kalîteya mezin +

drawing/xet ____ x 25% = ____ %

Total / Hemî = ____ %

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

BİXWÎNE: Heke hûn tenê wêneyek ji ûnnetê kopî bikin, nîşana we dadikeve %25.

Generate ideas / Raman çêbike

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.

Navnîşan, nexseyek malperê, an nexşeyêن hêsan bikar bînin ku hûn pir ramanan derxînin! Ger we jixwe ramanek di hişê we de heye, wê yekê wekî mijara xweya navendî hilbijêrin û li ser wê berfireh bikin Bila ramanên we bigerin - ramanek ber bi ya din ve diçe. Dê xêzkirin dikarin hûrguliyêن wêneyêن çavkaniyê, nêrînên cihêreng, nîgar, ceribandinên teknîkî, hwd.

Adding up points for ideas / Zêdekirina xalêن ji bo ramanan

Number of **words** / Hejmara peyvan → ____ ÷ 3 = ____ %

Number of **simple** sketches / Hejmara xêzêن hêsan → ____ × 2% = ____ %

Number of **better** sketches / Hejmara xêzêن çêtir → ____ × 4% = ____ %

Select the best

Ya herî baş hilbijêrin

Draw circles or squares around your best ideas
Li dora ramanên xwe yên çêtirîn dor an cargoşeyan xêz bikin

- You have selected the best 3-7 ideas = 5%
- We 3-7 ramanên çêtirîn hilbijart = 5%

Link the best into groups

Ya herî baş bi koman ve girêdin

Draw dashed or coloured lines to link your best ideas into groups that could work well together
Xetêن şikestî an rengîn xêz bikin da ku ramanên xwe yên çêtirîn bi komên ku dikarin bi hev re baş bixebitin ve girêdin

- You have joined the best ideas with lines = 5%
- We bi xetên = 5% tev li ramanên çêtirîn bûne

Print references / Çavkaniyêن çapkirinê

- 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.
ŞEŞ Wêneyêن referansê çap bikin da ku hûn dikarin bi duristî li beşen dijwar ên hunera xwe temâşe bikin Hilgirtin û karanîna wêneyêن xwe tercîh dikin, lê lêgerînêن wêneyan jî baş in.
- **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.
Wêneyek ku hûn dibînin bi tenê kopî nekin. Raman ev e ku hûn wêneyêن çavkaniyê biguherînin û berhev bikin da ku hûn hunera xwe biafirînin. Ger hûn bi tenê wêneyek kopî bikin, hûn plagiatiyê dikin û hûn ê ji bo hilberîna ramana xwe û her pîvanek ku afîrîneriya xwe di xebata hunera weya paşîn de vedihewîne sifirek qezenc bikin.
- 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.
Dibe ku heta nîvê wêneyêن we ji xêzkirin, resim, an karêن hunerî yên din bin ku wekî îlhamê bikar bînin. Divê wêneyêن din wêneyêن realist bin.
- You must hand in the **printed** copy of the images to earn the marks.
Pêdivî ye ku hûn kopyek çapkirî ya wêneyan radest bikin da ku nîşanan bistînin.

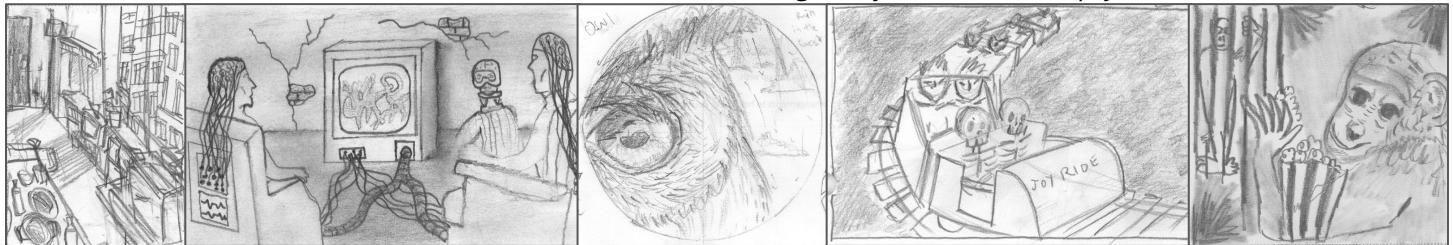
Number of reference photos / Hejmara wêneyêن referansê → ____ × 5% = ____ %

