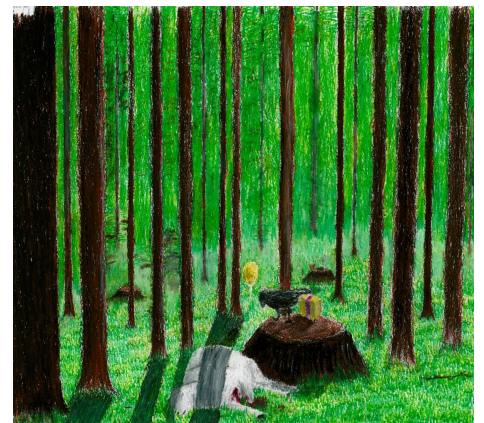




Ziyao Ding, 2023-24



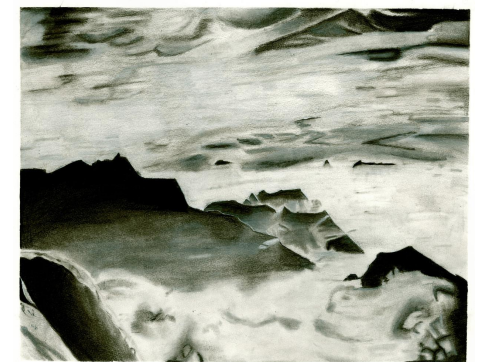
Julia Chiasson, 2023-24



Drew Gooding, 2023-24



Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



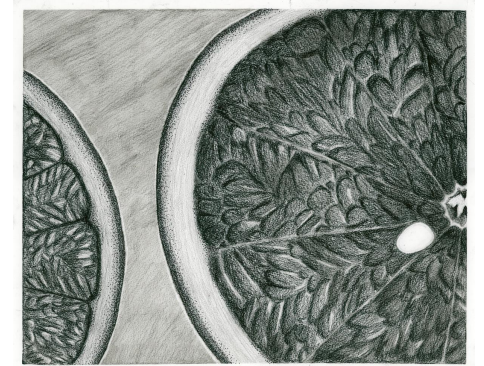
George Jangaard, 2023-24



Maia Menard, 2023-24



Tony Nguyen, 2023-24



Brooklyn Walker, 2023-24



Sadie Buxton, 2023-24

Criteria for the texture project

Materials technique: How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading.

Texture: How well you capture the visual sense of each texture.

Composition: How well you create an artwork that is fully complete, well-balanced, and non-central. If you are using colour, this includes using a clear colour scheme.

Texture

___/10 Idea development

___/10 Feedback



Be creative. Try doing something unusual. Everything has some kind of texture. Look for things most people wouldn't see or make up your own texture <- (really fun). -EM

Draw some textures in the thumbnail drawing and use the corresponding ones for the final drawing. -JC

When drawing texture you must get the most important lines down first. For example, if you were to be drawing someone's hair the first lines should be roughing out the shape or basic details. -DM

Make sure that you use many different textures in your drawing to make it look as interesting as possible. Also make all the textures very detailed. -MS

When drawing texture focus on the tiny details. Keep looking at your images (every snowflake looks different). Don't start patterns unless there is one. -LC

Do the most detailed sections first. Then it won't be as hard to fill in the rest because you will already have done the most challenging part. -TV

Draw what you see, not what you know - observe things carefully and don't draw things because you think they should be there. -MS

Use high res reference images and look very closely at the textures. Pick a composition that has room for lots of textures. Don't spend too long sketching stuff out. -LS



Observe textures closely. Every detail counts. -JB

If you decide to use charcoal work from the inside out to get the least amount of smudging. -CW

Make sure you have a 100% sure idea because you don't want to switch ideas halfway into the project. -PM

Advice from former students
Textural explorations



Textural explorations evaluation

Materials technique: How well you use charcoal, ink, pastel, coloured pencil, and so on to create accurate line, shape, and shading.

تقنية المواد: مدى جودة استخدامك للحمبر والباستيل والقلم الرصاص وما إلى ذلك لإنشاء خط وشكل وتظليل دقيق.

材料技巧: 如何使用木炭、墨水、蜡笔、彩色铅笔等来创建准确的线条、形状和阴影。

تکنیک مواد: چقدر خوب از زغال چوب، جوهر، پاستل، مداد رنگی و غیره برای ایجاد خط، شکل و سایه دقیق استفاده می کنید.

材料技術: 木炭、インク、パステル、色鉛筆などをどれだけ上手に使用して、正確な線、形、陰影を作成するか。

재료기법: 목탄, 먹, 파스텔, 색연필 등을 얼마나 잘 사용하여 정확한 선, 모양, 명암을 만드는가.

Técnica de materiales: qué tan bien usa carboncillo, tinta, pastel, lápiz de color, etc. para crear líneas, formas y sombras precisas.

Mbinu ya nyenzo: Jinsi unavyotumia mkaa, wino, pastel, penseli ya rangi, na kadhalika ili kuunda mstari sahihi, umbo na kivuli.

Teknik ng mga materyales: Gaano ka kahusay gumamit ng uling, tinta, pastel, lapis na may kulay, at iba pa upang lumikha ng tumpak na linya, hugis, at pagtatatabing.

Техніка матеріалів: наскільки добре ви використовуєте вугілля, туш, пастель, кольоровий олівець тощо, щоб створити точні лінії, форми та штрихування.

Kỹ thuật vật liệu: Bạn sử dụng than, mực, phấn màu, bút chì màu, v.v. tốt như thế nào để tạo ra đường kẻ, hình dạng và bóng chính xác.

Texture: How well you capture the visual sense of each texture.

الملمس: مدى جودة التقاط الإحساس المرئي لكل نسيج.

纹理: 您捕捉每个纹理的视觉效果的程度。

بافت: چقدر حس بصری هر بافت را به خوبی ثبت می کنید.

テクスチャ: 各テクスチャの視覚的感覚をどの程度うまく捉えているか。

질감: 각 질감의 시각적 감각을 얼마나 잘 포착하는지.

Textura: Qué tan bien capturas el sentido visual de cada textura.

Umbile: Jinsi unavyonasa hisia inayoonekana ya kila muundo.

Texture: Kung gaano mo nakuha ang visual sense ng bawat texture.

Текстура: наскільки добре ви вловлюєте візуальне відчуття кожної текстури.

Kết cấu: Mức độ bạn nắm bắt được cảm giác trực quan của từng kết cấu.

Composition: How well you create an artwork that is fully complete, well-balanced, and non-central. If you are using colour, this includes using a clear colour scheme.

التكوين: مدى جودة إنشاء عمل فني كامل ومتوازن وغير مركزي. إذا كنت تستخدم لونًا، فهذا يشمل استخدام نظام ألوان واضح.

构图: 您创作的艺术作品是否完整、平衡且不集中。如果您使用颜色，这包括使用清晰的配色方案。

ترکیب بندی: چقدر خوب یک اثر هنری خلق می کنید که کاملاً کامل، متعادل و غیر مرکزی باشد. اگر از رنگ استفاده می کنید، این شامل استفاده از یک طرح رنگ شفاف نیز می شود.

構成: 完全に完成し、バランスが取れており、中心的ではないアートワークをどの程度上手に作成できるか。色を使用する場合、これには明確な配色の使用が含まれます。

구성: 완벽하게 완성되고 균형이 잘 잡히고 중심적이지 않은 작품을 얼마나 잘 만드셨는지. 색상을 사용하는 경우 명확한 색

구성표를 사용하는 것이 포함됩니다.

Composición: Qué tan bien creas una obra de arte que está completamente completa, bien balanceada y no central. Si está usando color, esto incluye usar un esquema de color claro.

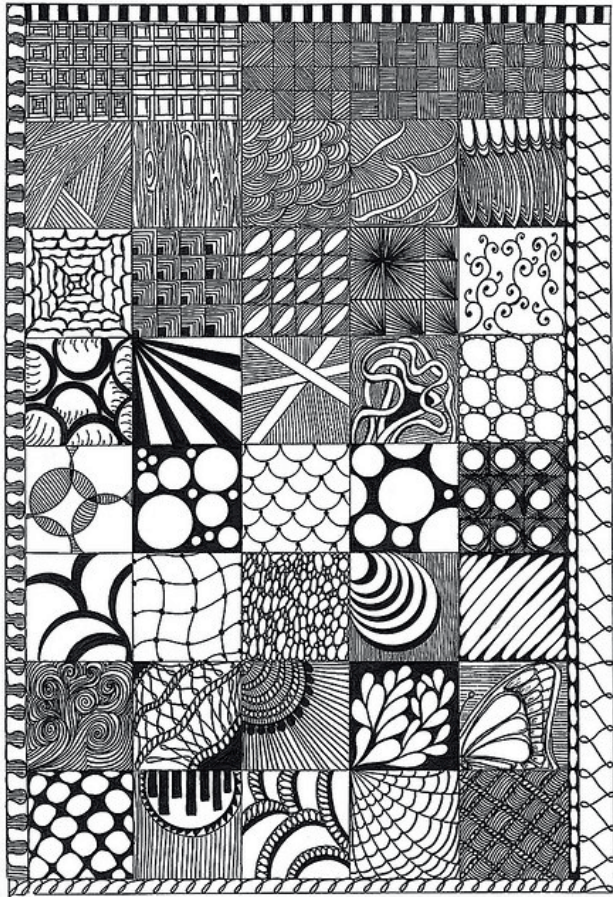
Muundo: Jinsi unavyounda mchoro ambao umekamilika kikamilifu, uliosawazishwa vyema na usio wa kati. Ikiwa unatumia rangi, hii inajumuisha kutumia mpango wazi wa rangi.

