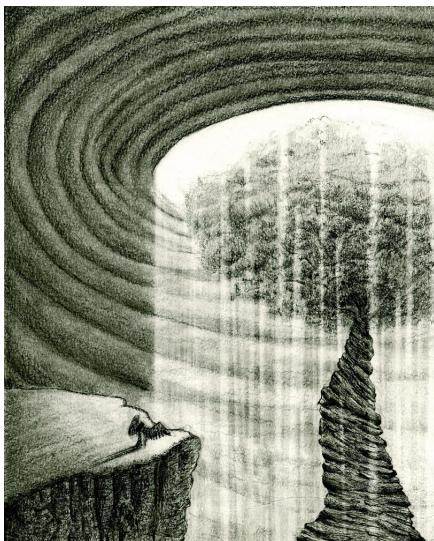




Avery Comeau, Spring 2025



Cristian Inoue Iguchi, Fall 2024



Sarah Hasener, Spring 2025



Nathan McNamara, Spring 2025



Amelia Burgess, Spring 2025



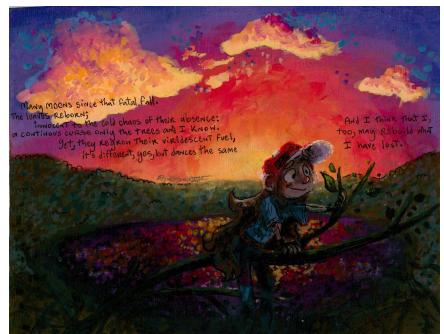
Olivia Gallagher-Temple, Spring 2025



Scarlett Reynolds, Fall 2024



Viktoriia Svyrydenko, Fall 2024



Emmy Bickerton, Spring 2025



Claire Mercier, Spring 2025



Mariah Wentzell, Spring 2025

## Texture

\_\_\_/10 Idea development

\_\_\_/10 Goal-setting/Work-in-Progress

### 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.



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



# Evaluation criteria for the texture drawing

## 텍스처 드로잉의 평가 기준

Materials technique 재료 기법	How well you use charcoal, ink, pastel, coloured pencil, and so on to create <b>accurate line, shape, and shading</b> . 목탄, 잉크, 파스텔, 색연필 등을 얼마나 잘 사용하여 정확한 선, 모양, 음영을 만드는지.
Texture 질감	How well you capture the <b>visual sense of each texture</b> . 각 질감의 시각적 감각을 얼마나 잘 포착했는가.
Composition 구성	How well you create an artwork that is fully <b>complete, well-balanced, and non-central</b> . If you are using colour, this includes using a clear <b>colour scheme</b> . 완벽하고 균형 잡히며 중심이 없는 작품을 얼마나 잘 만드는가. 색상을 사용하는 경우, 명확한 색 구성표를 사용하는 것도 여기에 포함됩니다.

