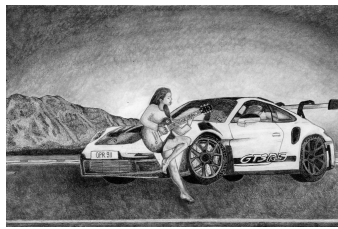




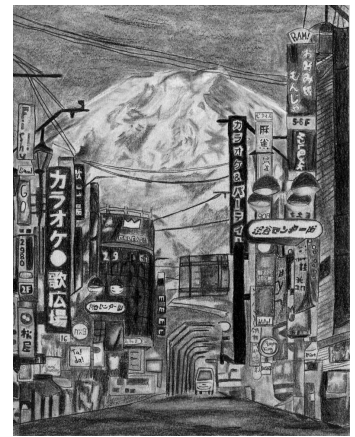
Isabelle Christie, Spring 2025



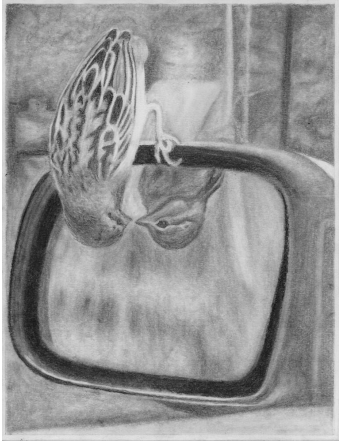
Julia Hann, Spring 2025



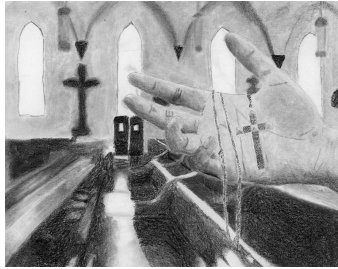
Bridget Gray, Spring 2025



Jainerex Adajar, Spring 2025



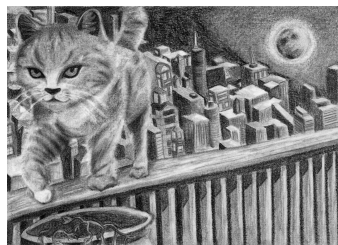
Esja Nener, Spring 2025



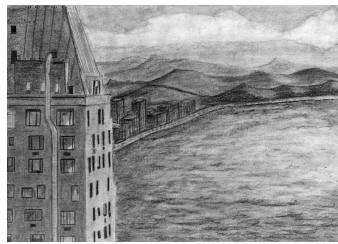
A McKeane, Spring 2025



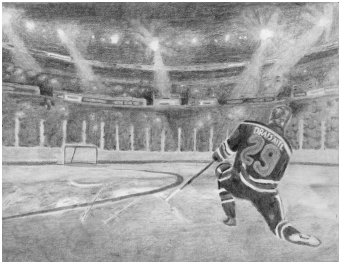
Danielle Brown, Spring 2025



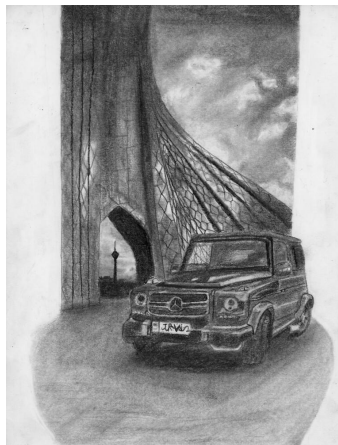
Sarah Martin, Spring 2025



Ram Dandu, Spring 2025



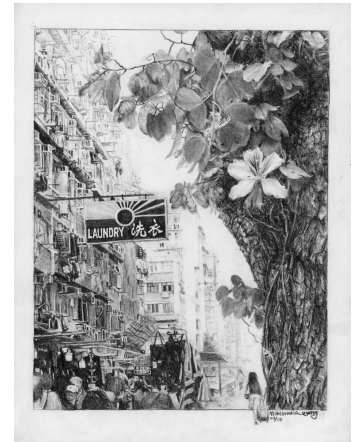
Luke Ryan, Spring 2025



Arvin Kiyabi, Spring 2025



Lily Crooks, Spring 2025



Mischaela Wong, Spring 2025



Rowan Pottie, Spring 2025



Eunsol An, Spring 2025



Paityn Fownes, Spring 2025



Lana Cvetkovic, Spring 2025



James Clark, 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

Depth drawing evaluation & Creating your artwork step-by-step

Shading, proportion & detail: Proportion, contour, deep black colours, smoothness, and blending.
 Lorek, perkadaran & perincian: Perkadaran, kontur, warna hitam pekat, kelicinan dan pengadunan.

Sense of depth: Changing focus, contrast, size, and perspective.
 Deria kedalaman: Menukar fokus, kontras, saiz dan perspektif.

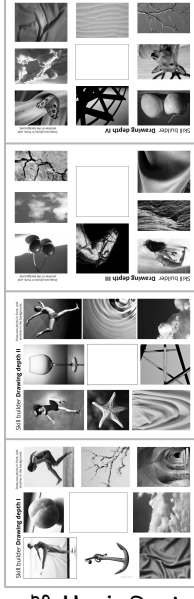
Composition: Complete, full, balanced, and non-central.
 Komposisi: Lengkap, penuh, seimbang dan tidak berpusat.

Penilaian lukisan mendalam & Cipta karya seni anda langkah demi langkah

- **1. Practice drawing blurs to show depth.**
 Berlatih melukis kabur untuk menunjukkan kedalaman.

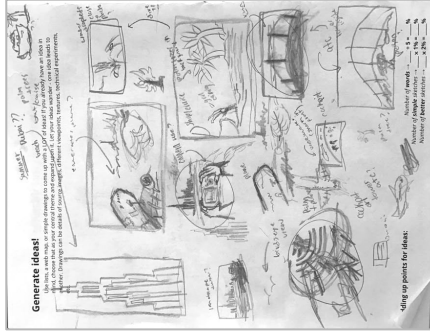


- **2. Practice drawing two photos put together.**
 Berlatih melukis dua foto yang digabungkan.



- **3. Generate a large number of ideas that you could combine.**

Hasilkan sejumlah besar idea yang boleh anda gabungkan.



- **4. Choose the best ideas and possible combinations.**

Pilih idea terbaik dan kombinasi yang mungkin.

- **5. Collect photographs and alternates that you could combine for your ideas.**

Kumpulkan gambar dan alternatif yang boleh anda gabungkan untuk idea anda.



- **6. Make thumbnails, putting photos together in a non-central composition.**

Buat lakaran kenit, susun foto dalam gubahan bukan pusat.



- **7. Draw a rough copy.**
 Lukiskan salinan kasar.

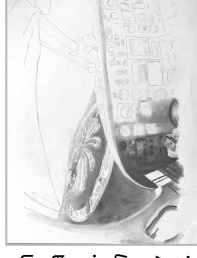


- **8. Optionally make a digital collage.**
 Buat kolaj digital secara pilihan.

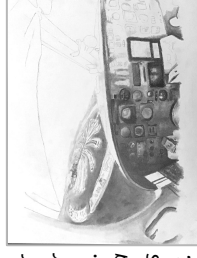


- **11. Move to the sharper, high contrast parts in front, and write a goal.**

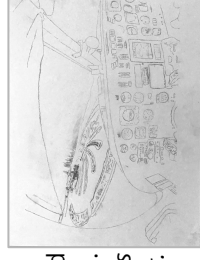
Beralih ke bahagian yang lebih tajam dan kontras tinggi di hadapan, dan tulis matlamat.