Komposisyon: Gaano ka kahusay gumawa ng isang likhang sining na ganap na kumpleto, balanseng mabuti, at hindi sentral. Kung gumagamit ka ng kulay, kabilang dito ang paggamit ng malinaw na scheme ng kulay.

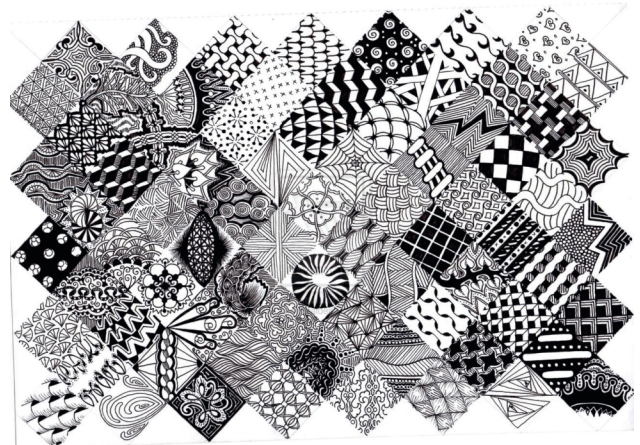
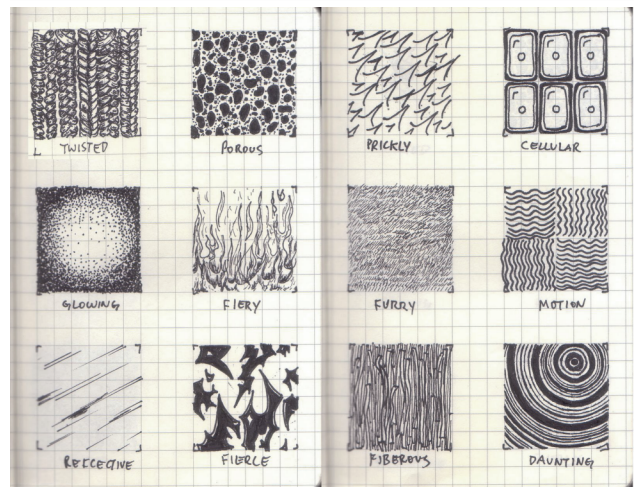
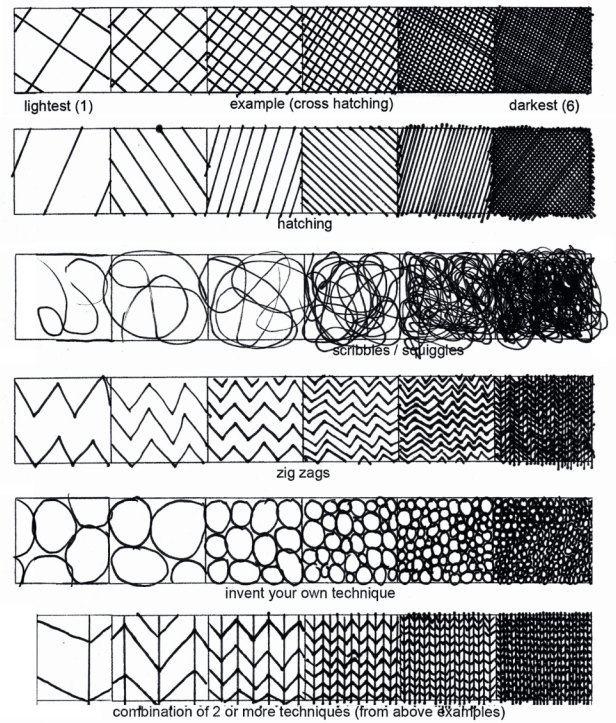
Композиція: наскільки добре ви створюєте твір мистецтва, яке є повністю завершеним, добре збалансованим і нецентральним. Якщо ви використовуєте колір, це включає використання чіткої колірної схеми.

Bố cục: Bạn tạo ra một tác phẩm nghệ thuật hoàn chỉnh, cân đối và không tập trung tốt đến mức nào. Nếu bạn đang sử dụng màu sắc, điều này bao gồm việc sử dụng bảng màu rõ ràng.

Some textures are created. Created textures are more like a pattern than realistic. Draw a collection of created textures in your sketchbook.