## Vocabulary for the texture drawing

### 텍스처 드로잉을 위한 어휘

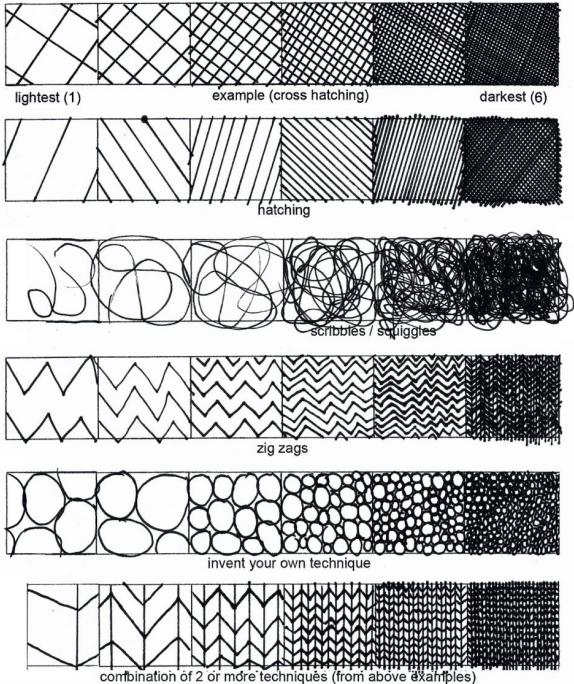
composition 구성	<b>the arrangement of things in an artwork</b> 예술 작품 속의 사물의 배열
creativity 창의성	<b>ideas that are useful, unique, and insightful</b> 유용하고 독특하며 통찰력 있는 아이디어
cross-hatching 교차 해칭	<b>drawing using close parallel lines that cross each other at an angle</b> 서로 각도를 이루어 교차하는 가까운 평행선을 사용하여 그리기
hatching 해칭	<b>drawing using close parallel lines</b> 가까운 평행선을 사용하여 그리기
idea development 아이디어 개발	<b>a process that is used to create useful, insightful, and unique ideas</b> 유용하고 통찰력 있고 독특한 아이디어를 만드는 데 사용되는 프로세스
negative space 음의 공간	<b>the shape of the space between the things you would normally look at (the positive space)</b> 일반적으로 보는 것들 사이의 공간 모양(양의 공간)
non-central composition 비중앙 구성	<b>an arrangement where the most important thing is NOT in the middle</b> 가장 중요한 것이 중앙에 있지 않은 구성
pointillism 점묘주의	<b>drawing or painting with small dots or dashes</b> 작은 점이나 점으로 그림을 그리거나 칠흘하는 것
positive space 양의 공간	<b>the contour of the things you would normally look at</b> 일반적으로 보는 사물의 윤곽
reference images 참고 이미지	<b>photographs you look at carefully so you can make a better artwork</b> 주의 깊게 살펴보면 더 나은 작품을 만들 수 있는 사진
stippling 점찍기	<b>drawing using small dots</b> 작은 점을 이용한 그림
texture 텍스처	<b>drawing that looks the same as what it feels like</b> 실제 느낌과 똑같은 그림
thumbnail drawings 썸네일 드로잉	<b>small drawings that are used to develop the composition of an artwork</b> 작품의 구성을 전개하는데 사용되는 작은 드로잉

# Skill builder: Created textures / 스킬 빌더: 텍스처 생성

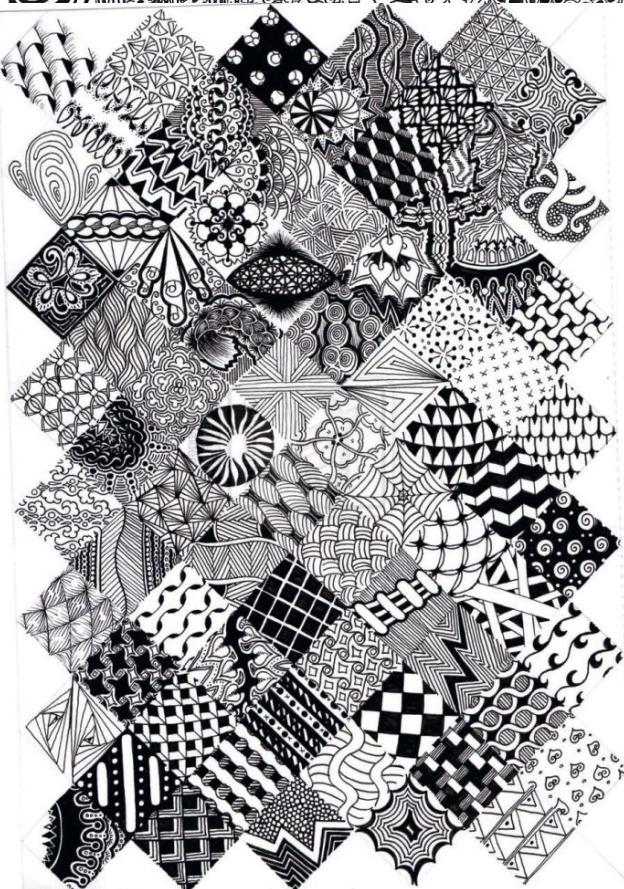
Some textures are created. Created textures are more like a pattern than realistic. Draw a collection of created textures in your workbook.

