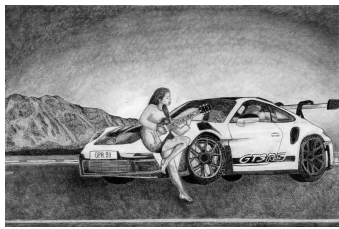




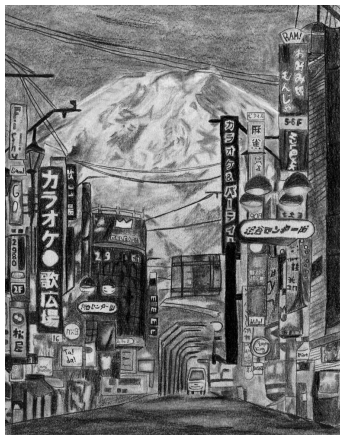
Isabelle Christie, Spring 2025



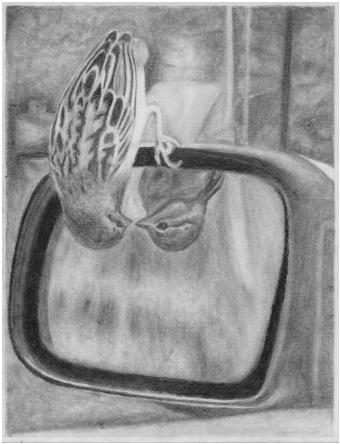
Julia Hann, Spring 2025



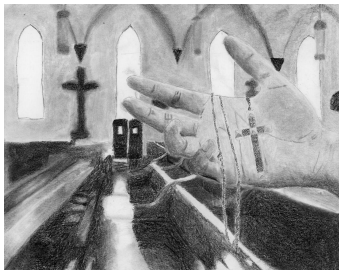
Bridget Gray, Spring 2025



Jainerex Adajar, Spring 2025



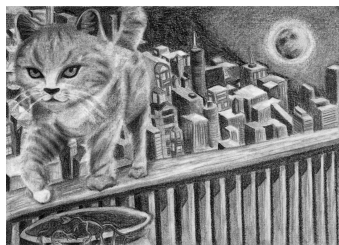
Esja Nener, Spring 2025



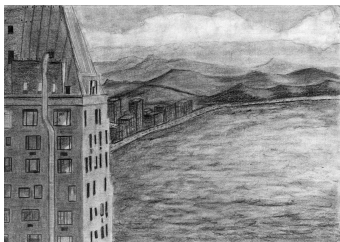
A McKeane, Spring 2025



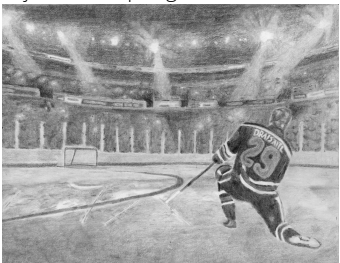
Danielle Brown, Spring 2025



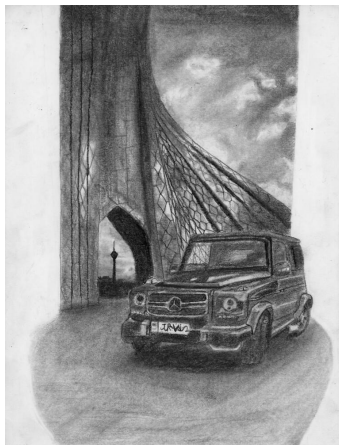
Sarah Martin, Spring 2025



Ram Dandu, Spring 2025



Luke Ryan, Spring 2025



Arvin Kiyabi, Spring 2025



Lily Crooks, Spring 2025



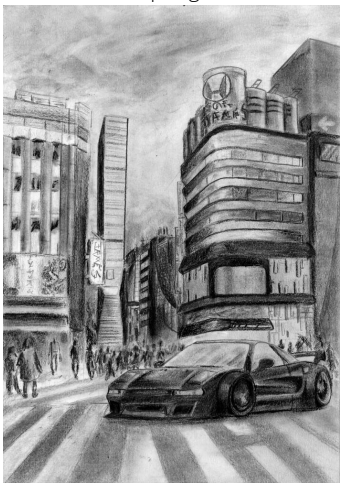
Rowan Pottie, Spring 2025



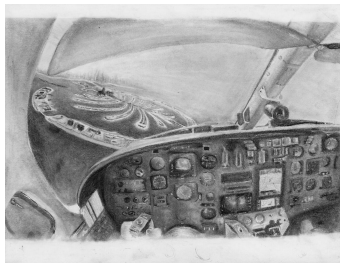
Eunsol An, Spring 2025



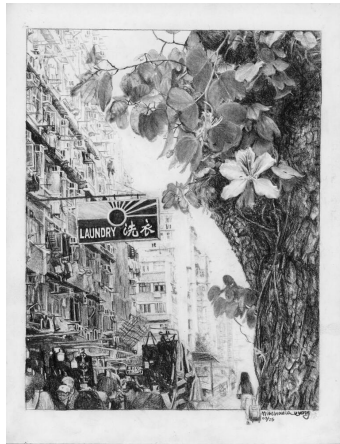
Paityn Fownes, Spring 2025



James Clark, Spring 2025



Stephanie Connor, Spring 2025



Mischaela Wong, Spring 2025



Lana Cvetkovic, 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

Evaluasi gambar jero & Nyiptakeun karya seni anjeun léngkah-léngkah

Shading, proportion & detail: Proportion, contour, deep black colours, smoothness, and blending.
Shading, proporsi & jéntré: Proporsi, kontur, kelir hideung jero, smoothness, sarta blending.

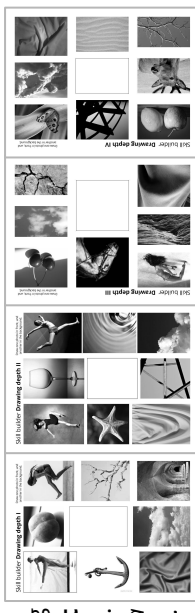
Sense of depth: Changing focus, contrast, size, and perspective.
Rasa jero: Ngarobih fokus, kontras, ukuran, sareng sudut pandang.

Composition: Complete, full, balanced, and non-central.
Komposisi: Lengkep, pinuh, saimbang, sareng henteu sentral.

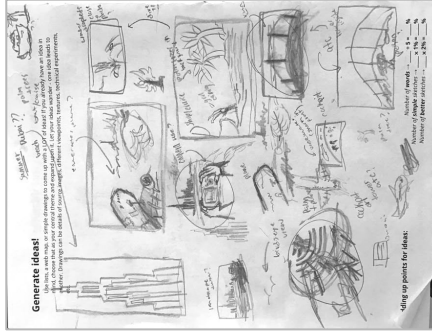
- ☐ 1. Practice drawing blurs to show depth.
Prakték ngagambar blur pikeun nunjukkeun jerona.



- ☐ 2. Practice drawing two photos put together.
Latihan ngagambar dua foto babarengan.



- ☐ 3. Generate a large number of ideas that you could combine.
Ngahasilkeun sajumlah ageung ide anu anjeun tiasa gabungkeun.



- ☐ 4. Choose the best ideas and possible combinations.
Pilih ideu pangsaéna sareng kombinasi anu mungkin.

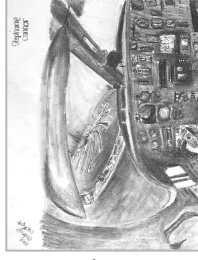
- ☐ 5. Collect photographs and alternates that you could combine for your ideas.
Kumpulkeun foto sareng alternatif anu anjeun tiasa gabungkeun pikeun ideu anjeun.



- ☐ 6. Make thumbnails, putting photos together in a non-central composition.
Jieun gambar leutik, nempatkeun foto babarengan dina komposisi non-central.



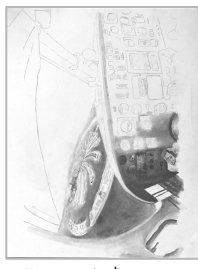
- ☐ 7. Draw a rough copy.
Ngagambar salinan kasar.