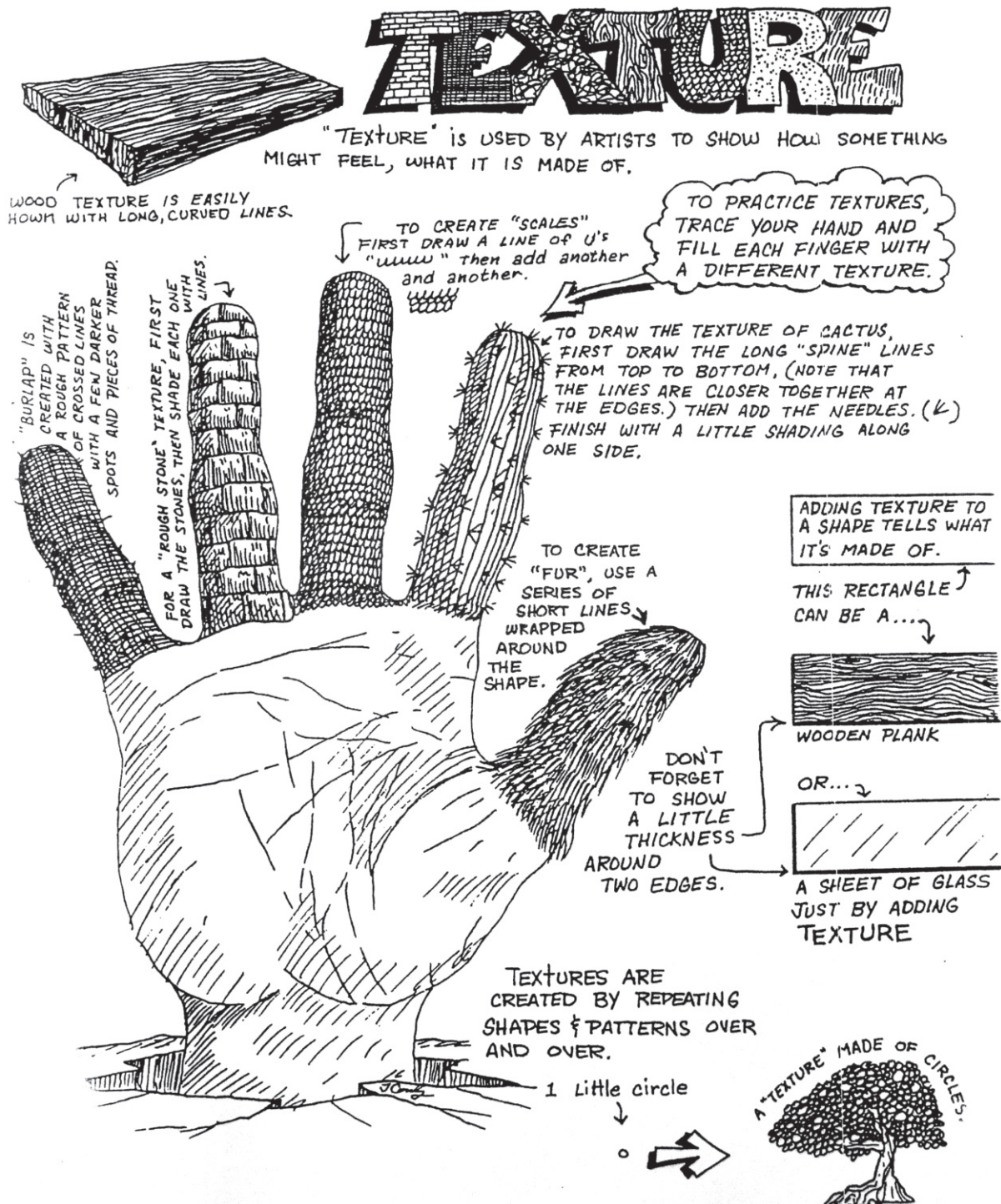
value scales using line



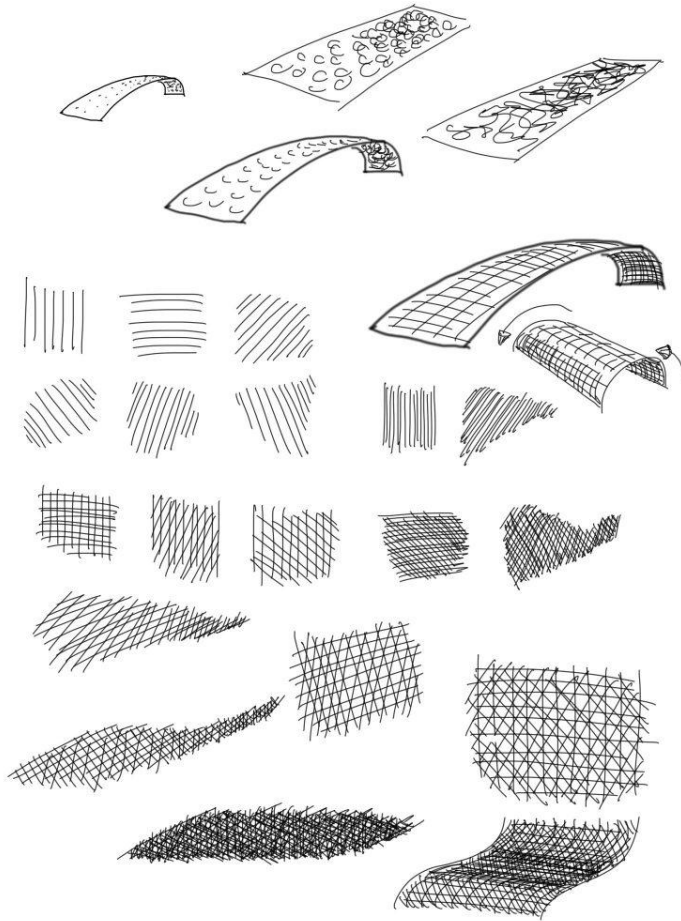
Skill builders Hand Texture

Sometimes texture is created, and sometimes it is observed. Sometimes interesting things happen when you put an unexpected texture on a shape.

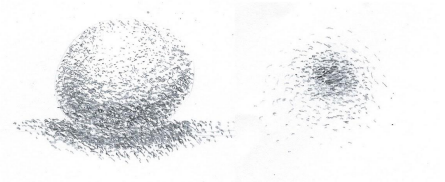
Draw your hand in your sketchbook. Avoid tracing: the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.



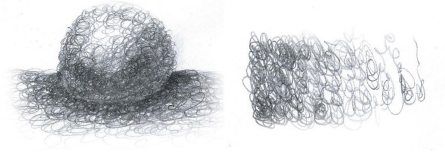
Technique Basic Crosshatching



Stippling



Scumbling



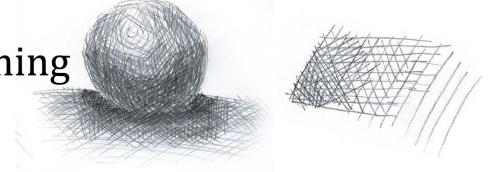
Shading



Smudging



Crosshatching



CROSSHATCHING AN EYE



- PENCIL OUTLINE**
- Can be loose & messy!
 - Outline areas of shadow
 - Double-check proportions



- HORIZONTAL LINES**
- Keep shadows light
 - Avoid areas you're unsure of
 - Don't erase outlines yet!



- VERTICAL LINES**
- Start to darken
 - Emphasize edges so you can erase outlines after



- DIAGONAL LINES**
- Add details with small marks
 - Line direction should still respond to 3D shapes

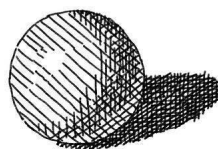
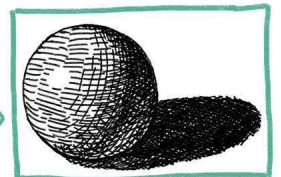


- DARKEN & REFINE**
- Make darkest areas black
 - Preserve those highlights!
 - Focus on tiny details in iris
 - Add some outline to clarify
 - Take a step back & admire!

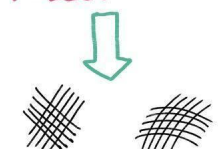
HOW TO AVOID COMMON CROSSHATCHING MISTAKES

A DECENT-LOOKING SPHERE!

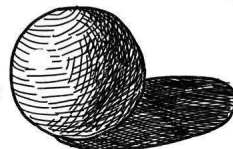
- FULL RANGE OF DARK & LIGHT
- OUTLINE CLARIFIES WITHOUT BEING DISTRACTING
- HATCHING SHOWS SHAPE OF OBJECT



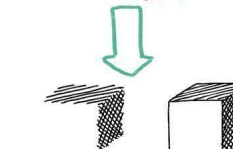
LINES DON'T FOLLOW FORM



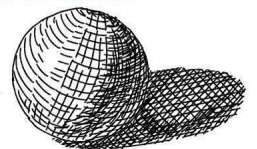
LOOKS FLAT



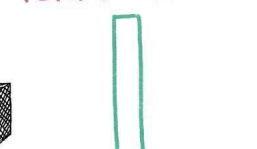
OUTLINE TOO DARK



CREATES DEPTH



LIMITED TONAL RANGE



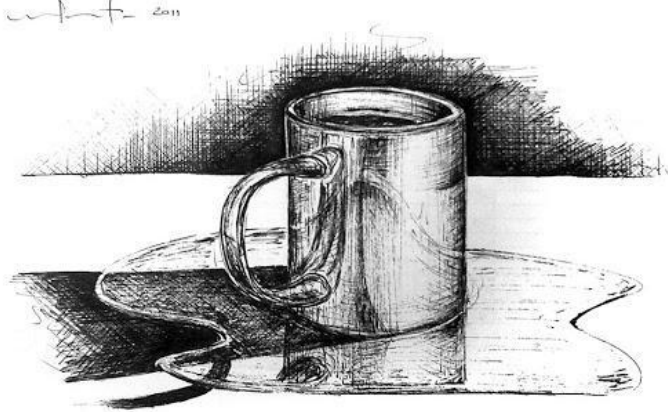
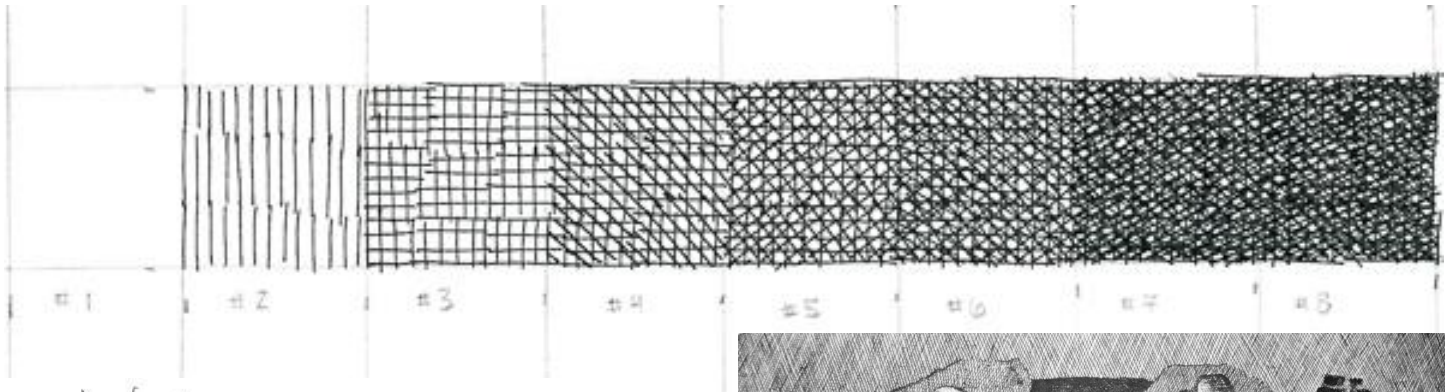
FIRST: LIGHT OUTLINE

THEN: DARK OUTLINE

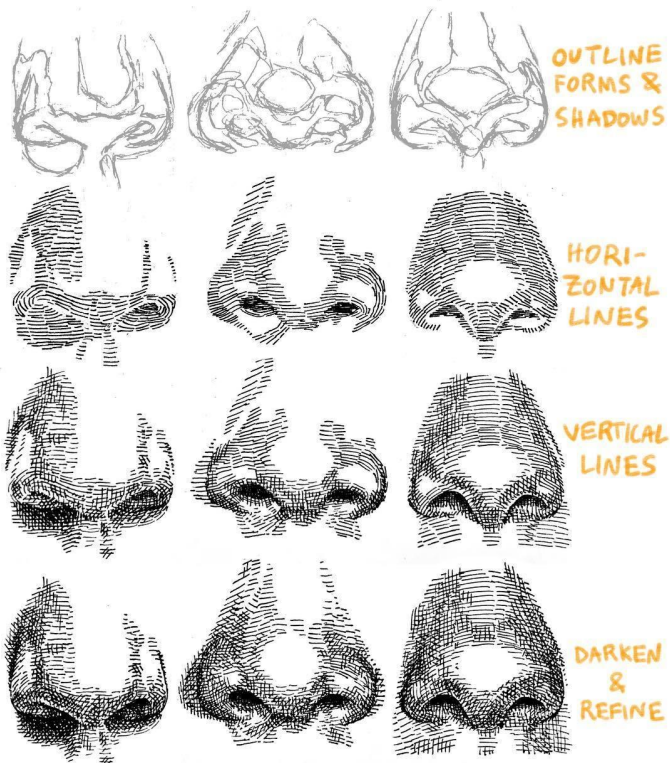


USE FULL TONAL SPECTRUM

Technique Intermediate Crosshatching

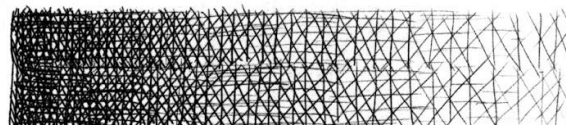
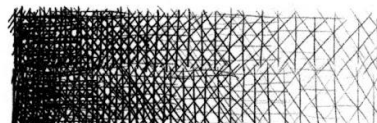
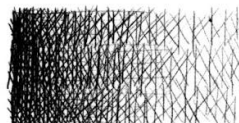
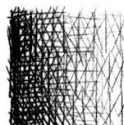