일부 텍스처는 사실적인 질감보다는 패턴에 더 가깝습니다. 통합 문서에 생성된 텍스처 모음을 그려 보세요.

value scales using line



brenda + greg





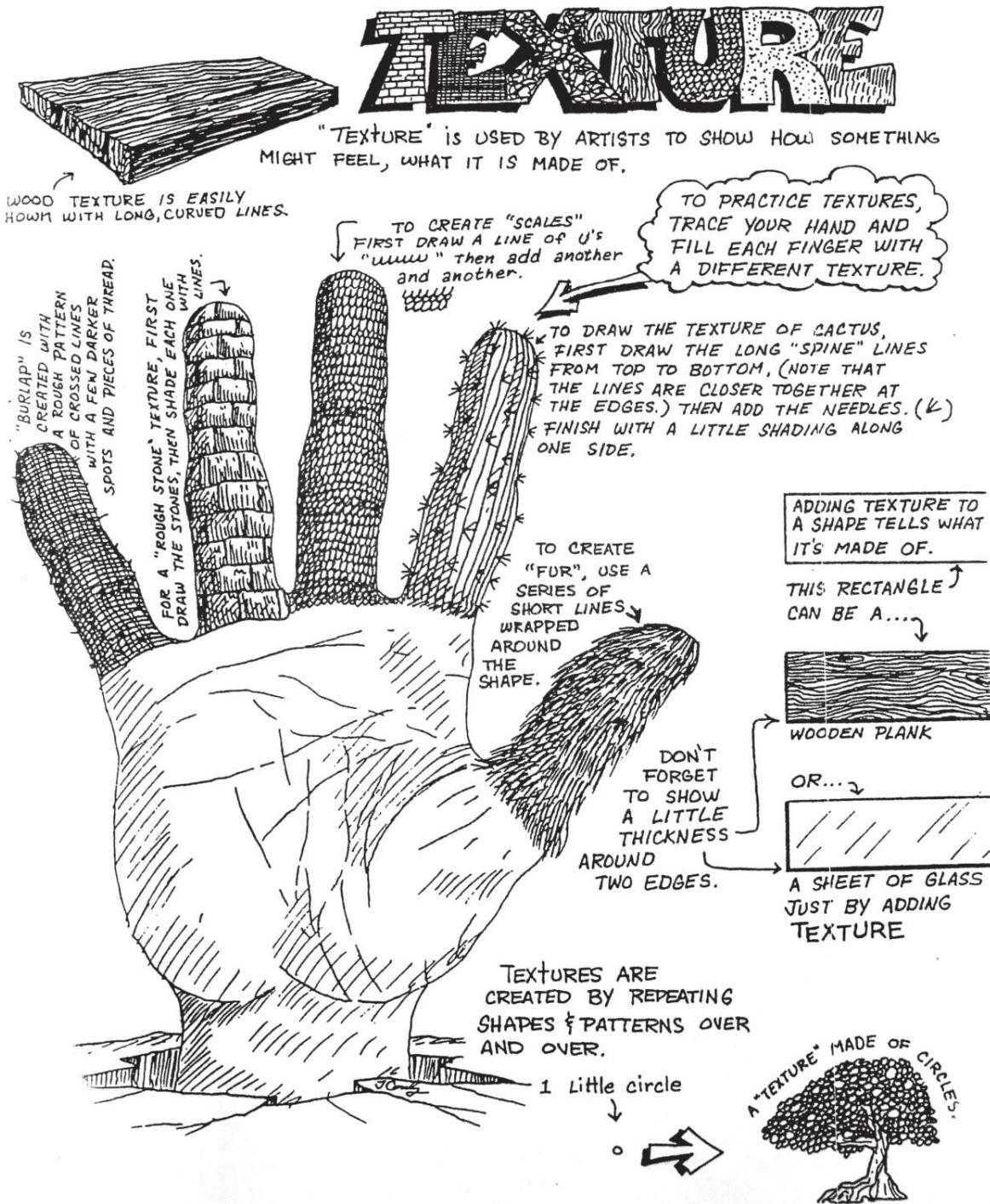
# Skill builder: Hand textures / 스킬 빌더: 손 질감

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

때로는 질감이 만들어지고, 때로는 관찰됩니다. 예상치 못한 질감을 모양에 적용하면 흥미로운 일이 발생하기도 합니다.