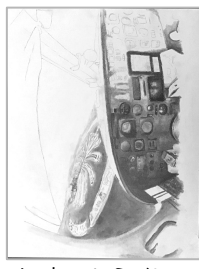
- ☐ 8. Optionally make a digital collage.
Opsional ngadamel kolase digital.



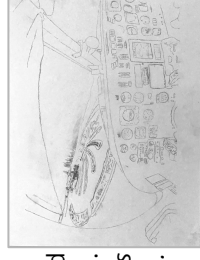
- ☐ 11. Move to the sharper, high contrast parts in front, and write a goal.
Pindah ka bagian anu langkung jelas, kontras anu luhur di payun, sareng tuliskeun tujuan.



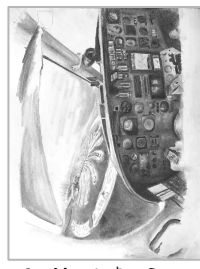
- ☐ 12. Keep looking at your reference photos for improvement, and write a goal.
Tetep ningali foto rujukan anjeun pikeun perbaikan, sareng tulis tujuan.



- ☐ 9. Trace a light outline and write a goal.
Lacak outline cahaya sareng tulis tujuan.



- ☐ 13. Keep moving between the front and background to connect them, and write a goal.
Terus pindah antara hareup jeung tukang pikeun nyambungkeun aranjeunna, jeung nulis gol.



- ☐ 14. Keep building up layers of drawing to refine it, and write a goal.
Tetep ngawangun lapisan gambar pikeun nyaring éta, sareng nyerat tujuan.



Depth drawing goal-setting

____/10

Depth drawing goal-setting

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.

Dina ahir unggal kelas, punten nyandak waktos nulis tujuan anjeun pikeun kelas salajengna. Karya seni anjeun bakal ditandaan dumasar kana kaahlian gambar téknis anjeun, kamampuan pikeun nyiptakeun rasa jero, sareng kumaha saé anjeun nyiptakeun komposisi anu saimbang, non-sentral. Tetep kriteria ieu dina pikiran nalika milih tujuan anjeun.

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

Janten spésifik: *Bagian mana tina gambar anjeun anu anjeun fokuskeun? Kaahlian ngagambar naon anu anjeun peryogikeun pikeun ngalakukeun ieu?*

- | | | |
|---|--|--|
| → | What should be improved and where:
<i>Naon anu kedah dironjatkeun sareng dimana:</i> | <i>"Look for more detail in the shadows of the trees"</i>
<i>"Téangan langkung rinci dina kalangkang tangkal"</i> |
| → | What should be improved and where:
<i>Naon anu kedah ningkat sareng dimana:</i> | <i>"I need to lower the contrast in the sky"</i>
<i>"Kuring kedah nurunkeun kontras di langit"</i> |
| → | What can be added and where:
<i>Naon anu tiasa ditambahan sareng dimana:</i> | <i>"I should add some trees in front of the lake"</i>
<i>"Kuring kedah nambahan sababaraha tangkal di payuneun danau"</i> |
| → | What you can do to catch up:
<i>Naon anu anjeun tiasa laksanakeun pikeun nyusul:</i> | <i>"I need to take my drawing home this weekend."</i>
<i>"Kuring kedah nyandak gambar kuring ka bumi sabtu minggu ieu."</i> |

1.

2.

3.

4.

5.

6.

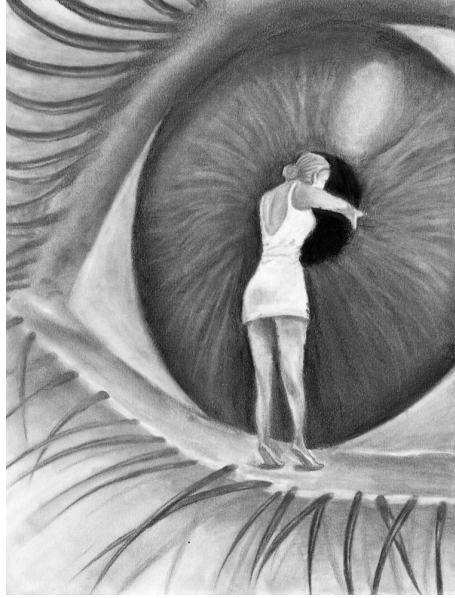
7.

8.

The depth drawing all time hall of fame



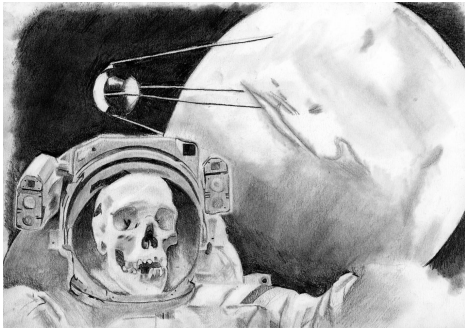
Sarah Regan, Fall 2018



Henry Patel, Spring 2019



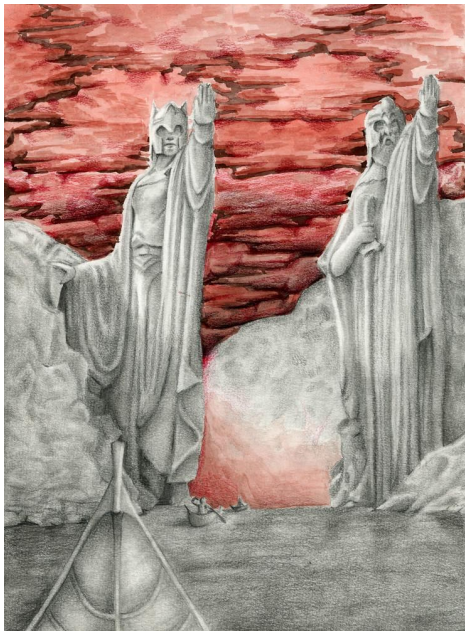
Anna Wuensch, Spring 2020



Dylan Smith, Spring 2018



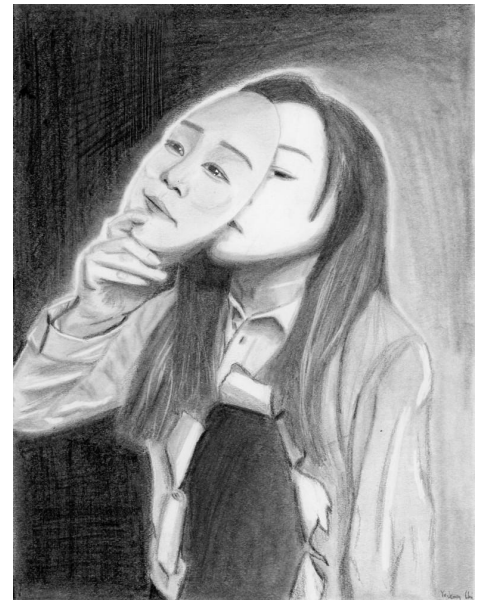
Lungta Boyce, Fall 2019



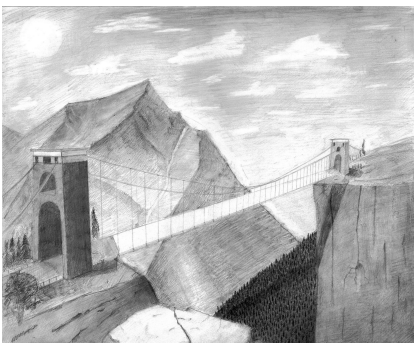
Hayden Coyle, Fall 2017



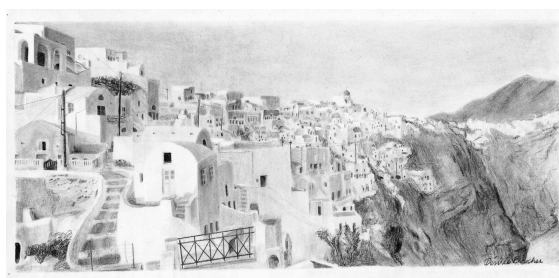
Edie Ford, Fall 2016



Choi Yoojeong, Spring 2017



Danny Liu, Fall 2015



Desiree Boucher, Spring 2014



Linda Yu, Spring 2013

Vocabulary for the Depth Drawing

Kekecapan pikeun Ngagambar Jerona

atmospheric perspective
sudut pandang atmosfir

making things that are far away seem blurred and less contrasty
nyieun hal anu jauh sigana kabur tur kirang kontras