- **12. Keep looking at your reference photos for improvement, and write a goal.**
 Terus-melihat foto rujukan anda untuk penambahbaikan, dan tulis matlamat.

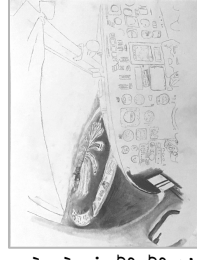


- **13. Keep moving between the front and background to connect them, and write a goal.**
 Terus-mbergerak antara bahagian depan dan latar belakang untuk menyambungkannya, dan tulis matlamat.

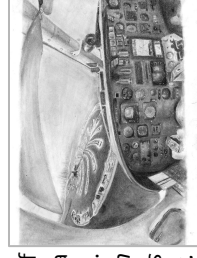


- **9. Trace a light outline and write a goal.**
 Jejak garis besar ringan dan tulis matlamat.

- **10. Start with the darkest, blurry parts in the background, and write a goal.**
 Mulakan dengan bahagian paling gelap dan kabur di latar belakang dan tulis matlamat.



- **14. Keep building up layers of drawing to refine it, and write a goal.**
 Terus-membina lapisan lukisan untuk memperhalusnya, dan tulis matlamat.



Depth drawing goal-setting

____/10

Penetapan matlamat lukisan kedalaman

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.

Pada akhir setiap kelas, sila luangkan masa untuk menulis matlamat anda untuk kelas seterusnya. Karya seni anda akan ditanda berdasarkan kemahiran lukisan teknikal anda, keupayaan untuk mencipta rasa kedalaman dan sejauh mana anda mencipta komposisi yang seimbang dan bukan berpusat. Ingatlah kriteria ini apabila memilih matlamat anda.

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

Jadi khusus: Apakah bahagian lukisan anda yang anda fokuskan? Apakah kemahiran melukis yang paling anda perlukan untuk melakukan ini?

- | | | |
|---|--|---|
| → | What should be improved and where:
<i>Apa yang perlu diperbaiki dan di mana:</i> | <i>"Look for more detail in the shadows of the trees"</i>
<i>"Cari lebih terperinci dalam bayang-bayang pokok"</i> |
| → | What should be improved and where:
<i>Perkara yang perlu diperbaiki dan di mana:</i> | <i>"I need to lower the contrast in the sky"</i>
<i>"Saya perlu menurunkan kontras di langit"</i> |
| → | What can be added and where:
<i>Apa yang boleh ditambah dan di mana:</i> | <i>"I should add some trees in front of the lake"</i>
<i>"Saya harus menambah beberapa pokok di hadapan tasik"</i> |
| → | What you can do to catch up:
<i>Perkara yang boleh anda lakukan untuk mengejar ketinggalan:</i> | <i>"I need to take my drawing home this weekend."</i>
<i>"Saya perlu membawa lukisan saya pulang hujung minggu ini."</i> |

1.

2.

3.

4.

5.

6.

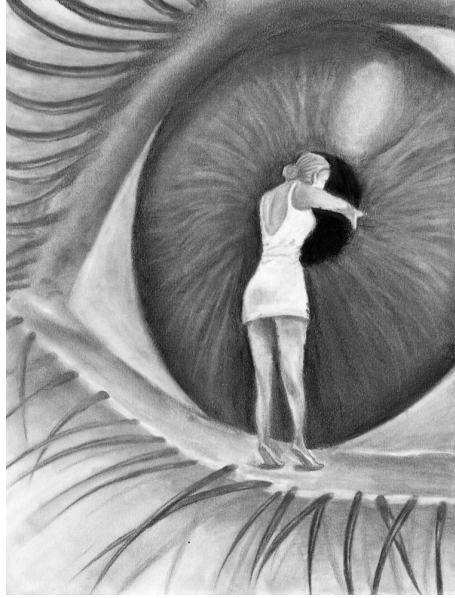
7.

8.

The depth drawing all time hall of fame



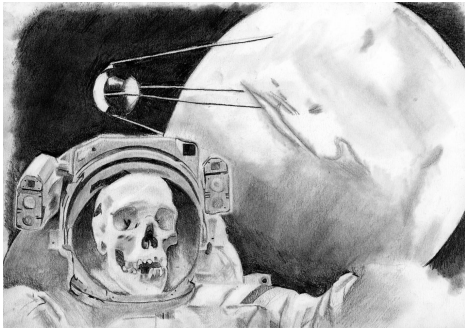
Sarah Regan, Fall 2018



Henry Patel, Spring 2019



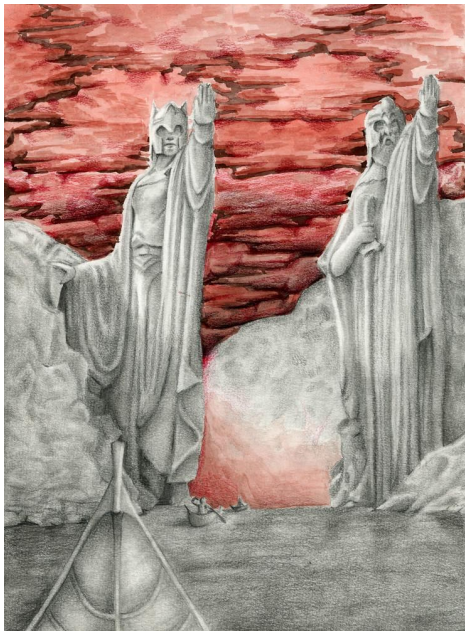
Anna Wuensch, Spring 2020



Dylan Smith, Spring 2018



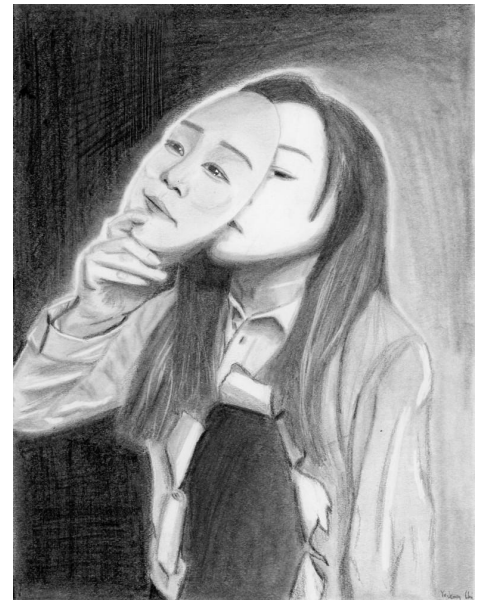
Lungta Boyce, Fall 2019



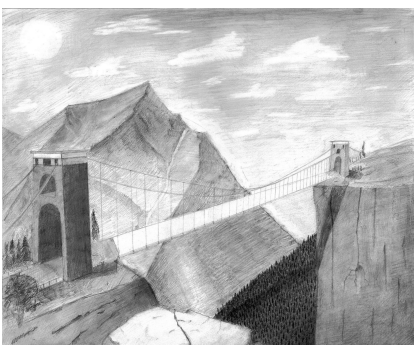
Hayden Coyle, Fall 2017



Edie Ford, Fall 2016



Choi Yoojeong, Spring 2017



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013

Vocabulary for the Depth Drawing

Kosa Kata untuk Lukisan Kedalaman

atmospheric perspective
perspektif atmosfera

background
latar belakang

blending
pengadunan

blurring details
butiran kabur

central composition
gubahan pusat

composition
gubahan

contrast
kontras

creativity
kreativiti

cropping
memotong

decreasing contrast
mengurangkan kontras

depth
depth

idea development
pembangunan idea

increasing contrast
meningkatkan kontras

insightful
berwawasan

non-central composition
gubahan bukan pusat

perspective
perspektif

rotating
berputar

sharpening details
mengasah butiran

thumbnail drawings
lukisan lakaran kenit

unique
unik

zooming in/zooming out
zum masuk/zum keluar

making things that are far away seem blurred and less contrasty
menjadikan perkara yang jauh kelihatan kabur dan kurang kontras