CROSSHATCHING NOSES

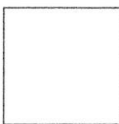


RATE OF GRADATION

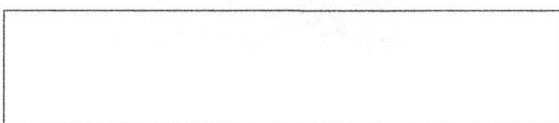
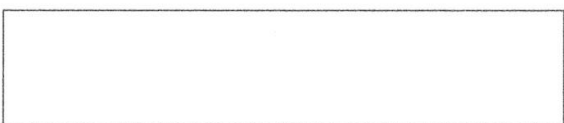
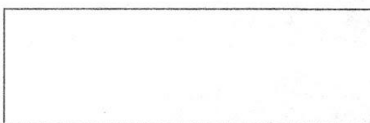
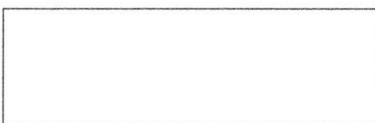
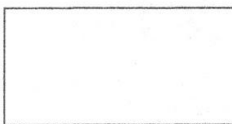
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice

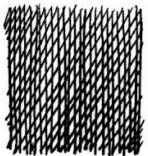
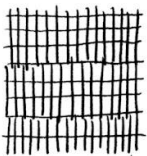
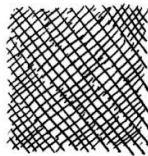
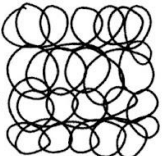
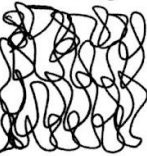
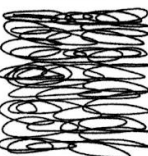
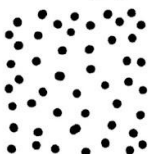
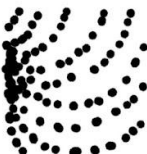
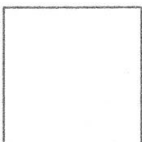
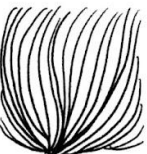


Practice



THE BASIC STROKES

These are the main types of strokes used to create most pen and ink drawings. Note that each may appear in a variety of forms. Practice until you are sufficiently proficient with each of them and are able to recognize and distinguish their use in works of other artists.

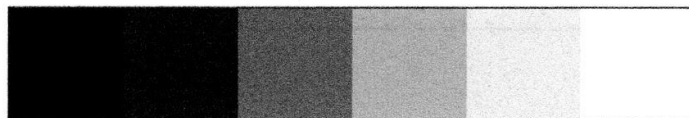
		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

Aim to be as proficient as possible with as many of the basic strokes as possible. Each bears its own unique characteristics, which gives you more versatility and can make your artwork more visually appealing.

		Practice		Practice		Practice
Hatching						
Cross-hatching						
Uneven Hatching						
Curved Hatching						
Scribbling						
Stippling						
Flowing Lines						

6-STEP VALUE SCALE

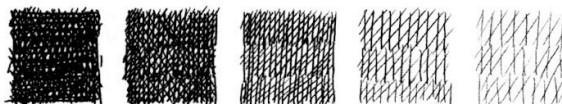
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