background
latar

the part of an artwork that is far away
bagian tina hiji karya seni anu jauh

blending
blending

in drawing: mixing from light to dark greys; in painting: mixing from one colour to another
dina gambar: nyampur tina lampu kana abu poék; dina lukisan: Pergaulan ti hiji warna ka nu sejen

blurring details
detil kabur

making small things have less detail so they seem far away
nyieun hal-hal leutik kurang jéntré sangkan sigana jauh

central composition
komposisi sentral

an arrangement where the most important thing is in the middle
susunan dimana hal pangpentingna aya di tengah

composition
komposisi

the arrangement of things in an artwork
susunan hal dina karya seni

contrast
kontras

the difference between the lights and darks
bédana antara lampu jeung darks

creativity
kreativitas

ideas that are useful, unique, and insightful
gagasan anu mangpaat, unik, jeung wawasan

cropping
motong

cutting off part of a picture
motong bagian tina gambar

decreasing contrast
ngurangan kontras

making the difference between the lights and darks smaller so that things look muddier and far away
ngajadikeun bédana antara lampu jeung poék leuwih leutik ku kituna hal kasampak muddier tur jauh

depth
Jero

the sense that some things are near and others are far away
rasa yén sababaraha hal anu deukeut jeung lianna nu jauh

idea development
ngembangkeun ide

a process that is used to create useful, insightful, and unique ideas
prosés nu dipaké pikeun nyieun mangpaat, wawasan, jeung gagasan unik

increasing contrast
ningkatkeun kontras

making the range between the lights and darks bigger so that things look more intense and near
ngajantenkeun jarak antara lampu sareng gelap langkung ageung supados hal-hal katingali langkung sengit sareng caket

insightful
wawasan

something that shows deep thinking
hal anu nembongkeun pamikiran jero

non-central composition
komposisi non-sentral

an arrangement where the most important thing is NOT in the middle
susunan dimana hal pangpentingna NOT di tengah

perspective
sudut pandang

using diagonal lines that converge to create a realistic sense of depth
ngagunakeun garis diagonal nu konvergen nyieun rasa realistis jero

rotating
puteran

turning a picture to a new angle
ngarobah gambar ka sudut anyar

sharpening details
Asah rinci

making small things have more detail so they seem close up
nyieun hal leutik boga leuwih jéntré ngarah sigana nutup nepi

thumbnail drawings
gambar leutik

small drawings that are used to develop the composition of an artwork
gambar leutik nu dipaké pikeun ngembangkeun komposisi hiji karya seni

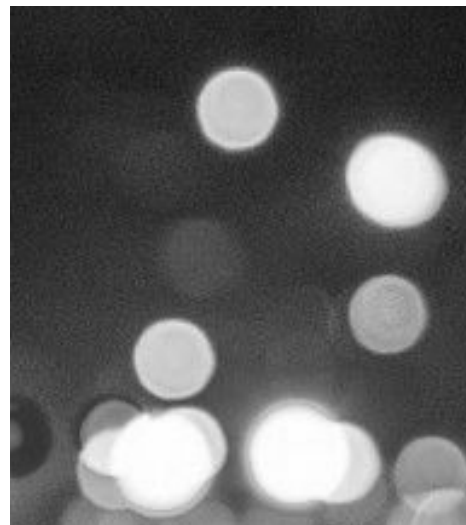
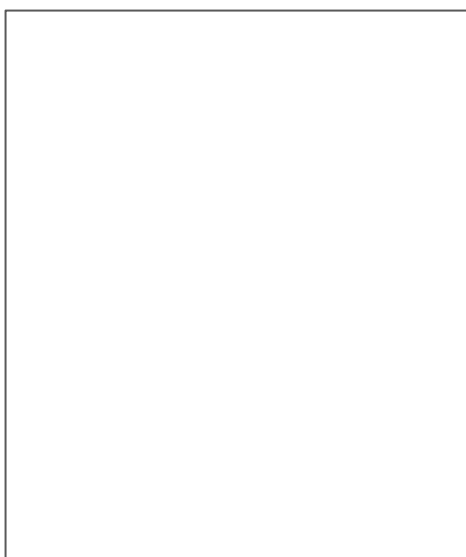
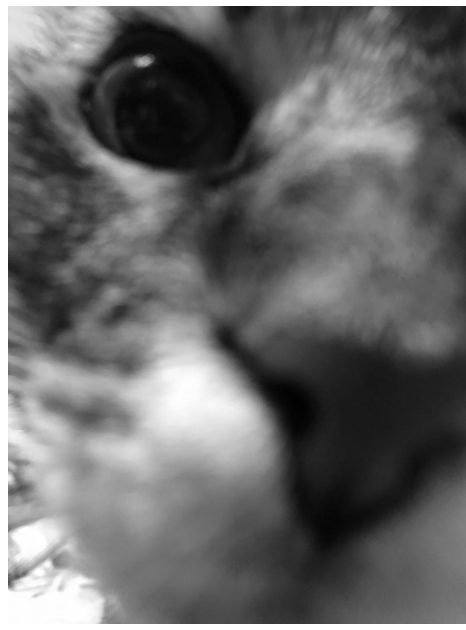
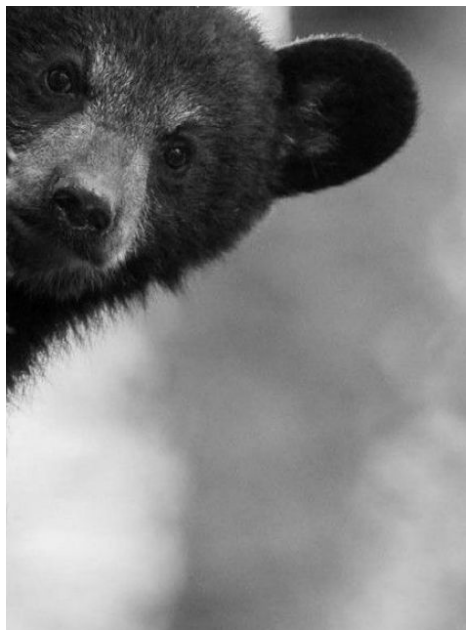
unique
Unik

something that is rare, or one-of-a-kind
hal anu langka, atawa hiji-of-a-jenis

zooming in/zooming out
ngazum gede/zum kaluar

making a picture seem closer (zoom in) or further away (zoom out)
nyieun gambar sigana leuwih deukeut (zum in) atawa leuwih jauh (zum kaluar)