the part of an artwork that is far away
bahagian karya seni yang jauh

in drawing: mixing from light to dark greys; in painting: mixing from one colour to another
dalam lukisan: mencampurkan daripada kelabu terang kepada kelabu gelap; dalam lukisan: mencampurkan dari satu warna ke warna yang lain

making small things have less detail so they seem far away
menjadikan perkara kecil mempunyai butiran yang kurang supaya ia kelihatan jauh

an arrangement where the most important thing is in the middle
susunan di mana perkara yang paling penting adalah di tengah

the arrangement of things in an artwork
susunan benda dalam karya seni

the difference between the lights and darks
perbezaan antara lampu dan gelap

ideas that are useful, unique, and insightful
idea yang berguna, unik dan bernas

cutting off part of a picture
memotong sebahagian daripada gambar

making the difference between the lights and darks smaller so that things look muddier and far away
menjadikan perbezaan antara lampu dan gelap lebih kecil supaya keadaan kelihatan lebih keruh dan jauh

the sense that some things are near and others are far away
rasa bahawa sesetengah benda dekat dan yang lain jauh

a process that is used to create useful, insightful, and unique ideas
satu proses yang digunakan untuk mencipta idea yang berguna, berwawasan dan unik

making the range between the lights and darks bigger so that things look more intense and near
menjadikan julat antara lampu dan gelap lebih besar supaya keadaan kelihatan lebih sengit dan dekat

something that shows deep thinking
sesuatu yang menunjukkan pemikiran yang mendalam

an arrangement where the most important thing is NOT in the middle
susunan di mana perkara paling penting BUKAN di tengah

using diagonal lines that converge to create a realistic sense of depth
menggunakan garis pepenjuru yang menumpu untuk mencipta deria kedalaman yang realistik

turning a picture to a new angle
menukar gambar ke sudut baharu

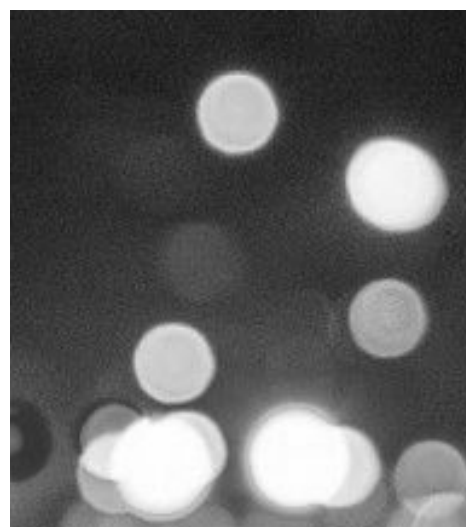
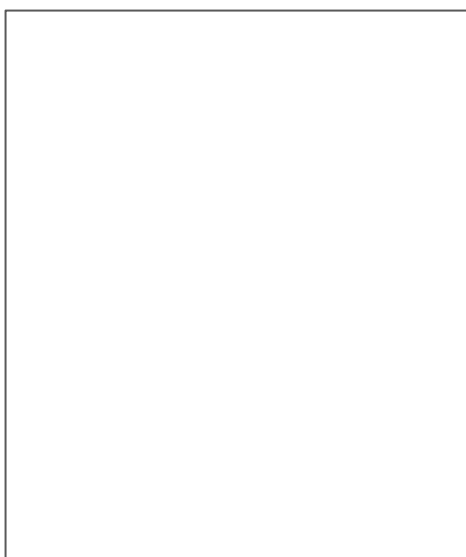
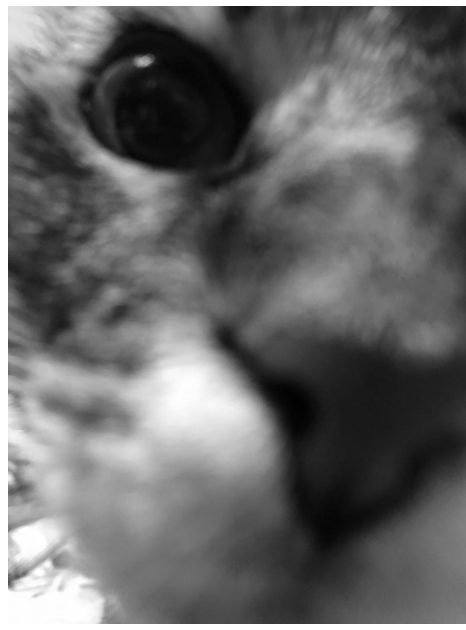
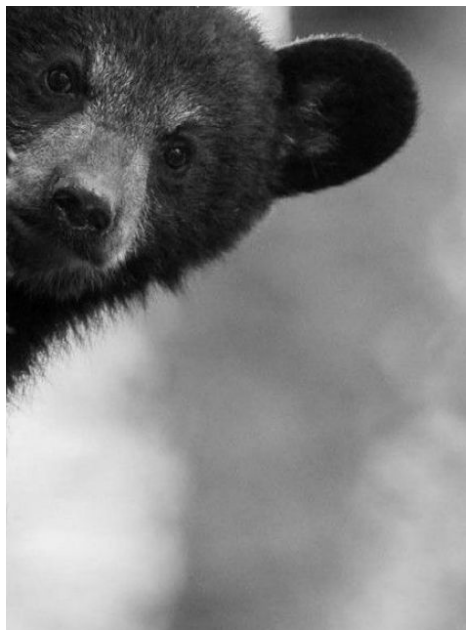
making small things have more detail so they seem close up
menjadikan perkara kecil mempunyai lebih terperinci supaya ia kelihatan dekat

small drawings that are used to develop the composition of an artwork
lukisan kecil yang digunakan untuk membangunkan gubahan karya seni

something that is rare, or one-of-a-kind
sesuatu yang jarang berlaku, atau satu-satunya

making a picture seem closer (zoom in) or further away (zoom out)
menjadikan gambar kelihatan lebih dekat (zum masuk) atau lebih jauh (zum keluar)