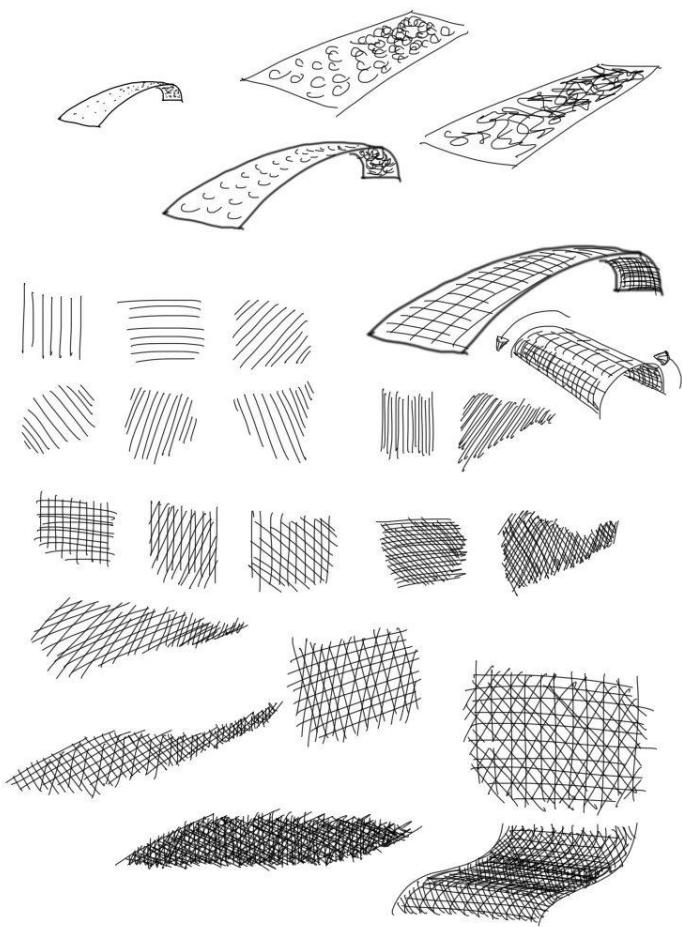
Draw your hand in your sketchbook. **Avoid tracing:** the lack of observation will set you up for a rough start. Then draw a different texture for each of your fingers.

스케치북에 손을 그려 보세요. 따라 그리지 마세요. 관찰력이 부족하면 처음부터 제대로 그리기 어려울 수 있습니다. 그런 다음 각 손가락에 다른 질감을 그려 보세요.





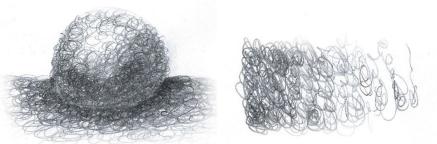
# Technique Basic Crosshatching



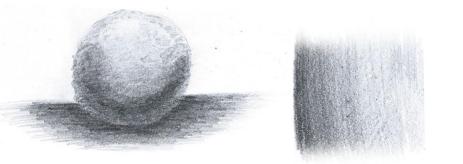
Stippling



Scumbling



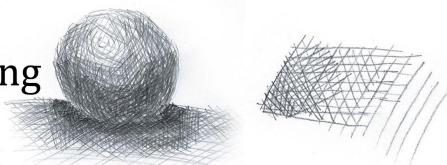
Shading



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



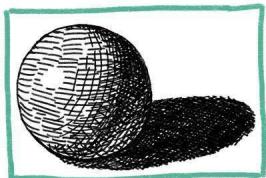
- DIAGONAL LINES**
- Add details with small marks
  - Line direction should still respond to 3D shapes



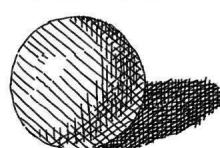
- DARKEN & REFINISH**
- Make darkest areas black
  - Preserve those highlights!
  - Focus on tiny details in iris
  - Add some outline to clarify
  - Take a step back & admire!