Uneven Hatching



Curved Hatching



Scribbling

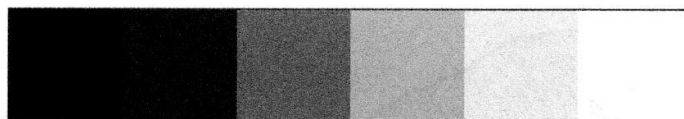


Stippling

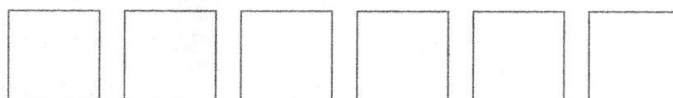


Flowing Lines

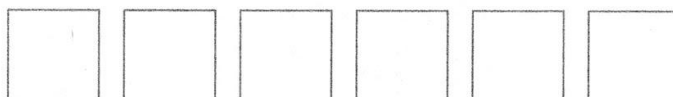




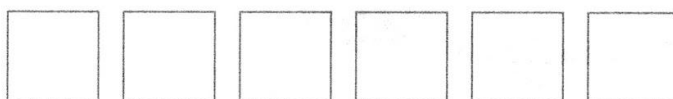
Hatching



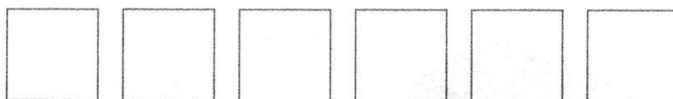
Cross-hatching



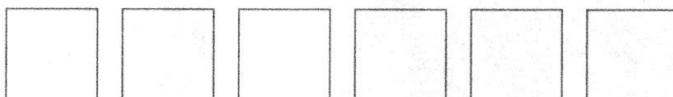
Uneven Hatching



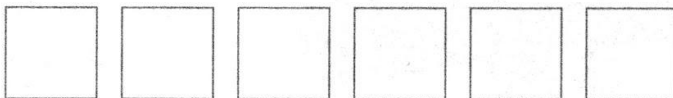
Curved Hatching



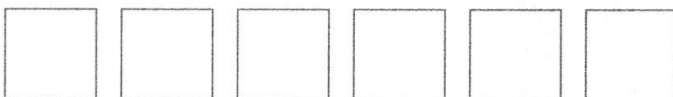
Scribbling



Stippling

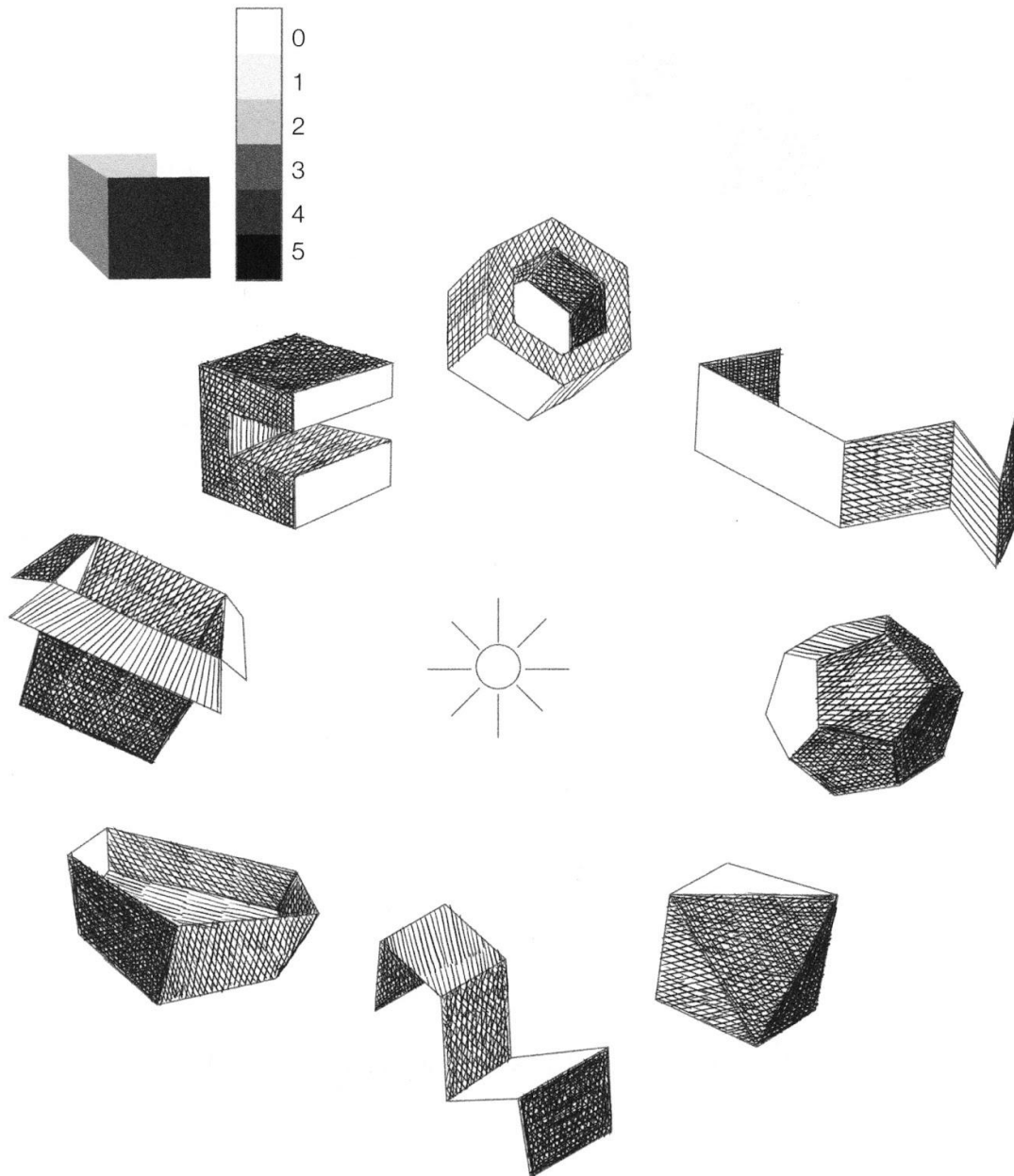


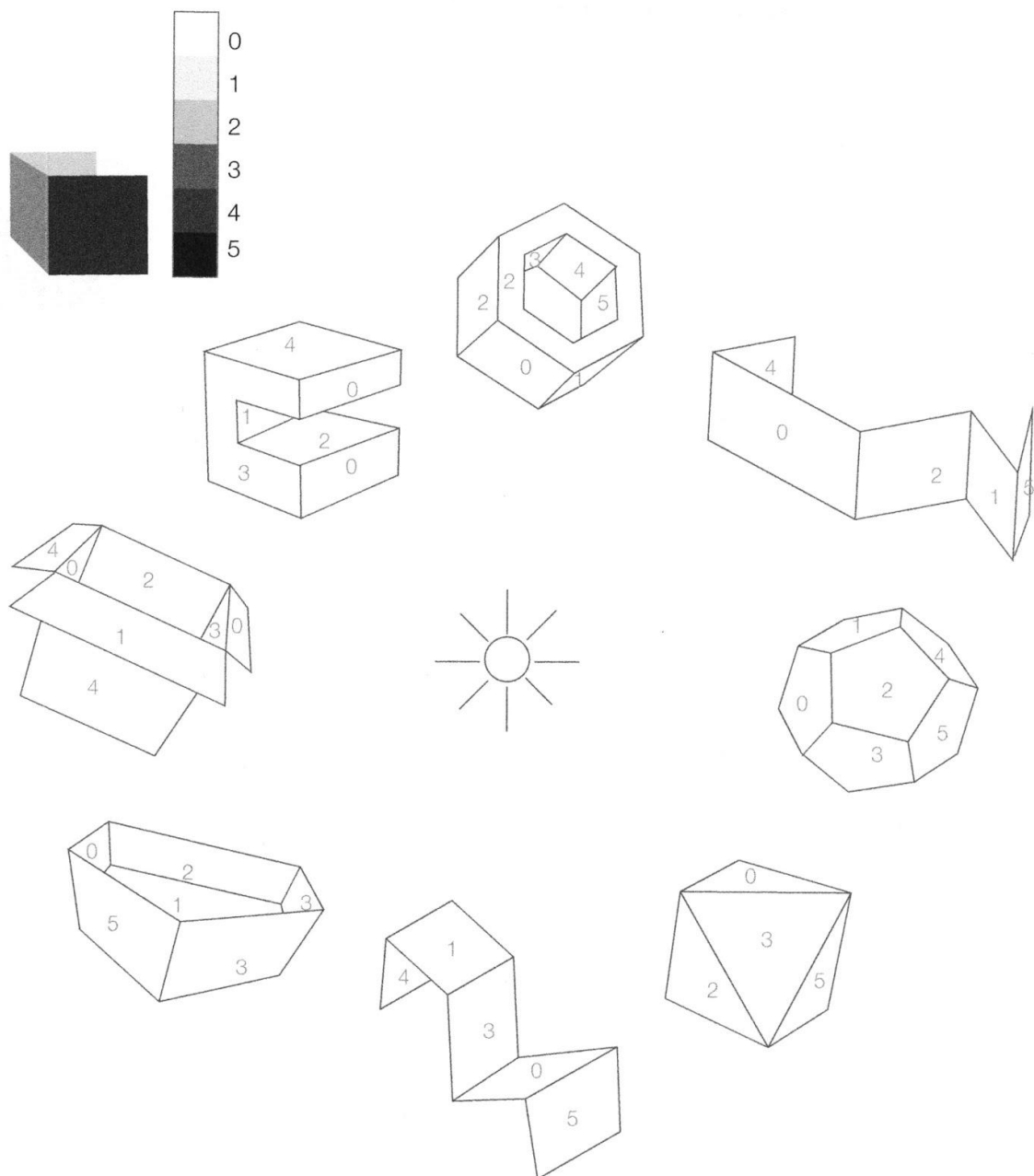
Flowing Lines



SHADING BLOCK FORMS

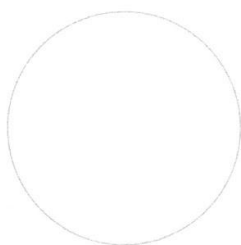
This exercise expands the value range to six values and increases the complexity of the forms. However, the same basic principle applies, so determining the value for each plane is not as elusive as you may think. Study the orientation of each plane with respect to the light source.



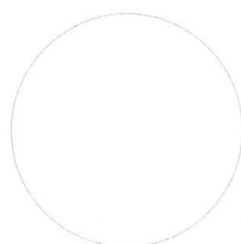
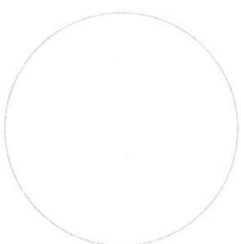
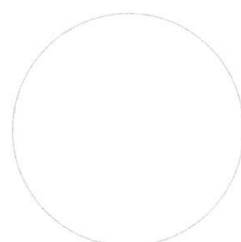
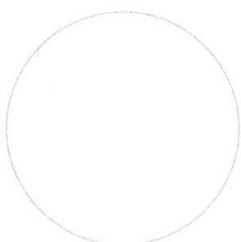
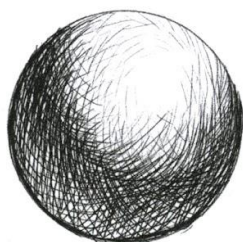
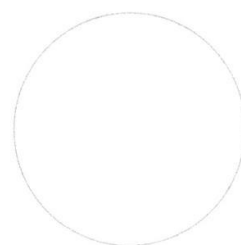
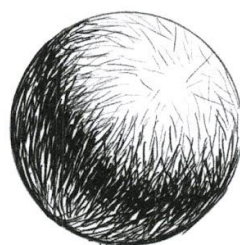


Use the numbers as a guide to assigning values to each plane.

Practice



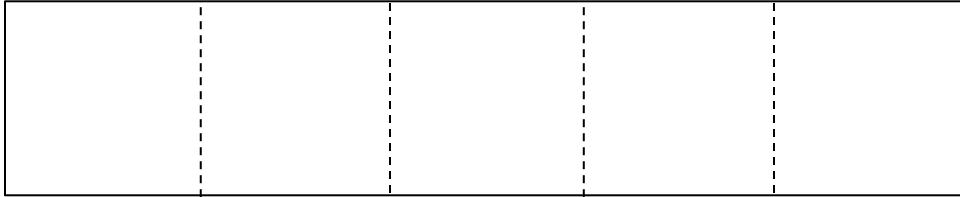
Practice



Skill builder



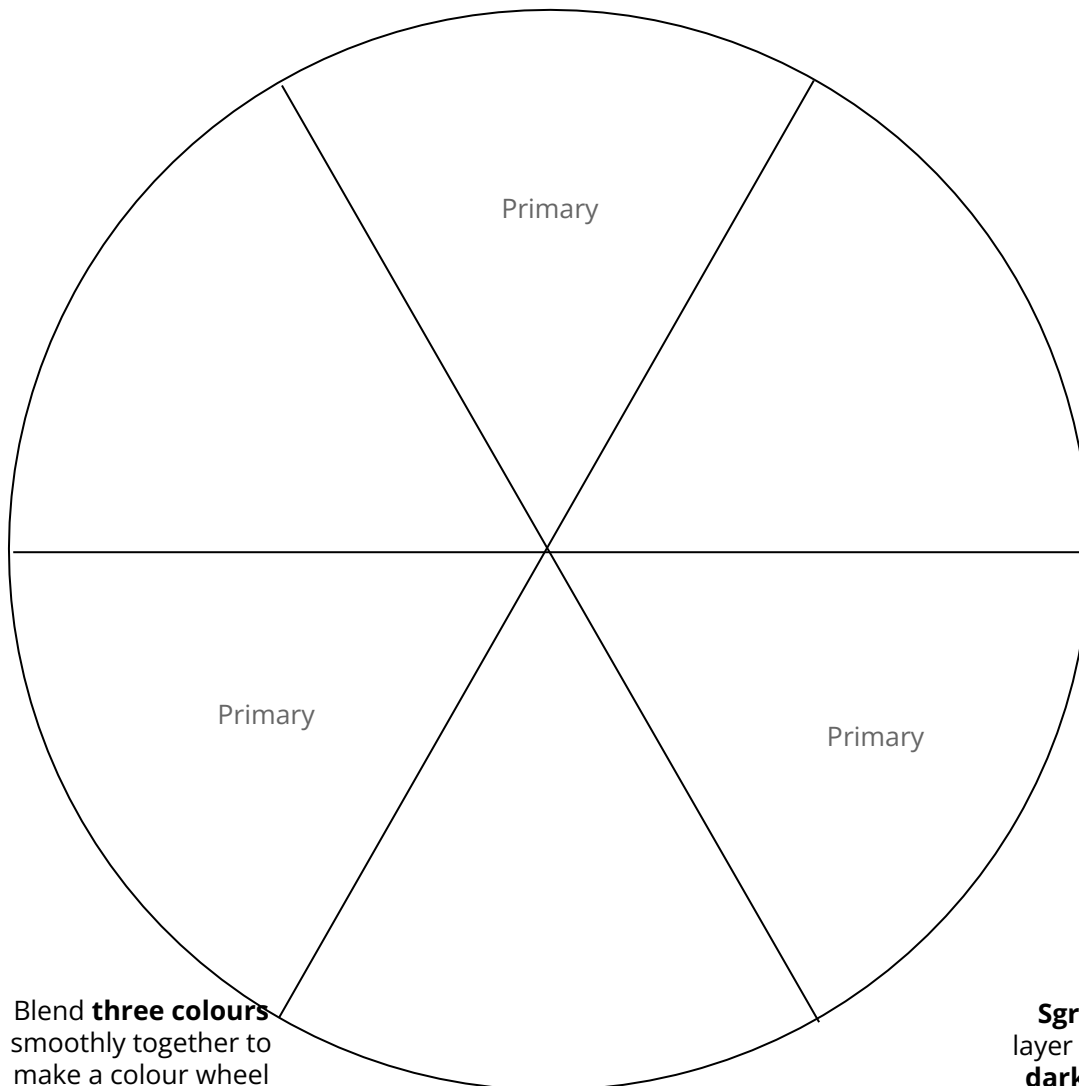
Blend **one colour** of pastel smoothly from dark to light