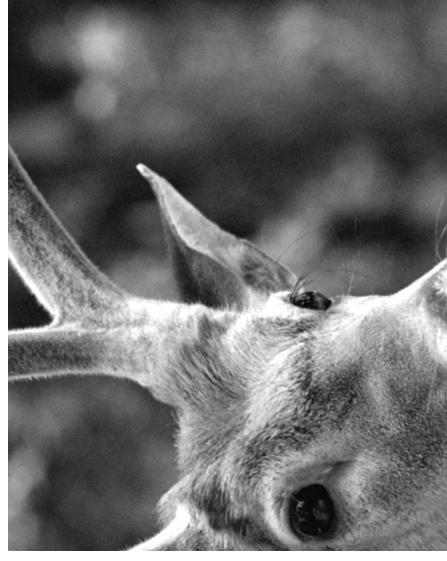
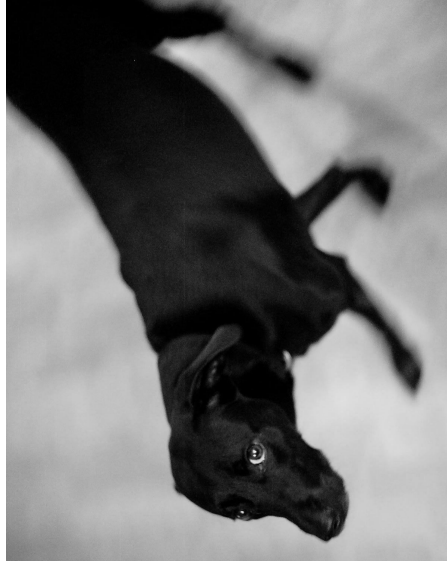
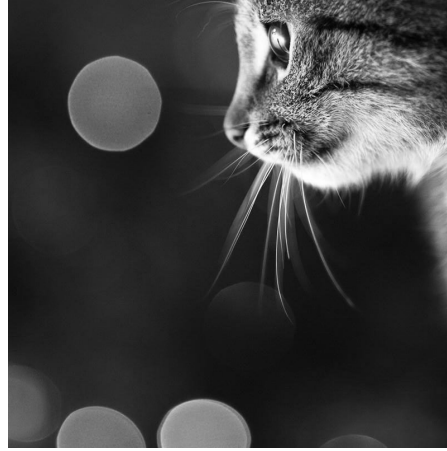
Skill builder



Skill builder

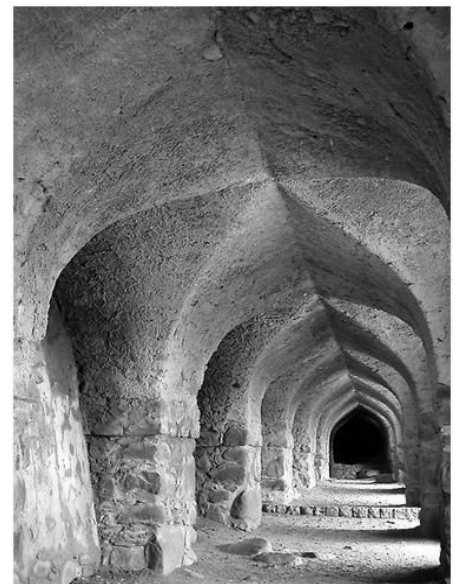
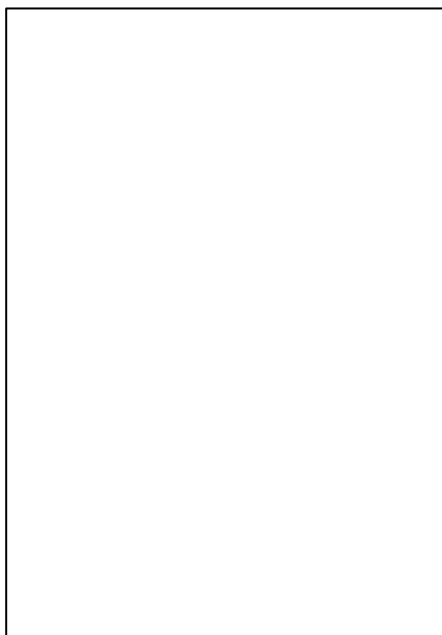
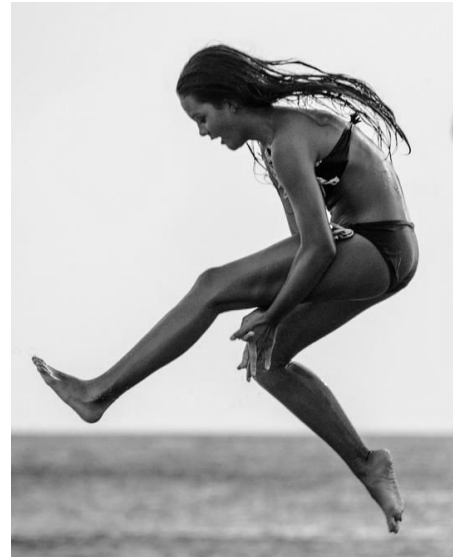


Drawing blurs II



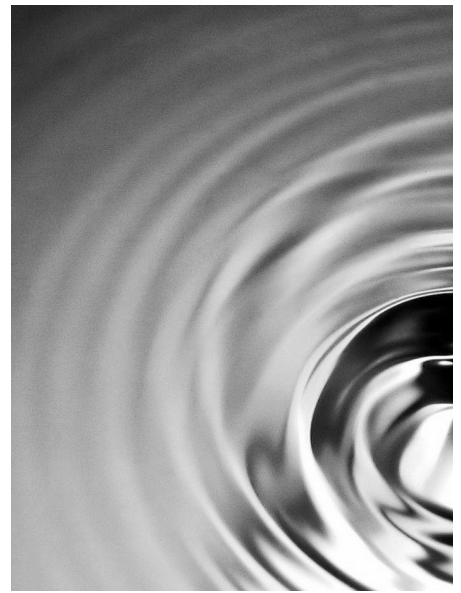
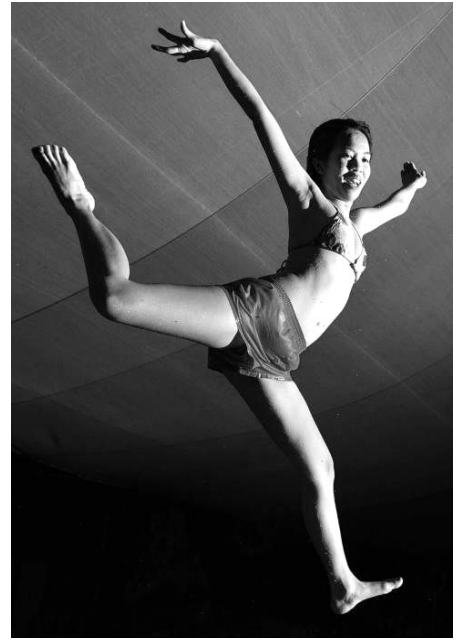
Skill builder **Drawing depth I**

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



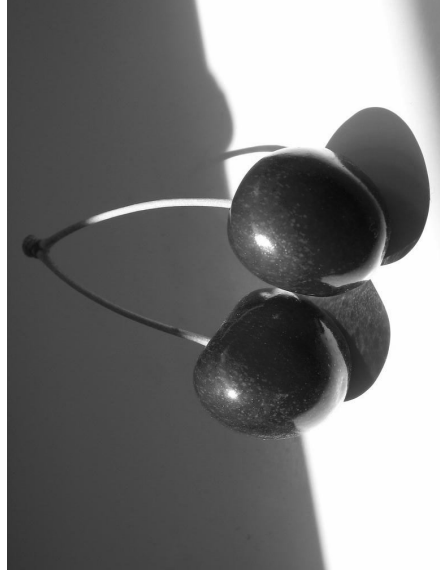
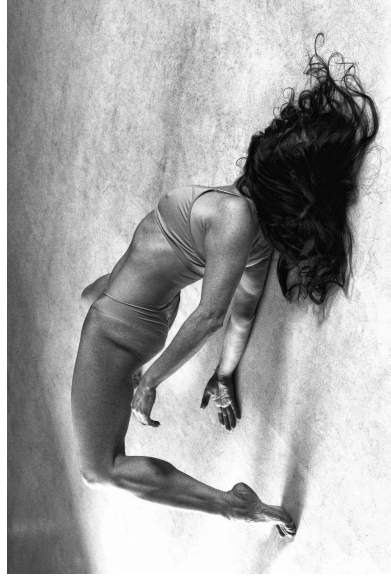
Skill builder **Drawing depth II**