## HOW TO AVOID COMMON CROSSHATCHING MISTAKES

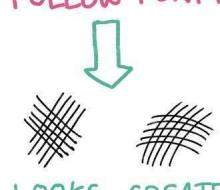
### A DECENT-LOOKING SPHERE!



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



LINES DON'T FOLLOW FORM



OUTLINE TOO DARK



LIMITED TONAL RANGE



LOOKS FLAT



CREATES DEPTH



FIRST: LIGHT OUTLINE



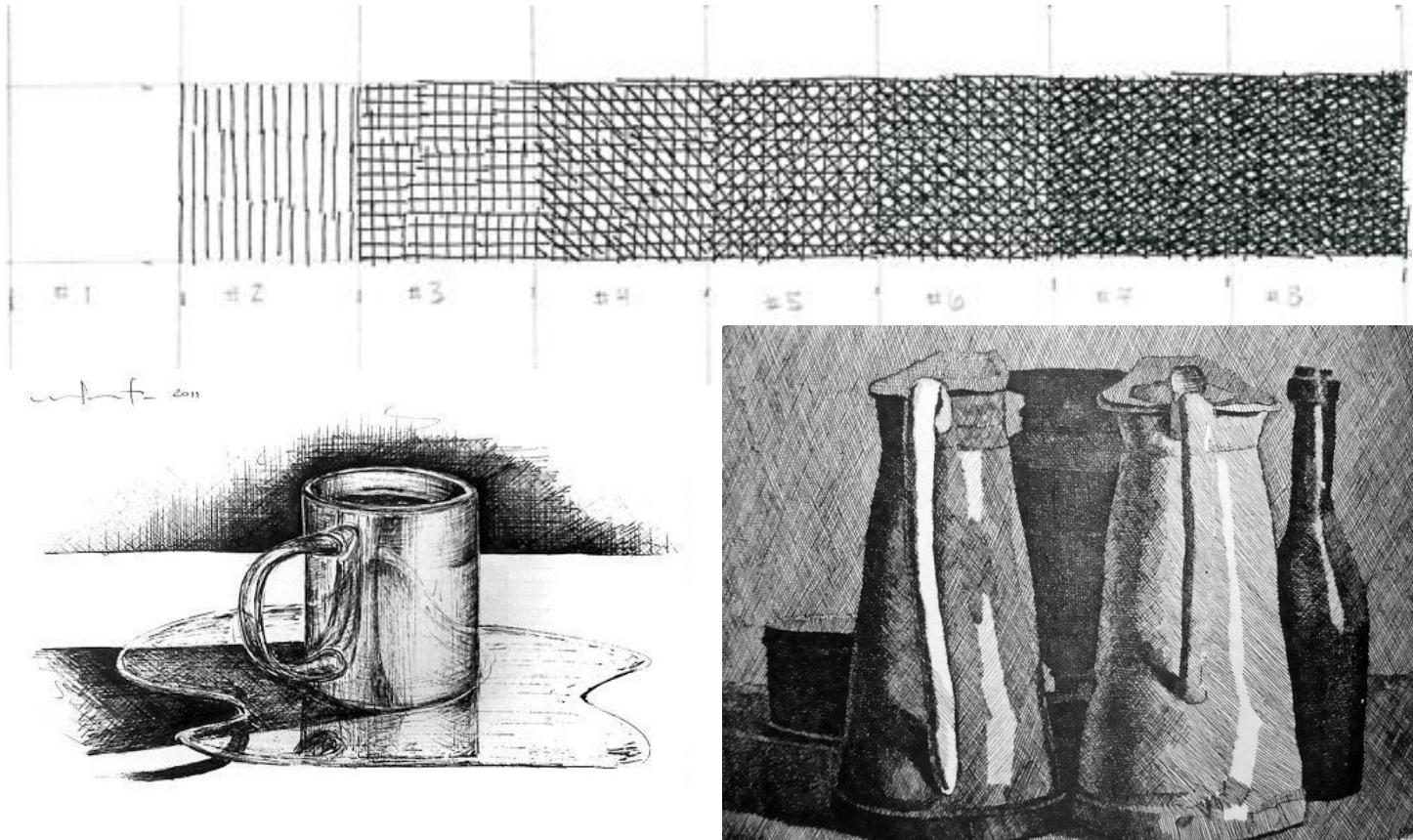
THEN: DARK SHADING



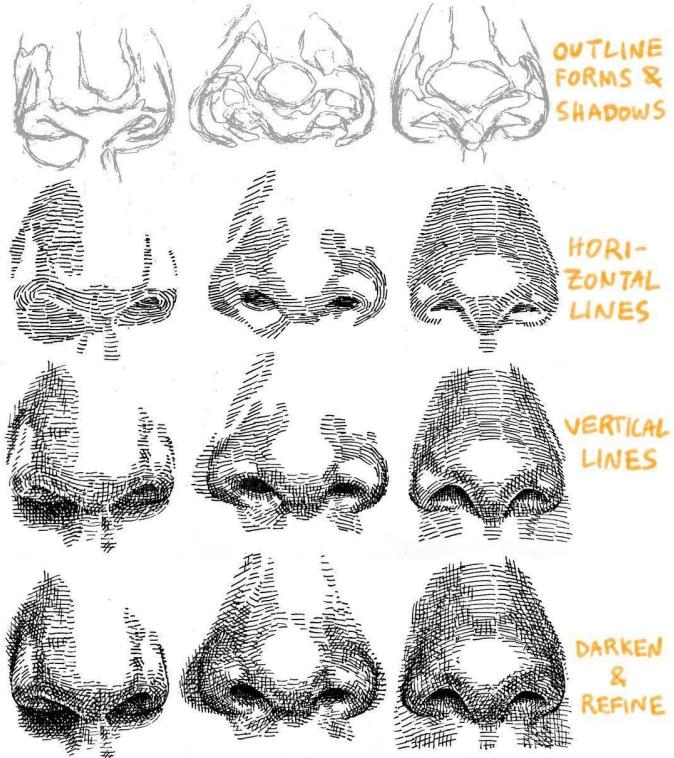
USE FULL TONAL SPECTRUM



# Technique    Intermediate Crosshatching

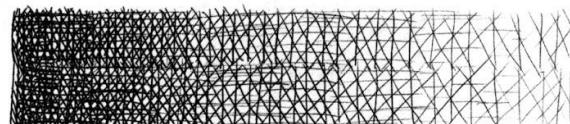
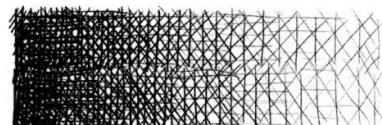
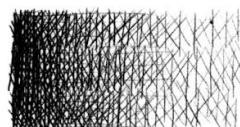
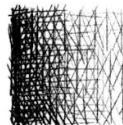