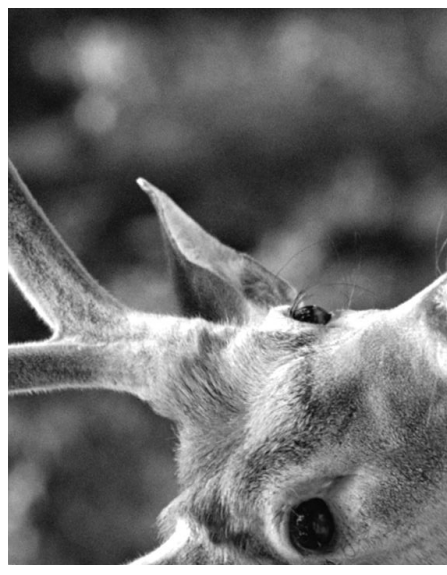
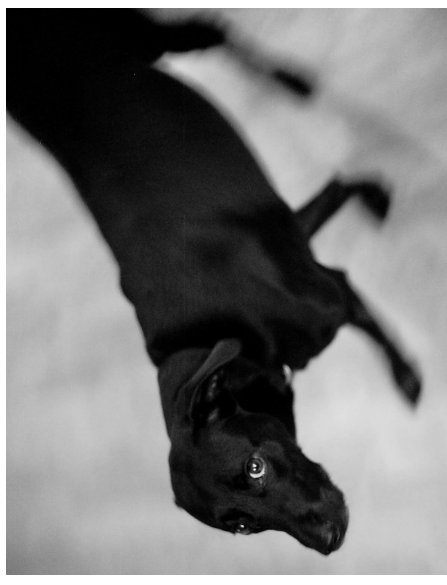
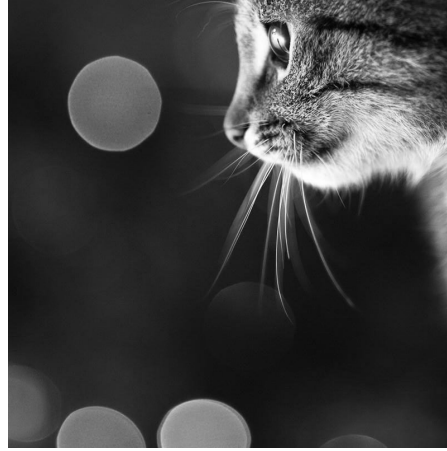
Skill builder



Skill builder

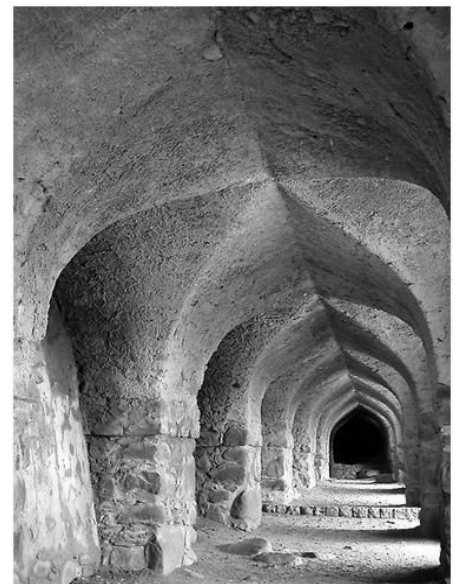
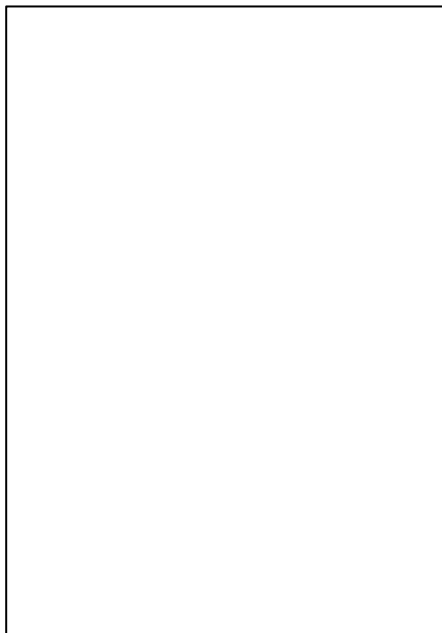
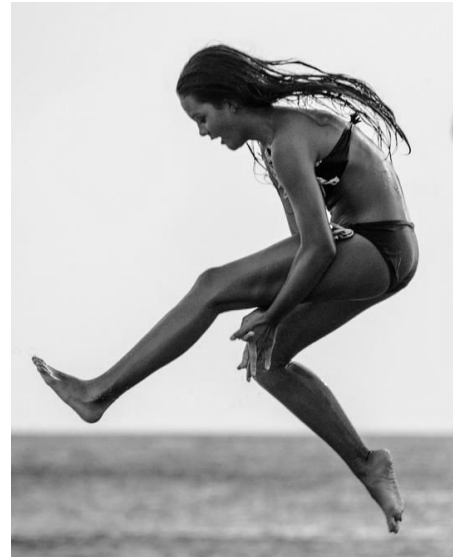


Drawing blurs II



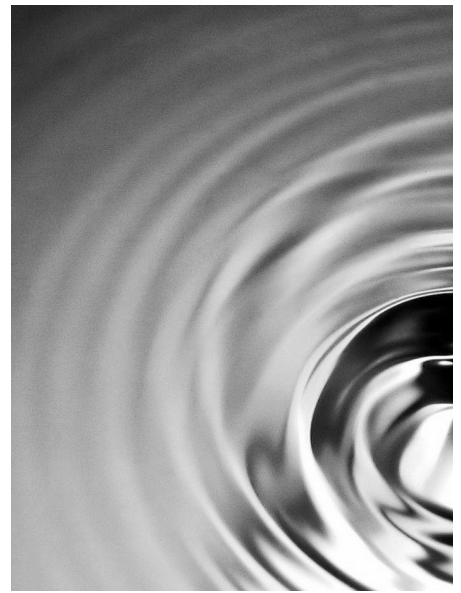
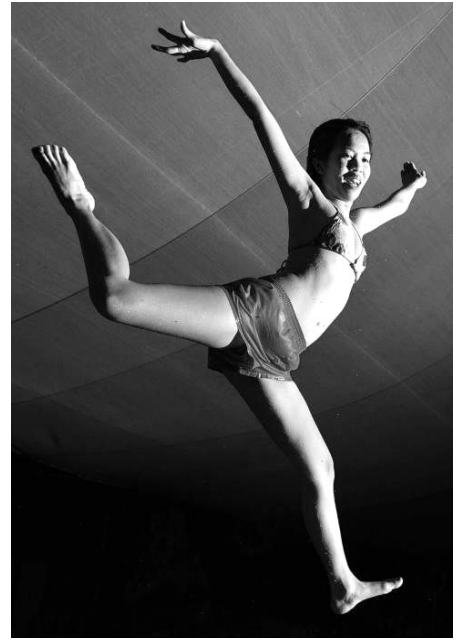
Skill builder **Drawing depth I**

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



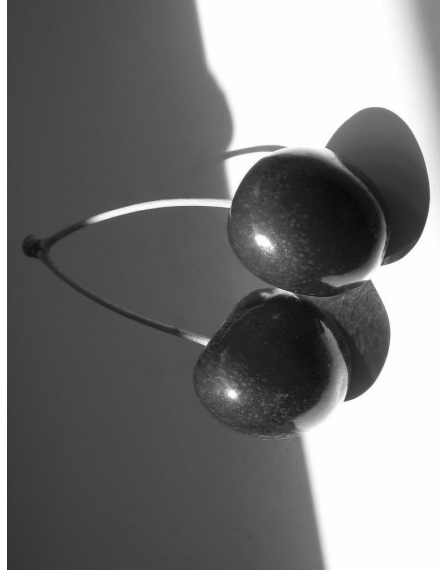
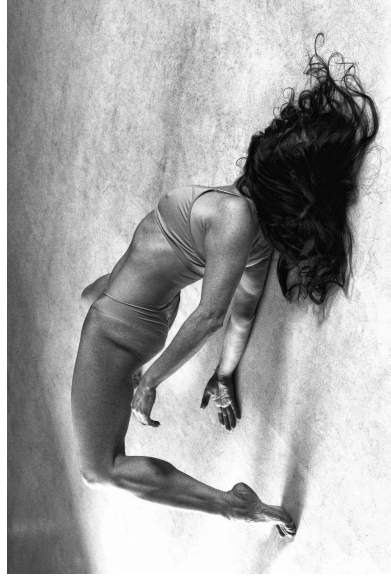
Skill builder **Drawing depth II**