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



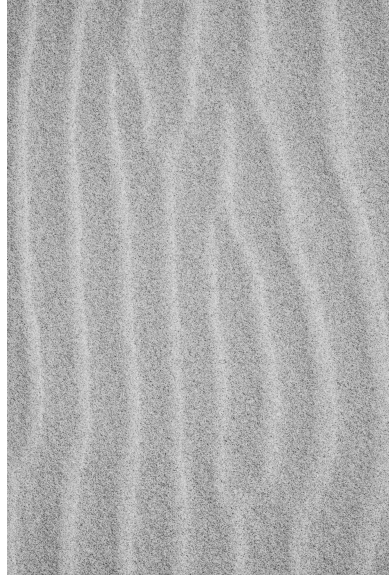
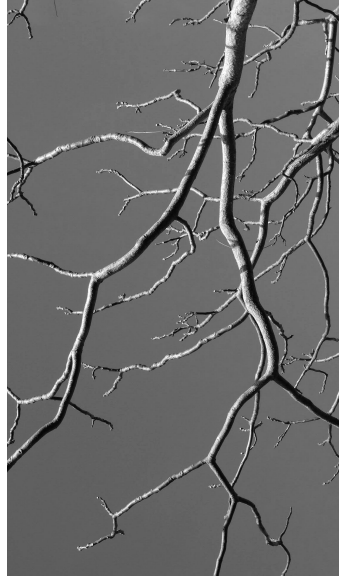
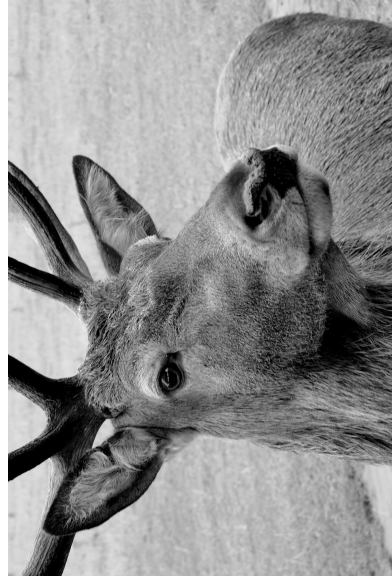
Skill builder Drawing depth III

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

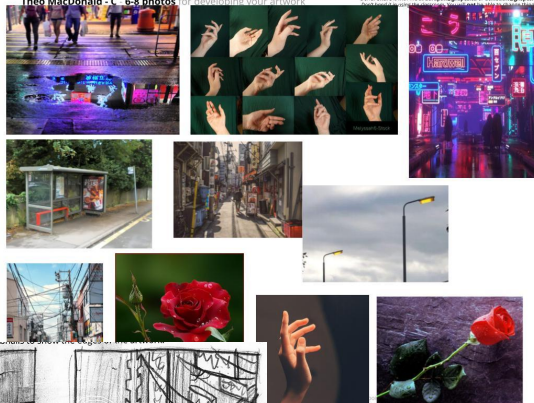
Ideas

- Anime
• A silent voice
- Rose - wallpaper on the walls
→ maybe the thorns are making the hand bleed
- fields
- plants growing out of the skull
Mushrooms
- seeds - grow
- rose - thorns
- cherry blossom
- Vines
- Trees
- Camera
- Window scene
- flowers
- Mha
- Asilent voice
- window - glass
- frame
- Buildings - Door
- Wall paper - flowers
- TV - trip
- House
- landmarks - tower
- cat's - lion
- fox - albino
- Dog
- Mouth reflect
- eyes
- humans
- hand - fingers
- Fish - whale
- Shark
- waves - water
- ocean food
- Nature
- River

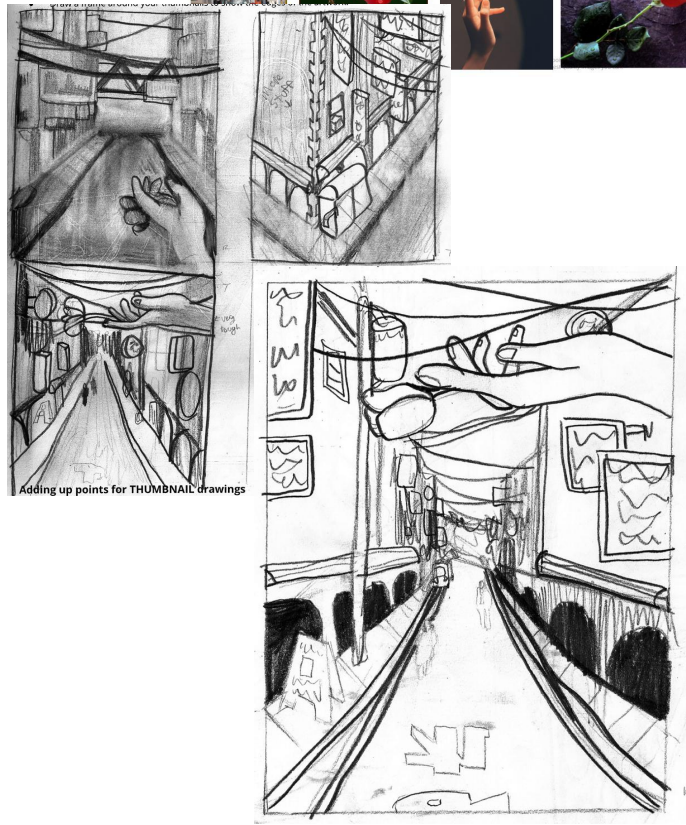
Sketches:

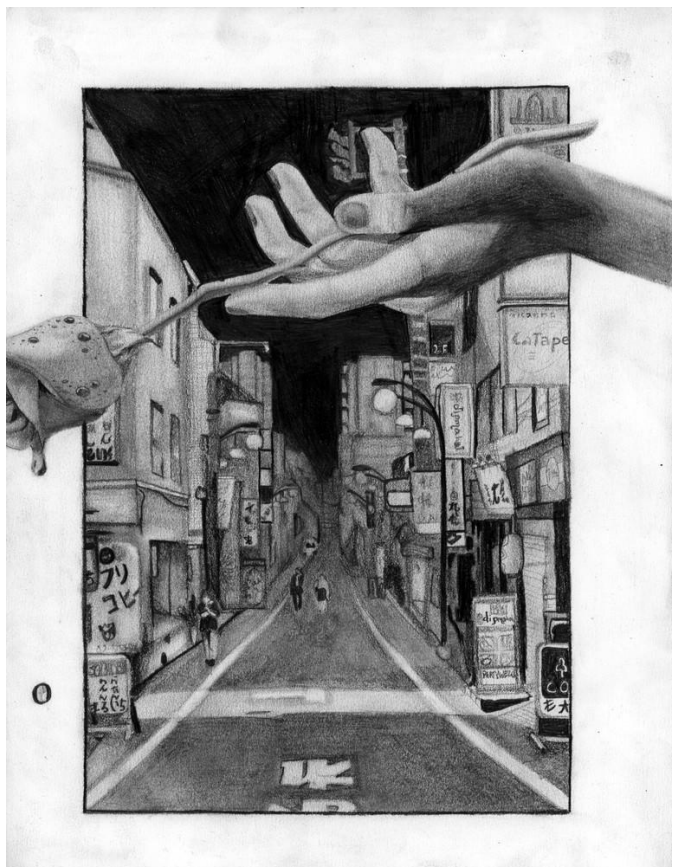
- Inspired from a scene from the anime "A silent voice"
- Dango
- Suki
- Power lines
- neon city
- rose making hand bleed
- Camera shows image A silent voice
- Cyber punk
- cyto dia
- Covered in signs neon
- Night or day Japan street with someone holding a rose.