Thumbnail compositions / Berhevokên piçûk

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
Di beşa pêşkeftina ramanê de li her deverê DU an bêtir nexşeyêñ piçûkan biafirînin.
- These should be based on combinations of ideas that you come up with. Include your **background**.
Pêdivî ye ku ev li ser bingeha berhevokên ramanêñ ku hûn jê derdixin bin, paşnavê xwe têxin nav xwe.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Ji bo ku hûn karêñ hunerî yêñ xwe rawestînin bibin alîkar ku hûn bi goşe, nerîn û rêgezêñ neasayî biceribînin.
- Draw a frame around your thumbnails to show the edges of the artwork.
Li dora piçûkêñ xwe çarçoveyek xêz bikin da ku keviya hunerê nîşan bidin.

Adding up points for THUMBNAIL drawings / Zêdekirina xalan ji bo nexşeyêñ THUMBNAIL

Number of thumbnail drawings / Hejmara xêzkirinêñ piçûkan → ___ × 8% = ___ %



Rough drawing/ *Nexşeya dijwar*

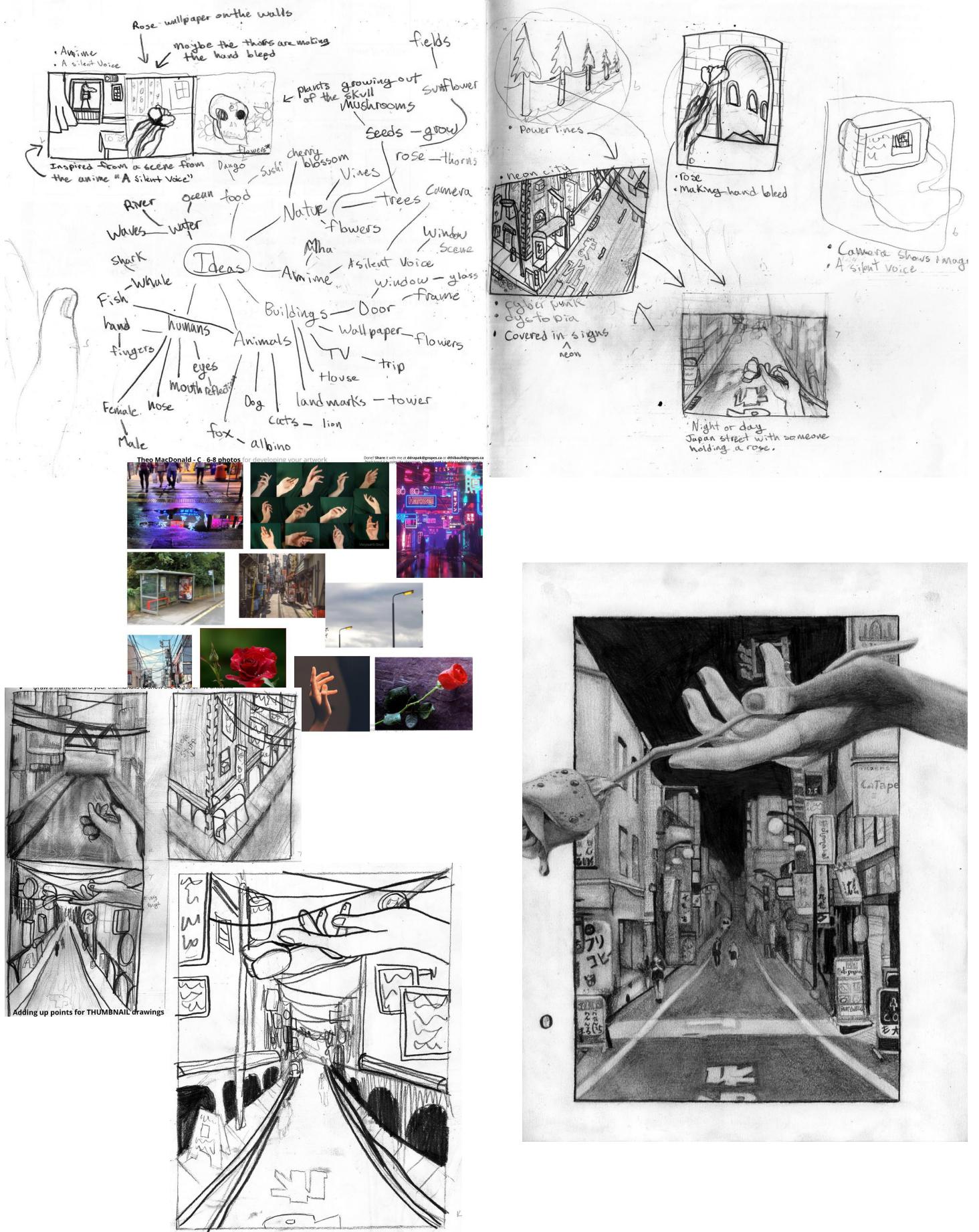
- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Nêrînên çêtirîn ji piçûkêñ xwe bistînin û wan di kopyek hişk a pêşkeftî de tevlihev bikin.
- Use this to work out the bugs and improve your skills before you start the real thing.
Berî ku hûn tiştê rastîn dest pê bikin, vê yekê bikar bînin da ku xeletiyan derxînin û jêhatîyêñ xwe baştir bikin
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Heke hûn rengan bikar tînin, boyaxê an pênuşa rengîn bikar bînin da ku nexşeya rengê xwe nîşan bidin
- Draw in a frame to show the outer edges of your artwork.
Di çarçoveyekê de xêz bikin da ku keviyêñ derveyî yên hunera xwe nîşan bidin
- **Remember to choose a non-central composition.**
Ji bîr nekin ku pêkhateyek ne-navendî hilbijêrin