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



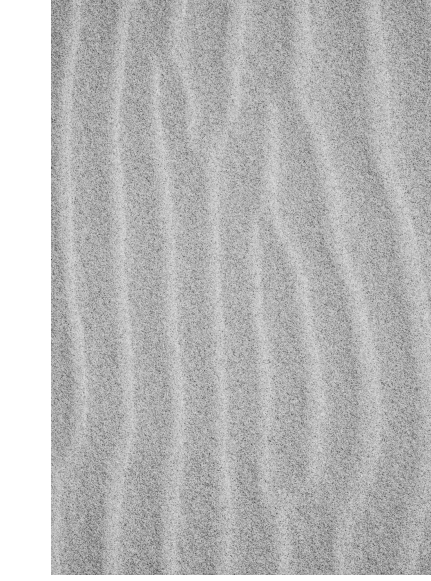
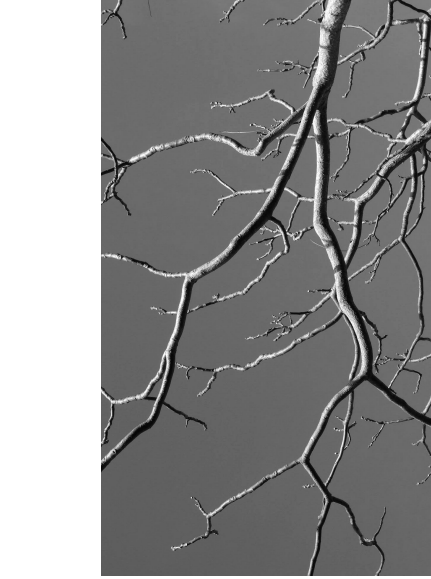
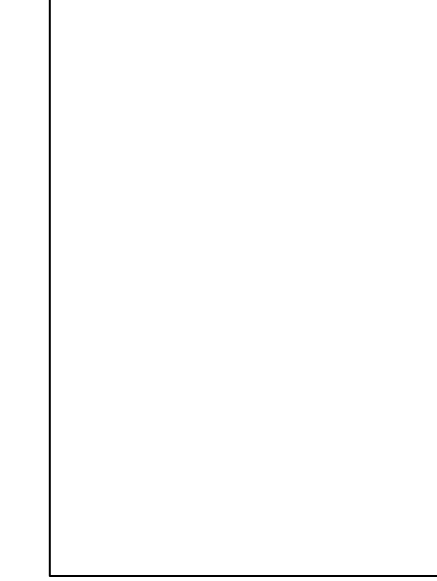
Skill builder Drawing depth III

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

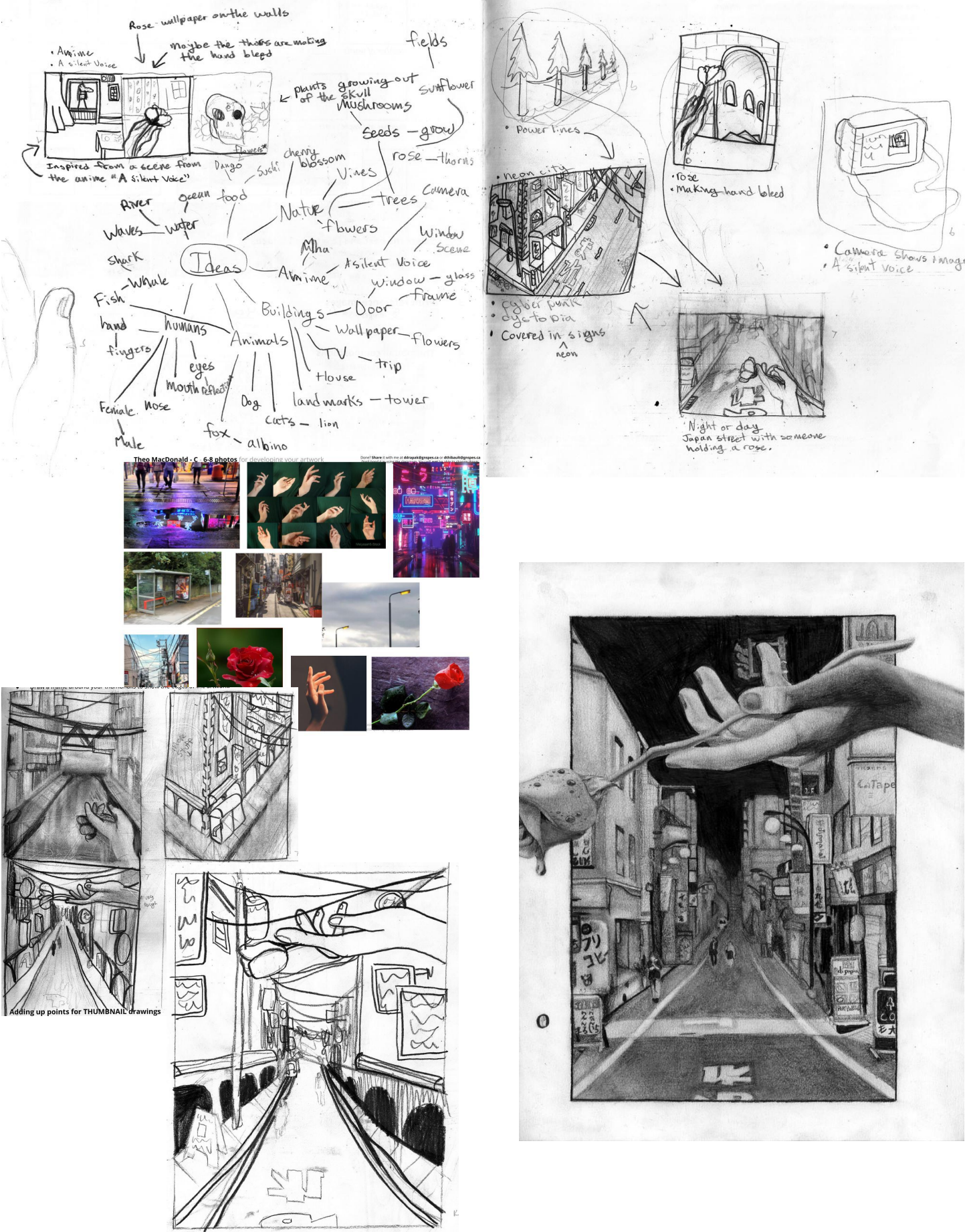


Skill builder Drawing depth IV

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

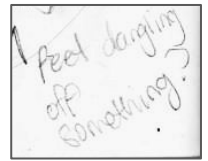
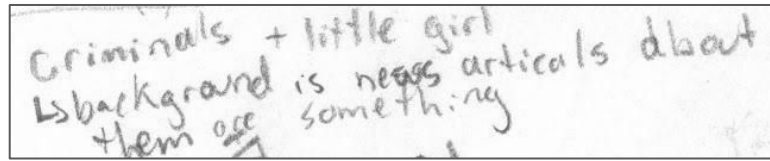
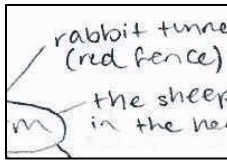