Theo MacDonald - C 6-8 photos for developing your artwork



Adding up points for THUMBNAIL drawings

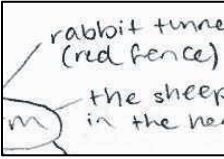




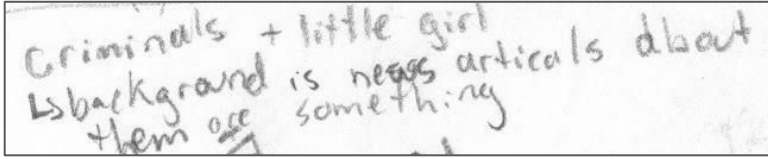
Idea Development / Pangwangunan Ide

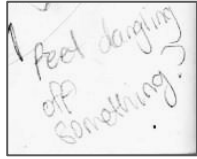
Name / Ngaran :

- Generate ideas / Ngahasilkeun ide** maximum of 50% / maksimal 50%



Number of **words** / Jumlah kecap → ____ ÷ 3 = ____%

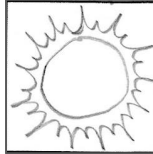
















Number of **simple** sketches / Jumlah sketsa basajan → ____ × 2% = ____%













Number of **better** sketches / Jumlah sketsa hadé → ____ × 4% = ____%
 - Select the best and join together ideas / Pilih anu pangsaéna sareng gabungkeun ideu**

Circle the **best** ideas / Lingkaran ideu anu pangsaéna
circled / ngurilingan = □ 5%

Link into **groups** of ideas / Tumbu kana grup gagasan
linked / numbu = □ 5%
 - Print reference images / Nyitak gambar rujukan** maximum of 8 images

images / gambar ____ × 5% = ____%
 - Thumbnail compositions / Komposisi gambar leutik** maximum of 10 thumbnails

+1 thumbnail for rough collage / +1 gambar leutik pikeun kolase kasar = □ 8%

thumbnails / gambar leutik ____ × 8% = ____%
 - Rough copy / Salinan kasar** great quality+ / kualitas hébat +

drawing / ngagambar ____ × 25% = ____%
- Total / Total = ____%**

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

CATETAN: Upami anjeun ngan saukur nyalin gambar tina internét, tanda anjeun turun ka 25%.

Generate ideas / Ngahasilkeun ide

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.

Anggo daptar, peta wéb, atanapi gambar sederhana pikeun ngahasilkeun LOT ideu! Upami anjeun parantos gaduh ide, pilih éta salaku téma sentral anjeun sareng dilegakeun. Hayu gagasan anjeun ngumbara - hiji gagasan ngarah ka nu sejen. Gambar tiasa rinci ngeunaan gambar sumber, sudut pandang anu béda, tékstur, ékspérimén téknis, jsb.

Adding up points for ideas / Nambahkeun titik pikeun ide

Number of **words** / Jumlah kecap → ____ ÷ 3 = ____ %
Number of **simple** sketches / Jumlah sketsa basajan → ____ × 2% = ____ %
Number of **better** sketches / Jumlah sketsa hadé → ____ × 4% = ____ %

Select the best

Pilih anu pangsaéna

Draw circles or squares around your best ideas
Gambar bunderan atanapi kuadrat sabudeureun ideu pangalusna anjeun

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

☐ Anjeun geus milih 3-7 gagasan pangalusna = 5%

Link the best into groups

Tumbu pangalusna kana grup

Draw dashed or coloured lines to link your best ideas into groups
that could work well together
Gambar garis putus-putus atanapi warna pikeun ngaitkeun ideu pangsaéna anjeun kana grup anu tiasa dianggo babarengan

☐ You have joined the best ideas with lines = 5%

☐ Anjeun geus ngagabung ideu pangalusna kalawan garis = 5%

Print references / *Nyitak 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.
Nyitak ENAM gambar rujukan supados anjeun tiasa sacara akurat niténan bagian anu nangtang tina karya seni anjeun. Nyandak sareng nganggo poto anjeun nyalira langkung dipikaresep, tapi milarian gambar ogé saé.
- **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.
Ulah ngan saukur nyalin gambar nu manggihan. Gagasanna nyaéta pikeun ngédit sareng ngagabungkeun gambar sumber pikeun nyiptakeun karya seni anjeun nyalira. Upami anjeun ngan saukur nyalin gambar, anjeun plagiat sareng bakal nampi nol pikeun generasi ide anjeun sareng kriteria naon waé anu ngalibetkeun kreativitas dina karya seni akhir anjeun.
- 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.
Nepi ka satengah gambar anjeun tiasa tina gambar, lukisan, atanapi karya seni anu sanés pikeun dianggo salaku inspirasi. Gambar anu sanés kedah janten foto anu réalistic.
- You must hand in the **printed** copy of the images to earn the marks.
Anjeun kedah nyerahkeun salinan gambar anu dicitak pikeun kéngingkeun tanda.

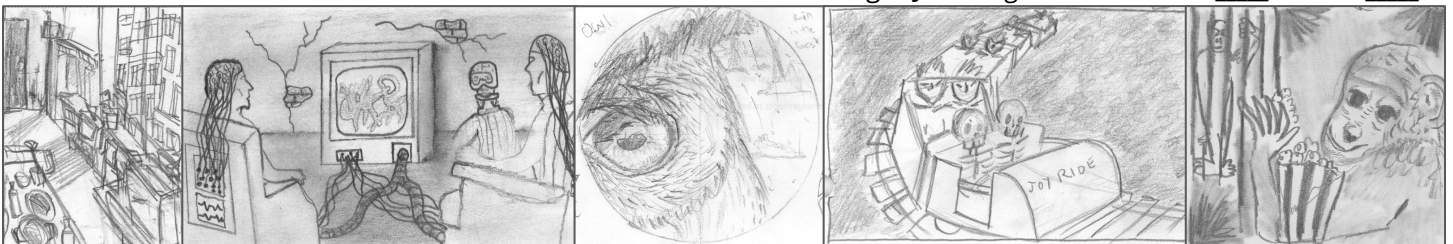
Number of reference photos / Jumlah poto rujukan → ____ × 5% = ____%

Thumbnail compositions / *Komposisi gambar leutik*

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
Jieun DUA atanapi langkung gambar gambar leutik dimana waé dina bagian pamekaran ide.
- These should be based on combinations of ideas that you come up with. Include your **background**.
Ieu kudu dumasar kana kombinasi gagasan nu datang nepi ka. Kalebet latar anjeun.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
Ékspérimén sareng sudut anu teu biasa, sudut pandang, sareng pangaturan pikeun ngabantosan karya seni anjeun menonjol.
- Draw a frame around your thumbnails to show the edges of the artwork.
Gambar pigura sabudeureun gambar leutik Anjeun pikeun mintonkeun edges karya seni.

Adding up points for THUMBNAIL drawings / *Nambahkeun titik pikeun gambar THUMBNAIL*

Number of **thumbnail** drawings / *Jumlah gambar leutik* → _____ × 8% = _____ %



Rough drawing / Ngagambar kasar

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
Candak ideu pangsaéna tina gambar leutik anjeun sareng gabungkeun kana salinan kasar anu langkung saé.
- Use this to work out the bugs and improve your skills before you start the real thing.
Anggo ieu pikeun ngabéréskeun bug sareng ningkatkeun kaahlian anjeun sateuacan ngamimitian hal anu nyata.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
Upami anjeun nganggo warna, paké cét atanapi pensil warna pikeun nunjukkeun skéma warna anjeun.
- Draw in a frame to show the outer edges of your artwork.
Gambar dina pigura pikeun nembongkeun ujung luar karya seni Anjeun.
- **Remember to choose a non-central composition.**
Inget pikeun milih komposisi non-sentral.

Examples of ROUGH drawings / Conto gambar ROUGH

Rough drawing/Ngagambar 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%

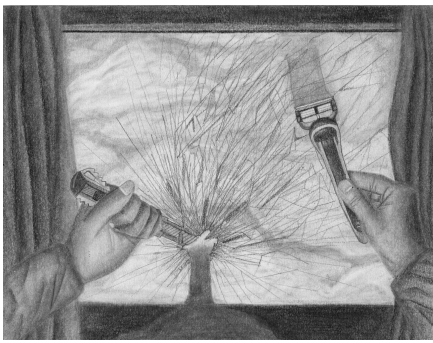
Ruby Jangaard 6-8 photos for developing your artwork

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 best ideas to develop your artwork. Photographs are the most useful for developing an idea. However, do not just copy images. Use the best ideas to develop your artwork.