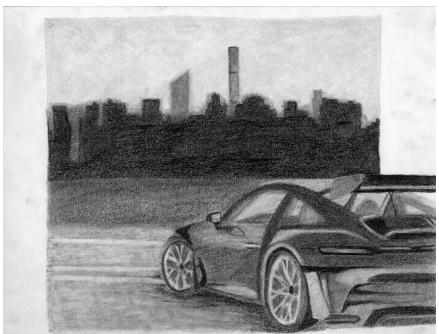
Examples of ROUGH drawings / *Nimûneyêñ nexşeyêñ ROUGH*

Rough drawing/Nexşeya dijwar → up to 25% = ____ %

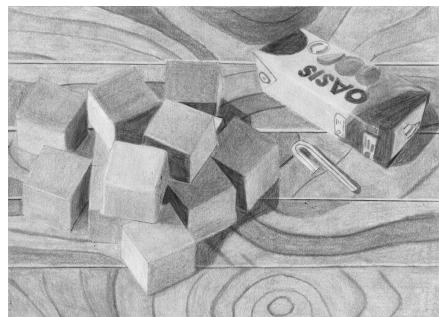


Development of Theo MacDonald's depth drawing

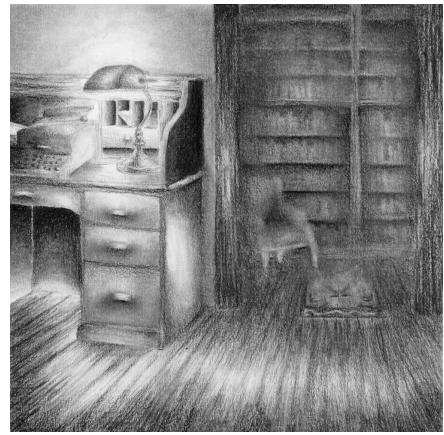




Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



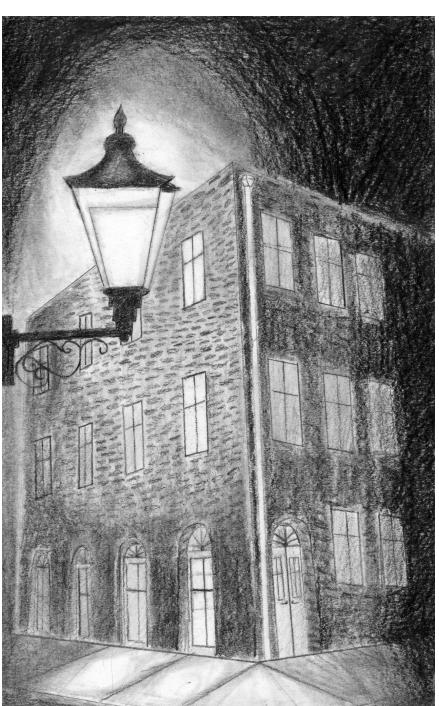
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