Development of Theo MacDonald's depth drawing

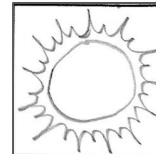
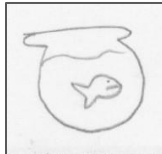


1 Generate ideas / Menjana idea

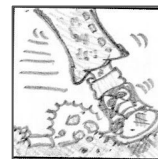
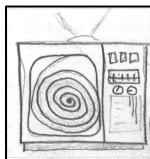
maximum of 50% / maksimum 50%



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 Thumbnail compositions / Gubahan lakaran kecil maximum of 10 thumbnails

+1 thumbnail for rough collage / +1 lakaran kecil untuk kolaj kasar = □ 8%

thumbnails / lakaran kecil ____ × 8% = ____ %

5 Rough copy / Salinan kasar great quality+ / kualiti hebat+

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 penjaan 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.

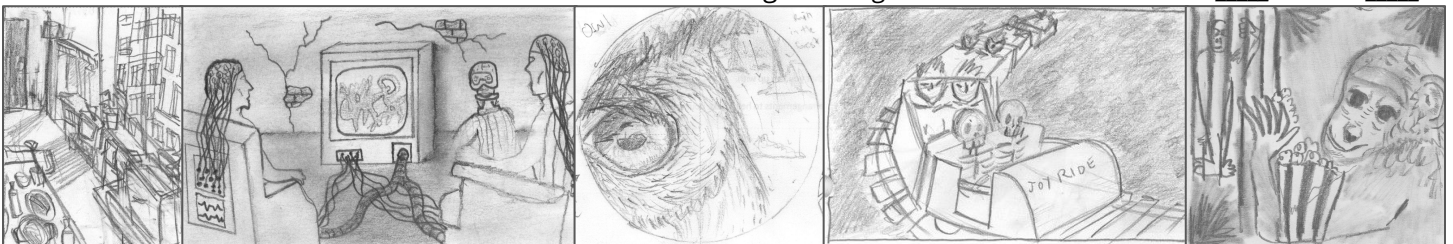
Number of reference photos / Bilangan foto rujukan → ____ × 5% = ____%

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 sahaja 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* → _____ $\times 8\% =$ _____ %



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% = ____%



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%

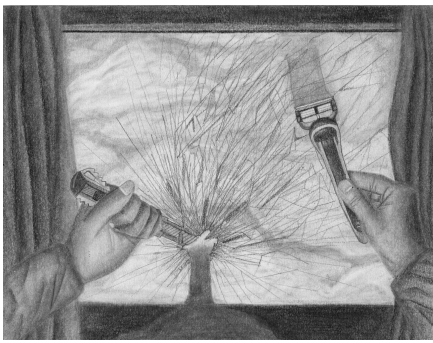
Ruby Jangaard 6-8 photos for developing your artwork

Never heard this in the design classroom



Don't copy images as you wish. Draw from your own ideas and imagination. You must add up to 10 points for your ideas. Use the last point for your best idea. Up to 4 printed images = 5% points.