Blend **one colour + a light colour** smoothly from dark to light



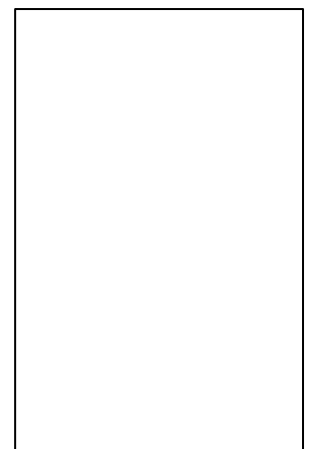
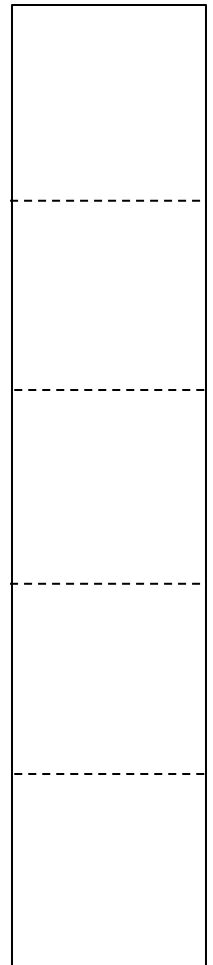
Blend **one colour + a dark colour** smoothly from dark to light



Blend **three colours** smoothly together to make a colour wheel

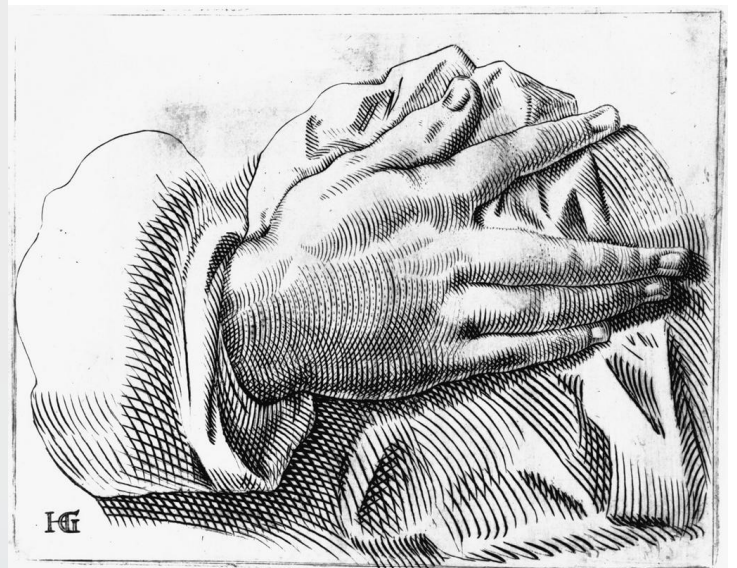
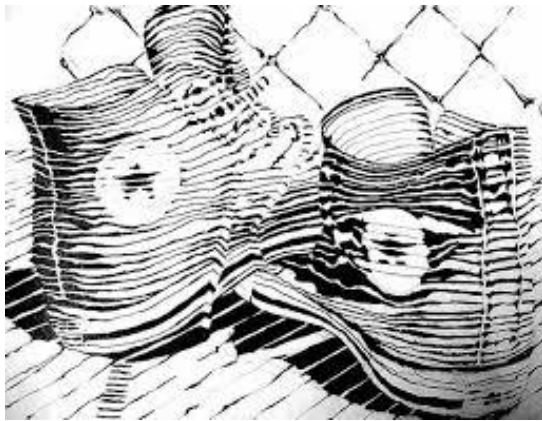
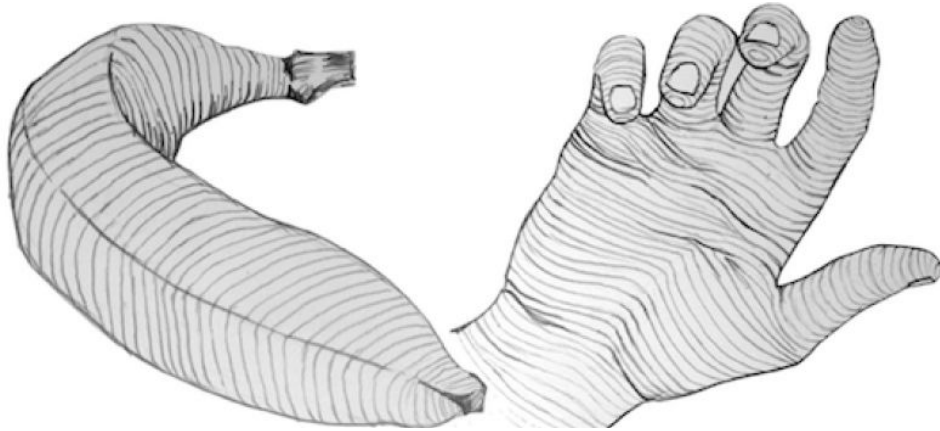
Pastels

Stipple - two colours smoothly together with dots



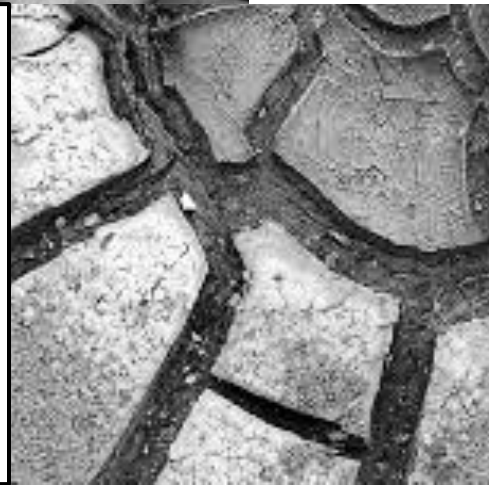
Sgraffito - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!