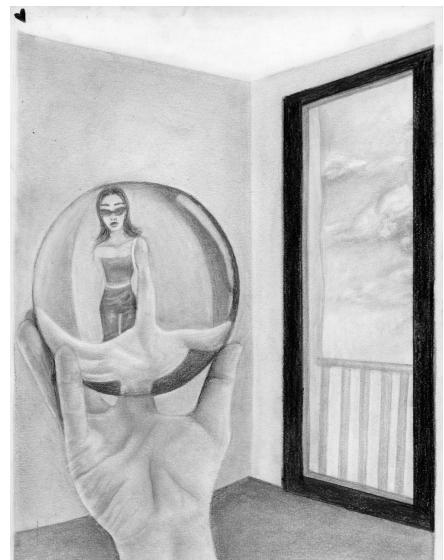
Felix Harpur, Fall 2023



Lily Webb, Fall 2023



Chloe Snair, Fall 2023



Valeria Shevchenko, Fall 2023



Fatma Yaman, Fall 2023



Catherine Fraser, Spring 2024

Mid-project feedback to students – Depth Drawing

Bûyerêñ projeya navîn ji xwendekaran re - Kişandina Kûrahiyê

Name: _____

Nav: _____

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.

Ev proje dê li gorî sê pîvanê gelemerî were nirxandin. Ji bo ku ji we re bibe alîkar ku hûn çêtirîn xwe çêbikin, li vir çend pêşniyarêñ ku di derbarê çêkirina sêwirana xwe de çawa çêtir dibin hene. Min tenê hilbijartîye ku ez difikirim qesikên herî girîng ên ji bo we ne. Heke van pêşniyaran ne diyar in, ji kerema xwe ji min bipirsin.

Shading, Proportion, and Detail - Parzûnkîrin, Pêşpirtû û Detal

Shading is using light and dark to draw. It is an easy way to make things look realistic and three dimensional. Proportion is the name of the skill where you accurately portray shapes and sizes.

Shading bi karanîna tarî û tarî bikar tîne. Ew awayek hêsan e ku meriv tiştan bi rengek realîst û sê-dimînane xuya bike. Pêşnûmeyek navê jêhatîbûna ku hûn bi rengek hêjayî û pîvanañ bi baldarî wêne dike.

- **Observe closely.** Keep looking at your photograph. Try to forget what you are looking at, and focus on the component lines and shapes. It appears that some of your artwork is drawn from memory, making it less realistic.
Ji nêz ve çavdêrî bikin. Li wêneyê xwe binerin. Biceribînin ku hûn li ci digerin, ji bîr bikin, û li ser xêz û pêkanêñ pêkhatê hûr bibin. Ew xuya dike ku hin hunerêñ xwe ji bîranînê ve dikişînin, ew kêm realîst dinin.
- **Consider changes in texture.** Hair needs a different kind of drawing than bark, clouds, water, or rock. Try to capture the texture of the different things you are drawing.
Guhertinêñ di pêşnumayê de fikirîn. Pêdivî ye ku por bi rengek cûda cûda ji birêk, ewr, av, an kevir. Biceribînin ku strukturêñ tiştêñ cuda yên ku hûn dikişînin girtin.
- **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.
Danûstandinêñ xwe ronî bike. Ji bo bidestgirtina rastgiran hûrgulî pêdivî ye, lê divê hûn piştî ku hûn tahlî kirin dest pê bikin.
- **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.
Tarî darks xwe. Pêkanîna vê yekê, wê bandora giştî ji odêñ xwe re mezînbûn, û alîkariya wê 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.
Tûran li roniyêñ xwe zêde bikin. Deverêñ spî hiştin dibe sedem ku hunera we nîn be. Di şûna de, stûnêñ şîn ên ronahiyê bibînin ku hûn dikarin li şûna wan zêde bikin.
- **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.
Li ser bîhnfirehiyê dixebite. Grekêñ xwe bi lêdana qonaxêñ rêça xeta alternatif veqetin, bi xetêñ li ser kevirêñ dorpeçkirinê (bê gûzek spî ne) xêz bikin, an jî stûnek tevlihevkirinê bikar bînin.
- **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.
Li ser tevlihevkirinê xebitîn. Shiyayêñ we carinan ji nişka ve ji tarî û tarî diciñ, bi çend gûren tarî yên navîn. Grays li deverêñ navîn zêde bikin heya ku hûn bi şûna nişkavekîn ji nişkê ve bi blokêñ nermik bi dawâr bibin.
- **Look carefully at the different grays.** 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.
Bi baldarî li grêdanêñ cûda bigerin. Hûn dikarin rêzikêñ bingehîn ên ku bi dirêjahî ve diherikin ava bikin. Lêbelê, dema ku hûn nimûneya ronahî û tarî ya ji cûrêñ cûrbecûr re vedibêjin, hîn hîn çêtir dibe. Ew bêtir dem digire, lê bandor pir caran pir bihêz e.