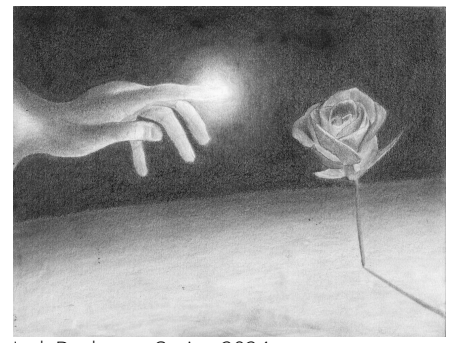




Yeonji Jung, Spring 2024



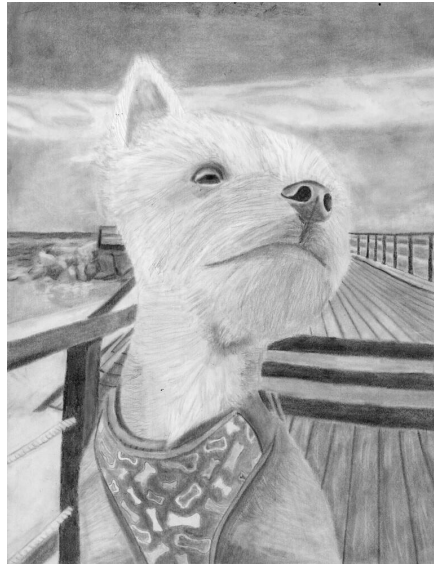
Remi Partridge, Spring 2024



Jack Buckman, Spring 2024



Felix Silver, Spring 2024



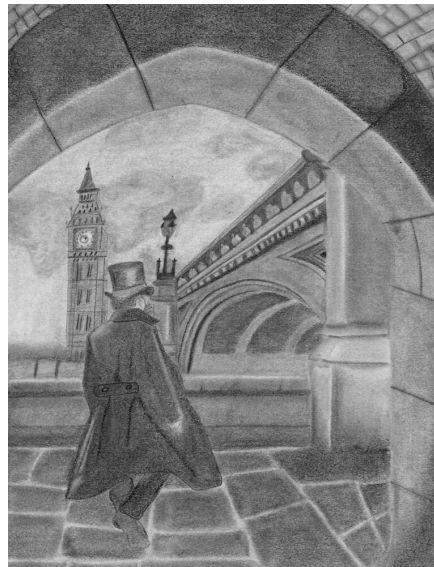
Brooklyn Hubley, Spring 2024



Eunsol Lee, Spring 2024



Alex Damczyk, Spring 2024



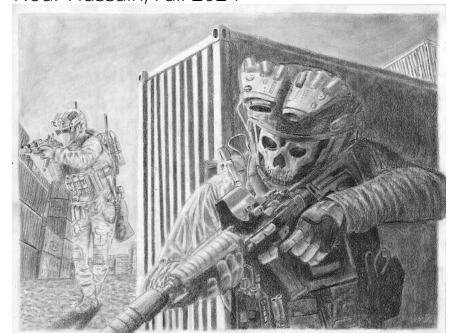
Mona Albaqami, Fall 2024



Nour Hussain, Fall 2024



Taliyah Walter, Fall 2024



Callum Muise, Spring 2024



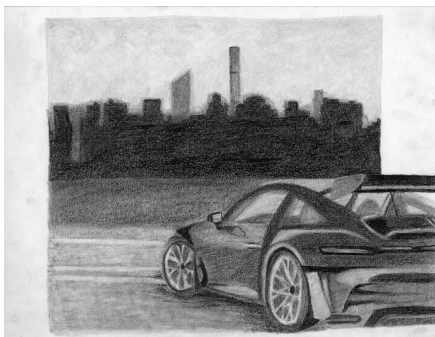
Gabby Leitao, Spring 2024



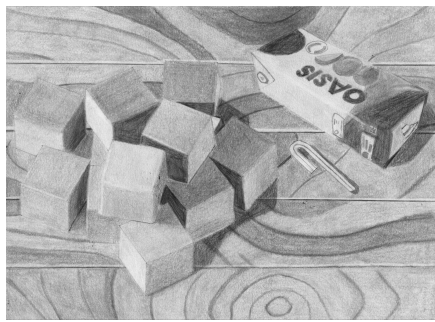
Eliza Kim, Spring 2024



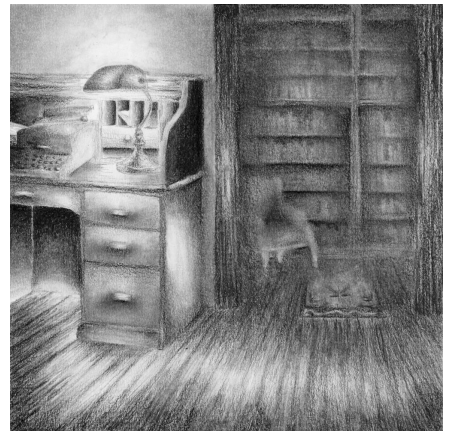
Alana Mercier, Spring 2024



Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



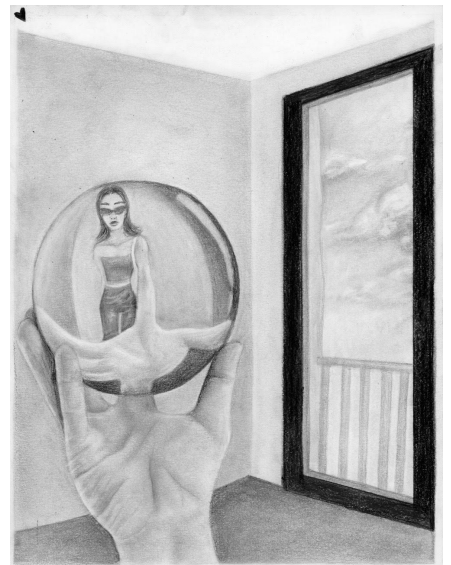
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



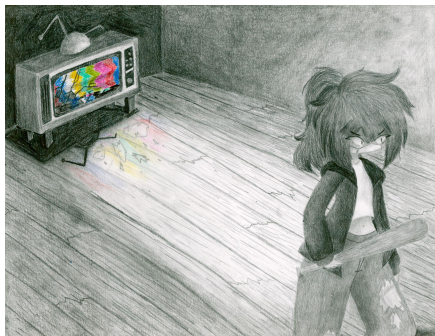
Felix Harpur, Fall 2023



Valeriia Shevchenko, Fall 2023



Lily Webb, Fall 2023



Chloe Snair, Fall 2023



Fatma Yaman, Fall 2023



Catherine Fraser, Spring 2024

Maklum balas pertengahan projek kepada pelajar – Lukisan Kedalaman

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.

Projek ini akan dinilai mengikut tiga kriteria umum. Untuk membantu anda melakukan yang terbaik, berikut ialah beberapa maklum balas dengan cadangan tentang cara menambah baik lukisan anda. Saya hanya memilih apa yang saya fikir adalah nasihat yang paling penting untuk anda. Jika cadangan ini tidak jelas, sila tanya saya atau rakan.

Shading, Proportion, and Detail / Lorekan, Perkadaran dan Perincian

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.

Melorek menggunakan cahaya dan gelap untuk melukis. Ia adalah cara mudah untuk menjadikan sesuatu kelihatan realistik dan tiga dimensi. Proportion ialah nama kemahiran di mana anda menggambarkan bentuk dan saiz dengan tepat.

- ☐ **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.
***Perhatikan dengan teliti.** Teruskan melihat gambar anda. Cuba lupakan perkara yang anda lihat, dan fokus pada garisan dan bentuk komponen. Nampaknya beberapa karya seni anda diambil daripada ingatan, menjadikannya kurang realistik.*
- ☐ **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.
***Pertimbangkan perubahan dalam tekstur.** Rambut memerlukan jenis lukisan yang berbeza daripada kulit kayu, awan, air atau batu. Cuba tangkap tekstur perkara berbeza yang anda lukis.*
- ☐ **Lighten your outlines.** Outlines are essential to getting proportions correct, but they should disappear after you start shading.
***Ringankan garis besar anda.** Garis besar adalah penting untuk mendapatkan perkadaran yang betul, tetapi ia sepatutnya hilang selepas anda mula melorek.*
- ☐ **Darken your darks.** Doing so will increase the overall impact of your drawing, and will help it pop.
***Gelapkan kegelapanmu.** Melakukannya akan meningkatkan kesan keseluruhan lukisan anda, dan akan membantu ia muncul.*
- ☐ **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.
***Tambahkan nada pada lampu anda.** Meninggalkan kawasan putih cenderung meninggalkan kesan bahawa karya seni anda belum selesai. Sebaliknya, cari warna kelabu terang yang boleh anda tambahkan.*
- ☐ **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.
***Bekerja pada kelancaran.** Bina kelabu anda dengan menyusun lapisan arah garisan berselang-seli, gunakan garisan dengan garisan bertindih (tiada celah putih) atau gunakan tunggul pengadun.*
- ☐ **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.
***Bekerja pada pengadunan.** Bayang-bayang anda kadangkala berubah secara tiba-tiba daripada terang kepada gelap, dengan sedikit atau tiada kelabu tengah. Tambahkan kelabu pada bahagian tengah sehingga anda mendapat adunan halus dan bukannya lompatan secara tiba-tiba.*
- ☐ **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.
***Lihat dengan teliti pada kelabu yang berbeza.** Anda boleh mendapatkan tekstur rambut asas dengan mencipta garisan yang mengalir sepanjang panjang. Walau bagaimanapun, ia berfungsi lebih baik apabila anda meniru corak terang dan gelap bagi helai yang berbeza. Ia mengambil lebih banyak masa, tetapi kesannya berkali-kali lebih kuat.*

Sense of Depth / Rasa Kedalaman

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

Anda boleh menggunakan banyak teknik untuk mewujudkan rasa kedalaman dalam karya seni anda.

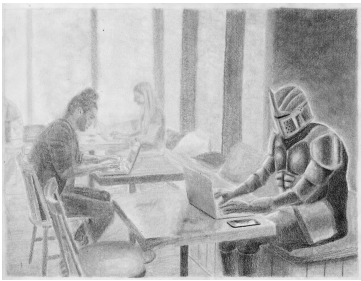
- ☐ **Add detail to the closest areas, and reduce it in the distance.** Right now, your artwork does not use changes in detail to show depth. You may have to blur some of the existing detail in the distance to make this look natural, and add very precise detail to the closest objects.
***Tambahkan perincian pada kawasan yang paling hampir, dan kurangkannya dalam kejauhan.** Buat masa ini, karya seni anda tidak menggunakan perubahan secara terperinci untuk menunjukkan kedalaman. Anda mungkin perlu mengaburkan beberapa butiran sedia ada di kejauhan untuk menjadikan ini kelihatan semula jadi, dan menambah butiran yang sangat tepat pada objek terdekat.*
- ☐ **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.
***Tambahkan kontras pada kawasan terdekat dan kurangkan kontras pada jarak.** Perkara yang mempunyai warna putih lebih cerah dan hitam lebih gelap kelihatan lebih dekat dengan anda. Perkara yang mempunyai kontras rendah, seperti pudar menjadi latar belakang kelabu, kelihatan lebih jauh.*
- ☐ **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.
***Tambahkan lebih banyak lapisan kedalaman pada karya seni anda.** Buat masa ini karya seni anda mempunyai deria kedalaman yang sempit. Tambahkan sesuatu di hadapan dan/atau di belakang supaya terdapat lapisan jarak tambahan.*
- ☐ **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.
***Gunakan pertindihan, perubahan saiz atau garisan menumpu untuk menunjukkan jarak juga.** Sudah tentu, ini adalah kaedah yang mudah, tetapi ia berkesan. Kebanyakan orang mementaskan karya seni mereka supaya aksi itu tidak bertindih. Ini boleh diramal dan mendatar.*

Composition / Komposisi

Composition is the overall arrangement and completeness of your artwork.