Technique **Cross contour**

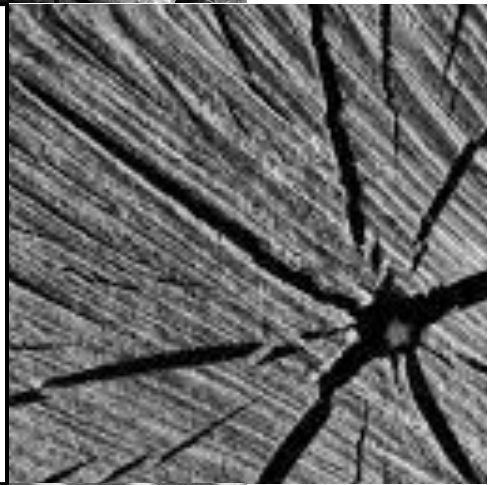
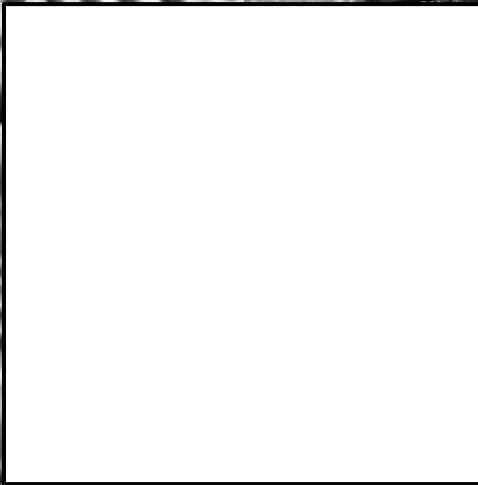
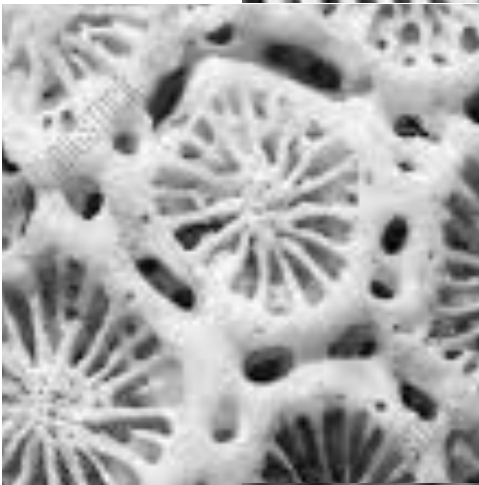
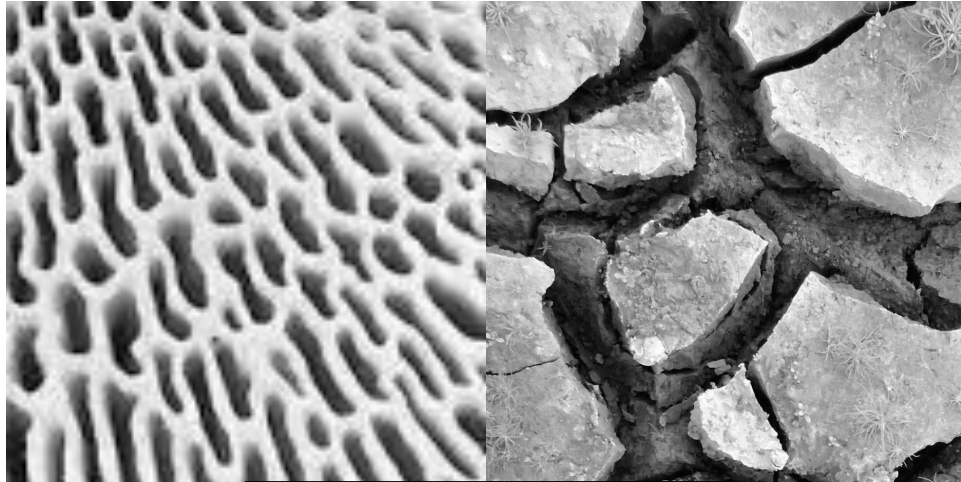


STUDY OF A HAND
Anonymous Artists

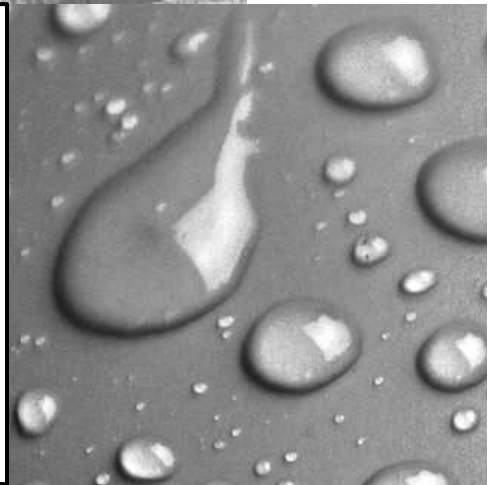
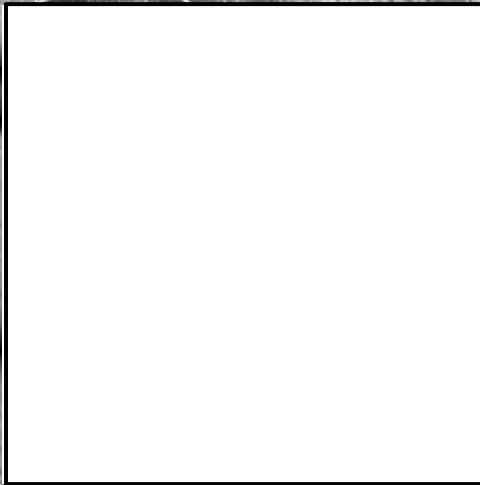
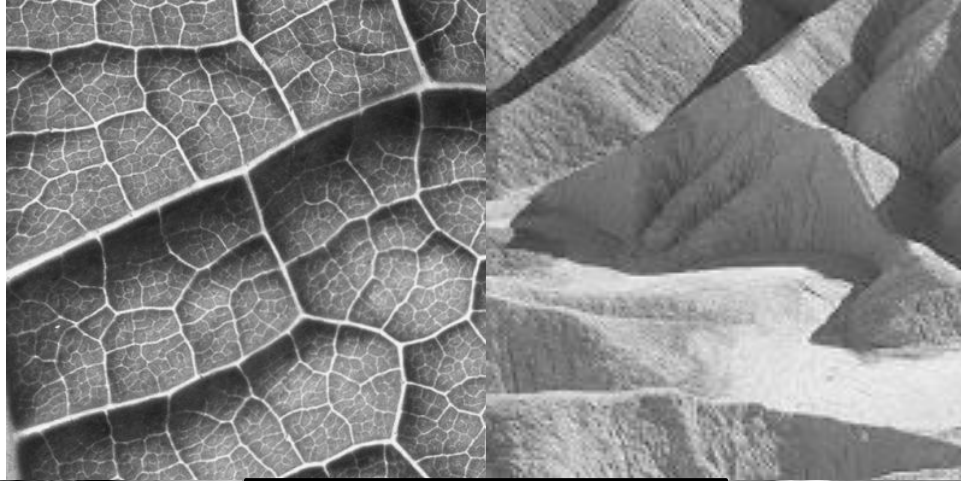
Skill builder: **Texture in nature I**



Skill builder: **Texture in nature II**



Skill builder: **Texture in nature III**



Idea Development/توسعه ایده

1 Generate ideas/ایده تولید کنید maximum of 50%/50 حداکثر %

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.

از فهرست ها، یک نقشه وب یا نقاشی های ساده برای ارائه ایده های زیادی استفاده کنید! اگر از قبل ایده ای در ذهن دارید، آن را به عنوان موضوع اصلی خود انتخاب کنید و آن را گسترش دهید. بگذارید ایده هایتان سرگردان شوند - یک ایده به ایده دیگر منتهی می شود. نقشه ها می توانند جزئیات تصاویر منبع، دیدگاه های مختلف، بافت ها، آزمایش های فنی و غیره باشند.

Number of **words**/3 ÷ ____ → تعداد کلمات = ____ %

Number of **simple** sketches/2 × ____ → تعداد طرح های ساده = ____ %

Number of **better** sketches/4 × ____ → تعداد طرح های بهتر = ____ %

2 Select the best and join together ideas/بهترین ها را انتخاب کنید و ایده ها را به هم بپیوندید

Circle the **best** ideas/دور بهترین ایده ها بنویس circled/حلقه زده 5 □ = %

Link into **groups** of ideas/پیوند به گروه های ایده ها linked/مرتبط است 5 □ = %

3 Print reference images/چاپ تصاویر مرجع maximum of 8 images

- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your and using own photographs is preferred, but image searches are also fine.
- **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.
- 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.
- You must hand in the **printed** copy of the images to earn the marks.

- هشت تصویر مرجع چاپ کنید تا بتوانید به دقت بخش های چالش برانگیز آثار هنری خود را مشاهده کنید. گرفتن و استفاده از عکس های شخصی ترجیح داده می شود، اما جستجوی تصویر نیز خوب است. به سادگی عکسی را که پیدا کردید کپی نکنید.
- ایده این است که تصاویر منبع را ویرایش و ترکیب کنید تا اثر هنری خود را ایجاد کنید. اگر به سادگی یک عکس را کپی کنید، سرقت ادبی کرده اید و برای تولید ایده و هر معیاری که خلاقیت در اثر هنری نهایی خود را شامل می شود، یک صفر دریافت خواهید کرد.
- حداکثر نیمی از تصاویر شما ممکن است از طراحی، نقاشی یا سایر آثار هنری دیگران باشد تا به عنوان الهام از آنها استفاده کنید. سایر تصاویر باید عکس های واقع گرایانه باشند.
- برای کسب امتیاز باید کپی چاپ شده تصاویر را تحویل دهید.