Sense of Depth - *Hişmendiya Kûrahiyê*

You can use many techniques to create a sense of depth in your artwork.

Hûn dikarin gelek teknîkî bikar bînin ku hestek kûrahiyê di hunera xwe de biafirînin.

- **Add detail to the closest areas, and reduce it in the distance.** Right now, your artwork does not use changes in detail to show depth. You may have to blur some of the existing detail in the distance to make this look natural, and add very precise detail to the closest objects.
Hûrguliyên li deverên herî nêzîk zêde bikin, û di nav dûr de wê kêm bikin. Rast e, hunera te di guhertinê berfireh de bikar neyîne da ku kûrahiyê nîşan bide. Hûn hewce ne ku hûrguliyên hûrgulî yên heyî di distirê de bişewitînin da ku vê xwezayî bibînin, û hûrguliyên pir hêja li tiştêr herî nêzîk bidin.
- **Add contrast to the closest areas and reduce contrast in the distance.** Things that have brighter whites and darker blacks appear to be closer to you. Things that have low contrast, such as fading into a grey background, appear further away.
Di nav deverên herî nêzîk de berevajî zêde bikin û nakokî di nav dûr de kêm bikin. Tiştêr ku spîyêr spî û reşikên tarî hene nêzî te dibin. Tiştêr ku nakokiya wan hindik e, mîna têkçûyînek di rengek kesk de, pir dûr xuya dibin.
- **Add more layers of depth to your artwork.** Right now your artwork has a narrow sense of depth. Add something in front and/or behind so that there are additional layers of distance.
Zêdetir kûrikên kûriyê bi hunera xwe re zêde bikin. Rast e hunera we xwediye têgînek kûr a kûr heye. Li pêş û / an li paş tişteki tişték zêde bikin da ku hûrên dûrên jêzê jî hene.
- **Use overlap, changes in size, or converging lines to show distance as well.** Sure, these are the easy methods, but they are effective. Most people stage their artworks so that the action does not overlap. This is both predictable and flat.
Bi hevra, guhertin di mezinahiyê de, an xêzên gihîstî bikar bînin da ku dûr jî nîşan bidin. Bê guman, ev rîbazên hêsan in, lê ew bandor in. Pir kes pêşandanen hunera xwe digirin da ku çalakî li hev nekeve. Ev hem texmîn û hem jî xalî ye.

Composition - *Berhevok*

Composition is the overall arrangement and completeness of your artwork.

Berhevok bi tevahî aramî û temamiya hunera we ye.

- **Develop your 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.
Pêşketiya xwe pêşve bikin. Pêşek li kesek an tişték li cîhek taybetî, rastîn an xeyali vedike. Li gorî nexşeyen bê paşde, dibe ku hunera we hêsan û békemâsî xuya bike.
- **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.
Dest bi paşpirtika xwe berz bikin. Hûn li wir çend xêzan hene, lê ew di berhevoka mayî de nexşeya we kêmasiyek e.
- **Your artwork is centrally composed.** Avoid having important things right in the middle. Move it away from the center and consider zooming in on it or creating a tilted composition.
Karê we yê hunerî ji hêla navendî ve hatîye berhev kirin. Xwestin ku tiştêr girîng di nav xwe de rast bikin dûr bigirin. Wê ji navendê dûr bikin û li ser wê zoom bikin an berhevoka tilandî bifikirin.
- **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.
Hûn xuya dîkin ku li paş in. Ji kerema xwe li ser vexwarinê an li pêş an piştî dibistanê li ser projeya xwe bixebeitin. An jî, bisekinin ku hûn şopên xwe hildin an dema xwe di dema çînê de pirtir bikar bînin. Heke we pir kiriye, hûn dikarin bipirsin gelo hûn dikarin wê bavêjin mala xwe da ku li ser wê bixebite. Bînin bîra xwe ku ger pir karê we li derveyî dibistanê jî tê de ye ez nikarim wê qebûl bikim.

Depth drawing goal-setting

_____ /10

Armanc-sazkirina kûrahî

At the **end of each class**, please take time to write your goal for the next class. Your artwork will be marked based on your **technical drawing skills**, ability to create a **sense of depth**, and how well you are creating a balanced, non-central **composition**. Keep these criteria in mind when choosing your goal.