Komposisi ialah susunan keseluruhan dan kesempurnaan karya seni anda.

- ☐ **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.
***Kembangkan latar belakang anda.** Latar belakang meletakkan seseorang atau objek di tempat tertentu, nyata atau khayalan. Berbanding dengan lukisan tanpa latar belakang, karya seni anda mungkin kelihatan ringkas dan tidak lengkap.*
- ☐ **Start shading your background.** You have some lines in there, but it lacks substance in comparison to the rest of your drawing.
***Mulakan lorekkan latar belakang anda.** Anda mempunyai beberapa garisan di sana, tetapi ia tidak mempunyai bahan berbanding lukisan anda yang lain.*
- ☐ **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.
***Karya seni anda digubah secara berpusat.** Elakkan mempunyai perkara penting di tengah-tengah. Alihkannya dari tengah dan pertimbangkan untuk mengezum masuk padanya atau mencipta gubahan senget.*
- ☐ **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.
***Anda kelihatan di belakang.** Sila pertimbangkan untuk mengerjakan projek anda pada waktu makan tengah hari atau sebelum atau selepas sekolah. Atau, cuba percepatkan langkah anda atau gunakan masa anda dengan lebih berkesan semasa kelas. Jika anda sudah cukup melakukan, anda boleh bertanya sama ada anda boleh membawanya pulang untuk mengerjakannya. Ingat bahawa jika terlalu banyak kerja anda dilakukan di luar sekolah saya tidak boleh menerimanya.*



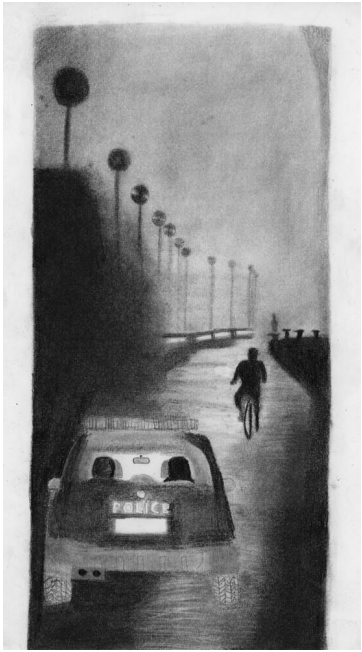
Quinn Ryall, Fall 2024



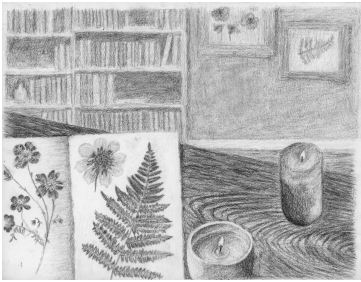
Cordelia Masuda, Fall 2024



Ana Mihai, Fall 2024



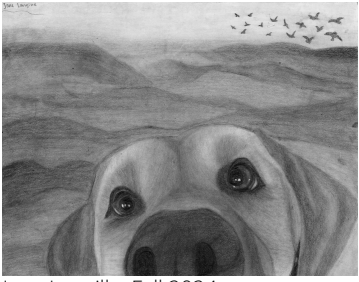
Sienna Matthew, Spring 2025



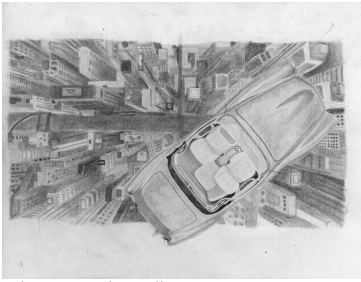
Oliver Jamieson, Fall 2024



Sam Shapiro, Fall 2024



Jane Langille, Fall 2024



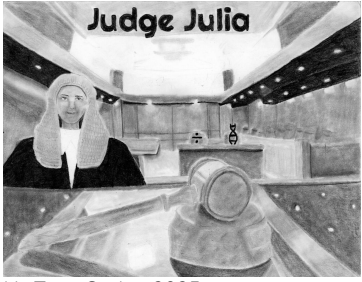
Jule Conrady, Fall 2024



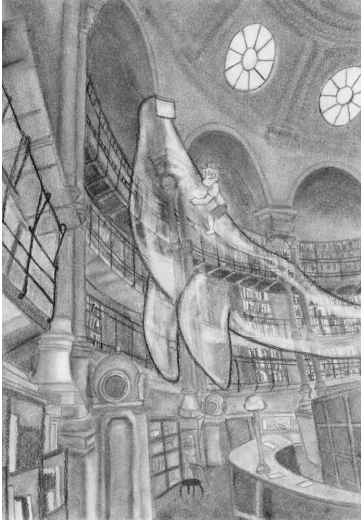
Emma Norovsambuu, Spring 2025



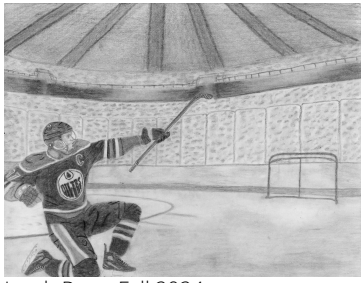
Libby Zhang, Fall 2024



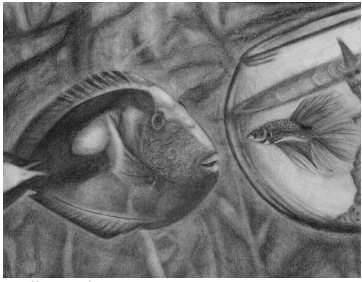
Liv Tate, Spring 2025



Gabin Lee, Fall 2024



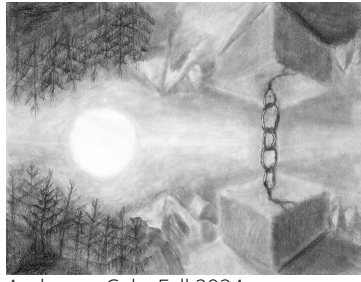
Jacob Ryan, Fall 2024



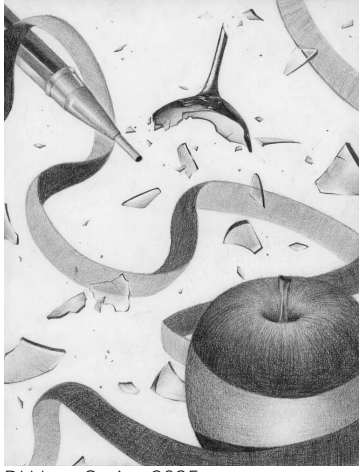
Nell McClare, Spring 2025



Maddox Nye, Fall 2024



Anderson Cole, Fall 2024



DH Lee, Spring 2025



Oliver MacDonald, Spring 2025