____ images/تصاویر 5% × = ____ %

Idea Development/توسعه ایده

4 Compositions/ترکیبات maximum of 10 thumbnails

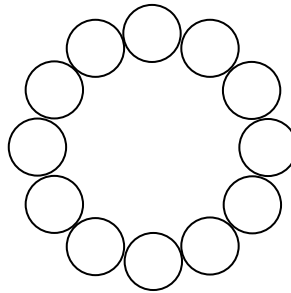
- Create thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you can up with. Include your **background**.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.
- Selecting a colour scheme counts as a composition, and so do rough digital collages

• نقشه های بند انگشتی را در هر جایی از بخش توسعه ایده ایجاد کنید. اینها باید بر اساس ترکیبی از ایده هایی باشند که می توانید با آنها بسازید. پس زمینه خود را درج کنید. برای برجسته کردن آثار هنری خود، زوایای، دیدگاه ها و ترتیبات غیرمعمول را آزمایش کنید. برای نشان دادن لبه های اثر هنری، یک قاب در اطراف تصاویر کوچک خود بکشید. انتخاب یک طرح رنگ به عنوان یک ترکیب به حساب می آید، و همچنین کلاژهای دیجیتال خشن

_____ thumbnails/ریز عکسها/ 8% x ریز = _____%

_____ digital collages/کلاژهای دیجیتال/ 8% x کلاژ = _____%

Selecting a colour scheme/انتخاب یک طرح رنگی/ 8 □ = %



5 Rough copy/کپی تقریبی great quality or better

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- **Remember to choose a non-central composition.**

• بهترین ایده ها را از تصاویر کوچک خود بگیرید و آنها را در یک کپی خام بهبود یافته ترکیب کنید.
 • از این برای رفع اشکالات و بهبود مهارت های خود قبل از شروع کار واقعی استفاده کنید.
 • اگر از رنگ استفاده می کنید، از رنگ یا مداد رنگی
 • برای نشان دادن طرح رنگ خود استفاده کنید. در یک قاب بکشید تا لبه های بیرونی اثر هنری خود را نشان دهید.
 • به یاد داشته باشید که یک ترکیب غیر مرکزی را انتخاب کنید.

_____ drawing/طراحی/ 25% x = _____%

Total/مجموع = _____%

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

توجه: اگر به سادگی یک عکس را از اینترنت کپی کنید، نمره شما به 25٪ کاهش می یابد.

Material technique

روش مواد

Consider observation, accurate line detail, shapes, blending, and shading. Also consider different kinds of mark-making, keeping the medium crisp and dynamic, colour mixing, etc.

مشاهده، جزئیات خط دقیق، اشکال، ترکیب، و سایه در نظر بگیرید. همچنین در نظر انواع مختلف علامت گیری، نگه داشتن ترد متوسط و پویا، رنگ مخلوط کردن، و غیره

Texture

بافت

Consider the variety of textures, the quality of each area of texture, the quality of observation for realistic textures, and so on.

انواع بافت، کیفیت هر منطقه از بافت، کیفیت مشاهده برای بافت واقعی، و غیره در نظر بگیرید.

Composition

ترکیب بندی

Consider whether they have a complete all-over base layer, how well the background is developed, do they have a clear colour scheme, and how well balanced the textures, colours, lights and darks are in the artwork. Also consider providing advice on how to complete the project.

در نظر بگیرید که آیا آنها یک تمام بیش از لایه پایه کامل، که چگونه به خوبی پس زمینه توسعه داده شده است، انجام آنها را یک طرح رنگ روشن، و چگونه به خوبی متعادل کننده بافت، رنگ، رنگی روشن و تیره در آثار هنری است. همچنین در نظر ارائه مشاوره در مورد چگونگی تکمیل این پروژه است.

Be specific: say **WHERE** it is, and **WHAT** they should **DO/WHAT** is going well

Example: "You can make the *texture in his hair* better by *observing the shapes of the lights and darks*"

متن های خاص: می گویند که در آن است، و چه باید بکنند / چه به خوبی می گذرد

به عنوان مثال: "شما می توانید بافت در موهای او بهتر با مشاهده اشکال از رنگی روشن و تیره را"

You should offer **FIVE pieces** of positive and negative feedback.

شما باید پنج قطعه بازخورد مثبت و منفی ارائه دهید.

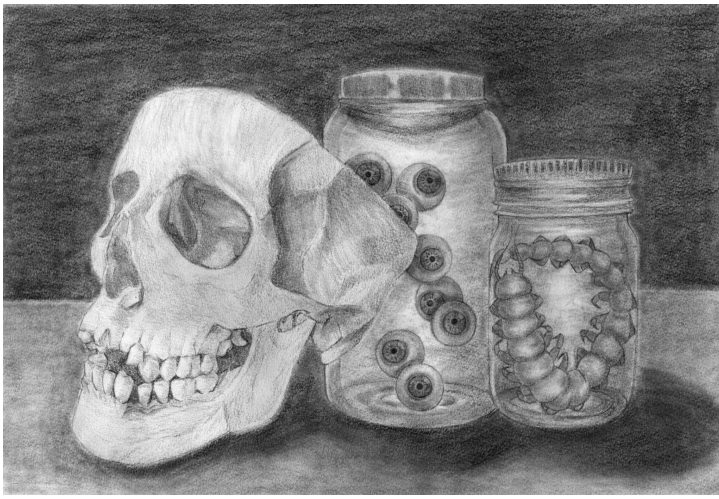
1.

2.

3.

4.

5.



Tyler Eastwood, Spring 2021



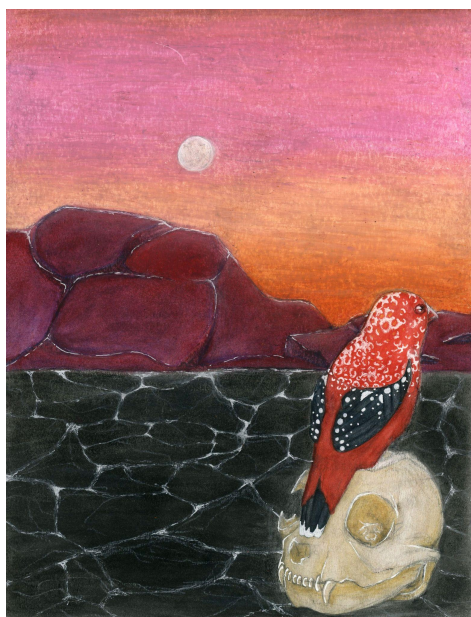
Axel Feeney, Spring 2021



Natalie Snyder, Spring 2021



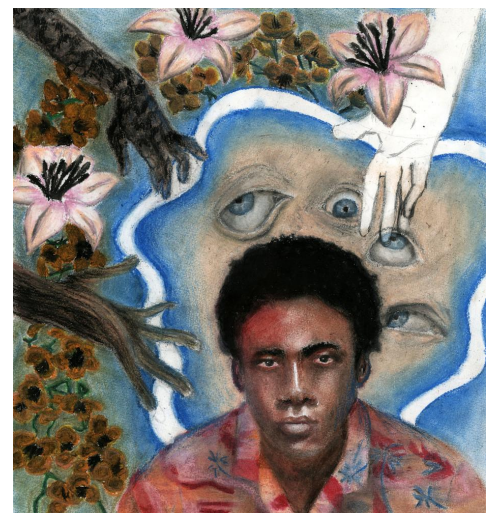
Luke Saunders, Spring 2021



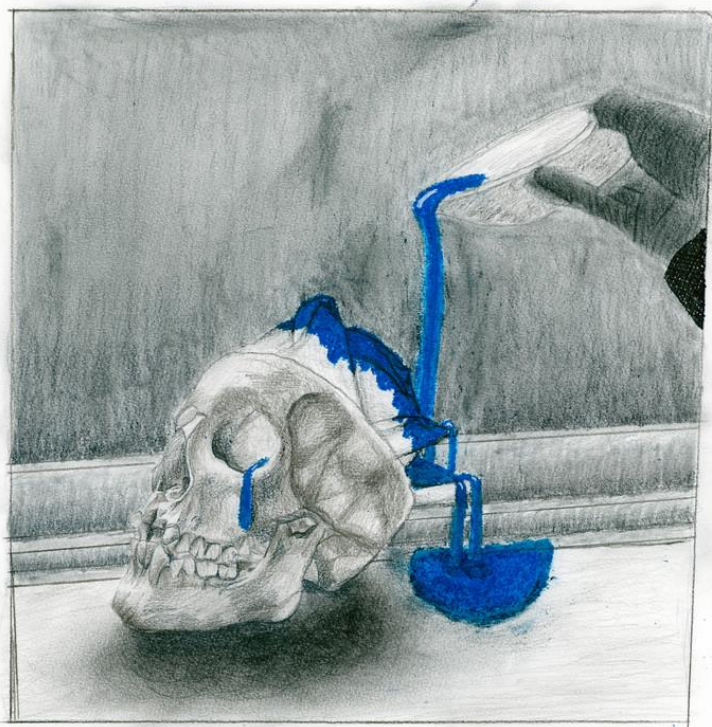
Carmen Landon-jeans, Spring 2021



Bea van Leeuwen, Spring 2021



Aster Curry, Spring 2021



Seth Bennett-Crundwell, 2022-23



Tia Eshetu, 2022-23



Jenny Morris, 2023-24



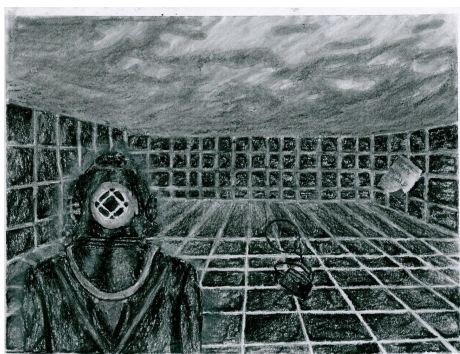
Jack Nehme, 2023-24



Lily Sin, 2022-23



Daisha Farmer, 2022-23



Sophia Hewitt, 2022-23



Ray Cleary, 2022-23