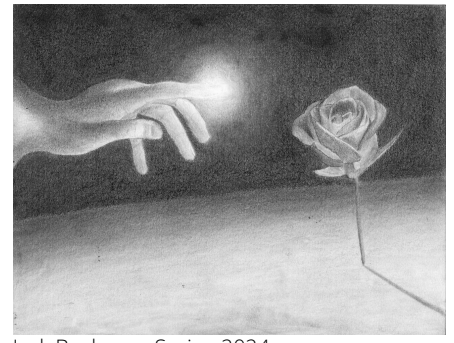




Yeonji Jung, Spring 2024



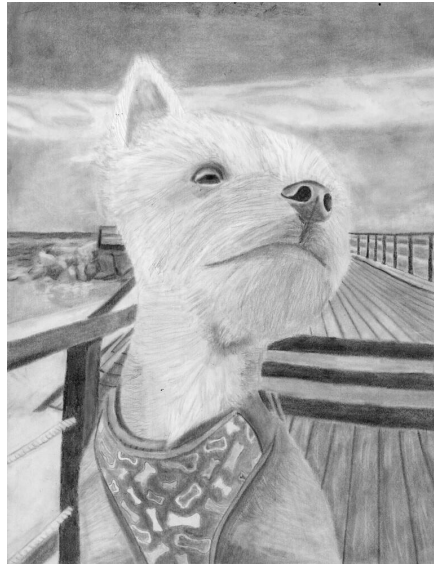
Remi Partridge, Spring 2024



Jack Buckman, Spring 2024



Felix Silver, Spring 2024



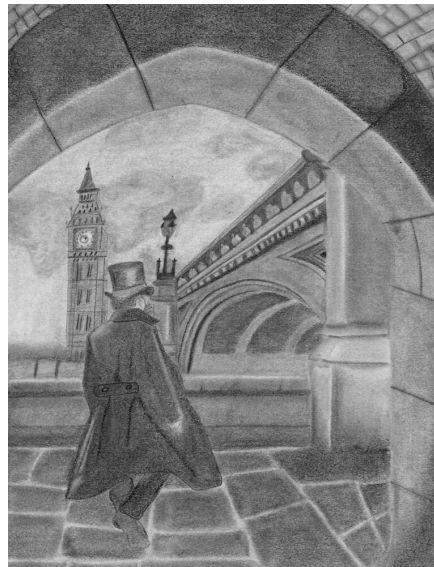
Brooklyn Hubley, Spring 2024



Eunsol Lee, Spring 2024



Alex Damczyk, Spring 2024



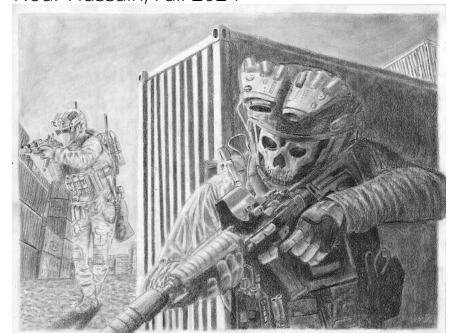
Mona Albaqami, Fall 2024



Nour Hussain, Fall 2024



Taliyah Walter, Fall 2024



Callum Muise, Spring 2024



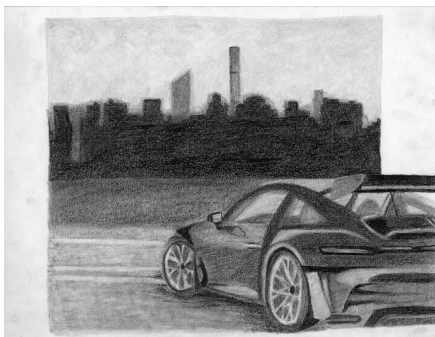
Gabby Leitao, Spring 2024



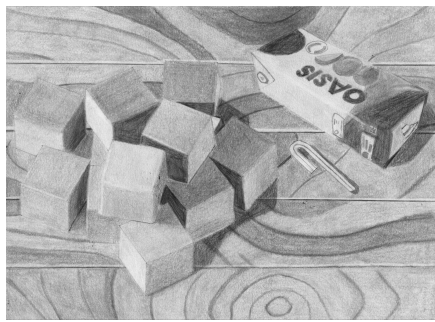
Eliza Kim, Spring 2024



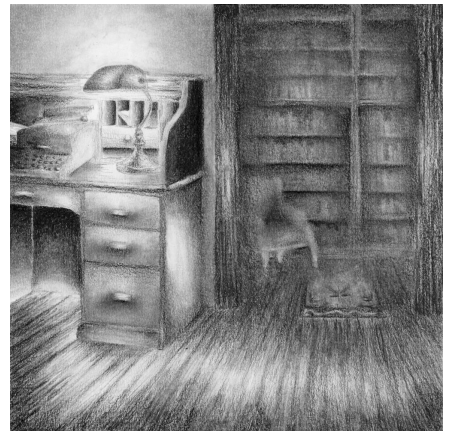
Alana Mercier, Spring 2024



Constance Power Gorveatt, Fall 2023



Logan Dibbin-Stone, Fall 2023



Julija Bowman, Fall 2023



Emma Mosher, Fall 2023



Maneila Murphy, Fall 2023



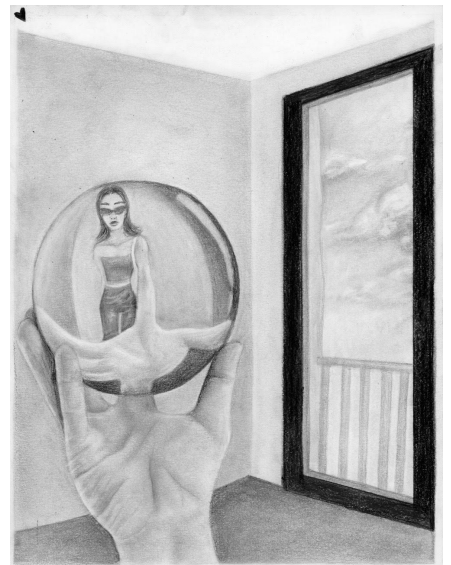
Zoey Berezowsky, Fall 2023



Kabir Kumar, Fall 2023



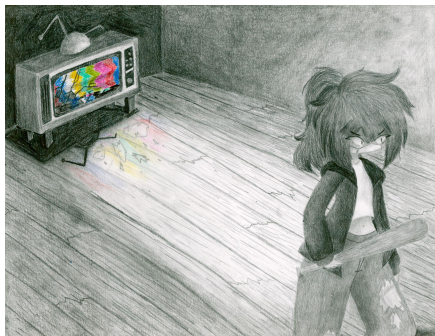
Felix Harpur, Fall 2023



Valeriia Shevchenko, Fall 2023



Lily Webb, Fall 2023



Chloe Snair, Fall 2023



Fatma Yaman, Fall 2023



Catherine Fraser, Spring 2024

Mid-project feedback to students – Depth Drawing

Name:

Eupan balik pertengahan proyék ka siswa – Depth Drawing Nami:

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.

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 jelas, mangga taroskeun ka abdi atanapi ka rereancangan.

Shading, Proportion, and Detail / *Shading, Proporsi, sareng Detil*

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 ngagunakeun lampu sareng poék pikeun ngagambar. Ieu mangrupikeun cara anu gampang pikeun ngajantenkeun hal-hal anu réalistik sareng tilu diménsi. 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. It appears that some of your artwork is drawn from memory, making it less realistic.
***Titénan taliti.** Terus ningali poto anjeun. Coba hilap naon anu anjeun tingali, sareng difokuskeun garis sareng bentuk komponén. Nembongan yen sababaraha karya seni anjeun dicokot tina memori, sahingga kirang realistis.*
- ☐ **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.
***Mertimbangkeun parobahan tékstur.** Bulu peryogi jinis gambar anu béda ti babakan, méga, cai, atanapi batu. Coba néwak tékstur tina rupa-rupa hal anu anjeun gambar.*
- ☐ **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 gentina.*
- ☐ **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 poék, kalawan sababaraha atawa euweuh abu tengah. Tambahkeun grays ka wewengkon tengah nepi ka anjeun mungkas nepi ka blends lemes tinimbang jumps dadakan.*
- ☐ **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.
***Tingali taliti dina grays béda.** 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.*

Sense of Depth / Rasa Jerona

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

Anjeun tiasa nganggo seueur téknik pikeun nyiptakeun rasa jero dina karya seni anjeun.