Di dawiya her polê de, ji kerema xwe wextê xwe bidin ku armanca xwe ji bo dersa din binivísin Xebata weya hunerî dê li gorî jêhatîbûna weya xêzkirina teknîkî, şiyana afirandina hestek kûrahiyê, û hûn çiqas baş pêkhateyek hevseng, ne-navendî diafirînin were nişankirin.. Dema ku armanca xwe hilbijêrin van pîvanan li ber çavan bigirin.

Be specific: What parts of your drawing are you focusing on? What drawing skills do you need most to do this?

Taybetmend bin: Hûn li ser kîjan beşen xêzkirina xwe disekekinin? Ji bo kirina vê yekê hûn herî zêde hewceyê kîjan jêhatîbûnên xêzkirinê ne?

- | | |
|---|---|
| → What should be improved and where :
Çi divê were başkirin û li ku derê: | "Look for more detail in the shadows of the trees "
"Di siya daran de bêtir hûrgulî biggerin" |
| → What should be improved and where :
Çi divê were başkirin û li ku derê: | "I need to lower the contrast in the sky "
"Divê ez berevajîyê li ezmên kêm bikim" |
| → What can be added and where :
Çi dikare were zêdekirin û li ku: | "I should add some trees in front of the lake "
"Divê ez çend daran li ber golê lê zêde bikim" |
| → What you can do to catch up :
Hûn dikarin çi bikin ku hûn bigihîjin: | "I need to take my drawing home this weekend."
"Divê ez vê hefteyê xêzkirina xwe bibim malê." |

1.

2.

3.

4.

5.

6.

7.

8.



Quinn Ryall, Fall 2024



Cordelia Masuda, Fall 2024



Ana Mihai, Fall 2024



Sienna Matthew, Spring 2025



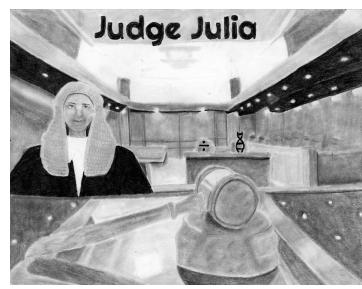
Oliver Jamieson, Fall 2024



Sam Shapiro, Fall 2024



Jane Langille, Fall 2024



Liv Tate, Spring 2025



Jule Conrady, Fall 2024



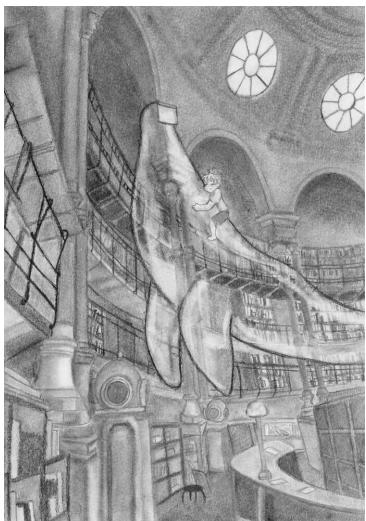
Emma Norvsambuu, Spring 2025



Libby Zhang, Fall 2024



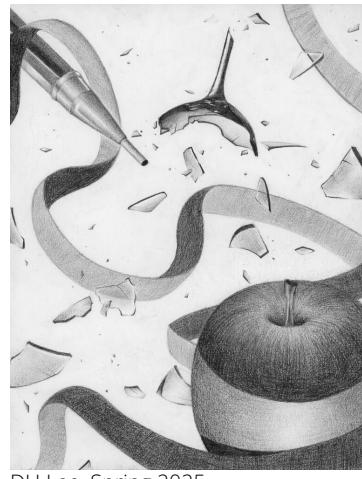
Nell McClare, Spring 2025



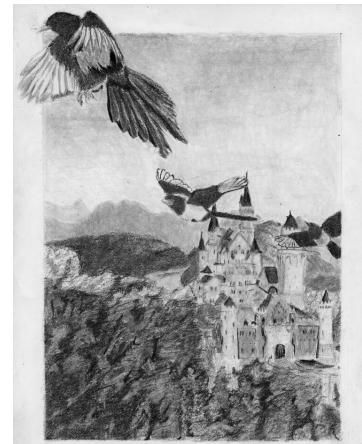
Gabin Lee, Fall 2024



Jacob Ryan, Fall 2024



DH Lee, Spring 2025



Oliver MacDonald, Spring 2025



Maddox Nye, Fall 2024



Anderson Cole, Fall 2024