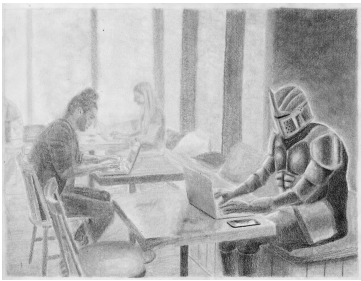
- ☐ **Add detail to the closest areas, and reduce it in the distance.** Right now, your artwork does not use changes in detail to show depth. You may have to blur some of the existing detail in the distance to make this look natural, and add very precise detail to the closest objects.
***Tambahkeun detil ka daérah anu pangdeukeutna, sareng ngirangan jarakna.** Ayeuna, karya seni anjeun henteu nganggo parobihan sacara rinci pikeun nunjukkeun jerona. Anjeun panginten kedah ngaburkeun sababaraha detil anu aya di kajauhan pikeun ngajantenkeun ieu katingalina alami, sareng nambahan detil anu tepat pisan kana objék anu pangdeukeutna.*
- ☐ **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.
***Tambahkeun kontras ka daérah anu pangdeukeutna sareng ngirangan kontras dina kajauhan.** Hal-hal anu bodas langkung terang sareng hideung anu langkung poék sigana langkung caket ka anjeun. Hal-hal anu kontrasna rendah, sapertos luntur kana latar kulawu, muncul langkung 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.
***Tambahkeun lapisan langkung jero kana karya seni anjeun.** Ayeuna karya seni anjeun boga rasa sempit jero. Tambahkeun hal di hareup jeung / atawa tukangeun ambéh aya lapisan tambahan jarak.*
- ☐ **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.
***Anggo tumpang tindih, parobahan ukuran, atanapi garis konvergen pikeun nunjukkeun jarak ogé.** Pasti, ieu mangrupikeun metode anu gampang, tapi aranjeunna efektif. Kalolobaan jalma panggung karya seni maranéhanana ambéh aksi teu tumpang tindih. Ieu duanana bisa diprediksi tur datar.*

Composition / Komposisi

Composition is the overall arrangement and completeness of your artwork.

Komposisi mangrupikeun susunan sareng kasampurnaan karya seni anjeun.

- ☐ **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.
***Ngembangkeun latar tukang anjeun.** 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 ngiuh latar anjeun.** Anjeun gaduh sababaraha garis di dinya, tapi lacks zat di ngabandingkeun kana sesa gambar anjeun.*
- ☐ **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 anjeun disusun sacara sentral.** Hindarkeun hal-hal penting anu aya di tengah. Pindahkeunana ti tengah sareng pertimbangkeun ngagedeukeun atanapi nyiptakeun komposisi anu condong.*
- ☐ **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.*



Quinn Ryall, Fall 2024



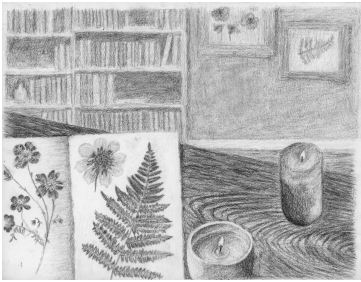
Cordelia Masuda, Fall 2024



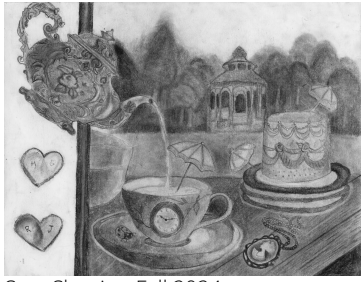
Ana Mihai, Fall 2024



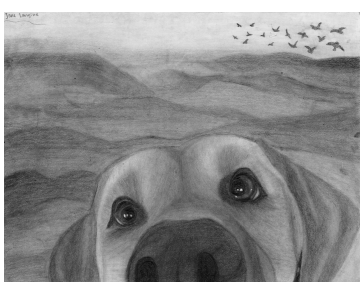
Sienna Matthew, Spring 2025



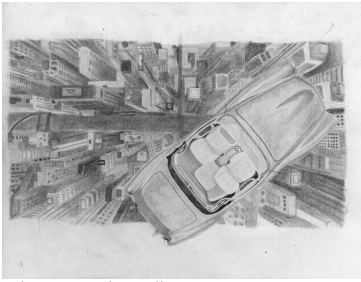
Oliver Jamieson, Fall 2024



Sam Shapiro, Fall 2024



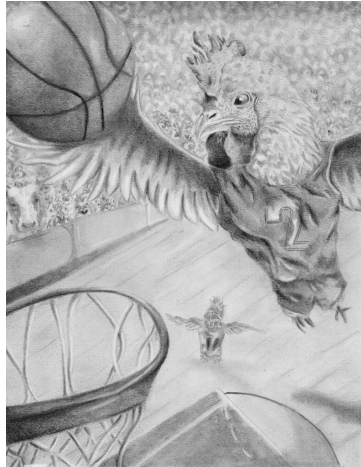
Jane Langille, Fall 2024



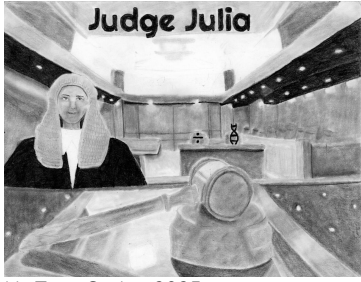
Jule Conrady, Fall 2024



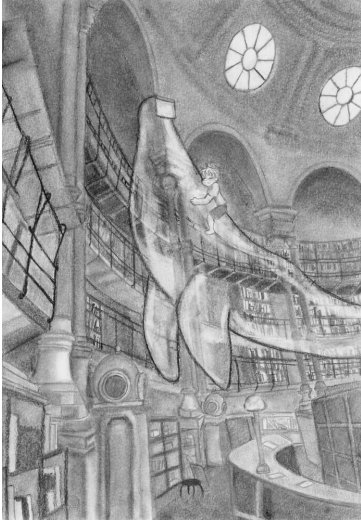
Emma Norovsambuu, Spring 2025



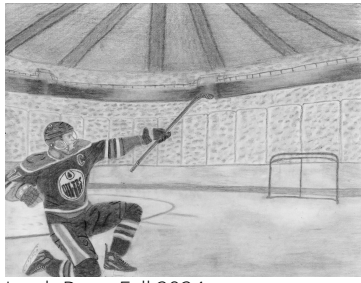
Libby Zhang, Fall 2024



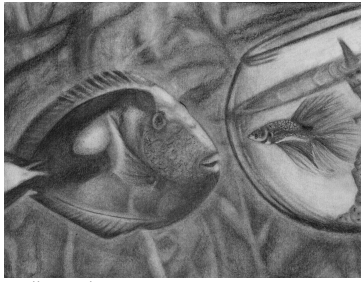
Liv Tate, Spring 2025



Gabin Lee, Fall 2024



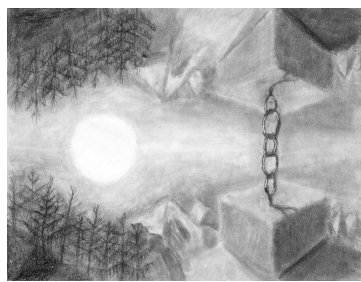
Jacob Ryan, Fall 2024



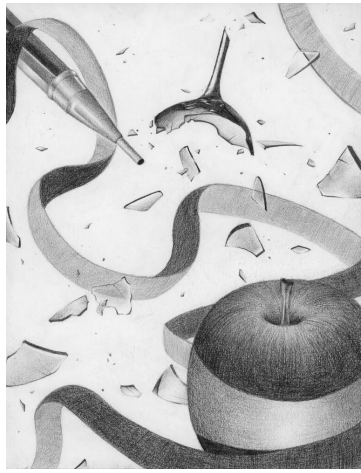
Nell McClare, Spring 2025



Maddox Nye, Fall 2024



Anderson Cole, Fall 2024



DH Lee, Spring 2025



Oliver MacDonald, Spring 2025