## CROSSHATCHING NOSES

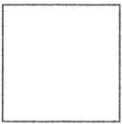


### RATE OF GRADATION

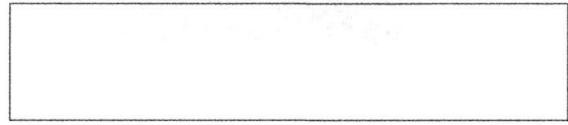
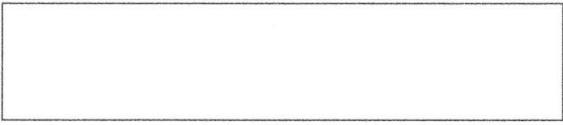
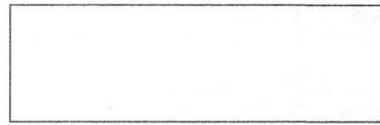
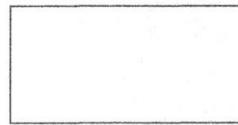
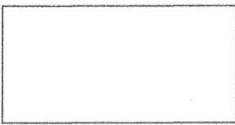
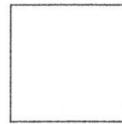
Sometimes the nature of the light source, or the size and shape of the form, affects the rate of the transition between light and shadow values. To account for this, you should practice to control how fast or slow the values shift between light and deep values.



Practice

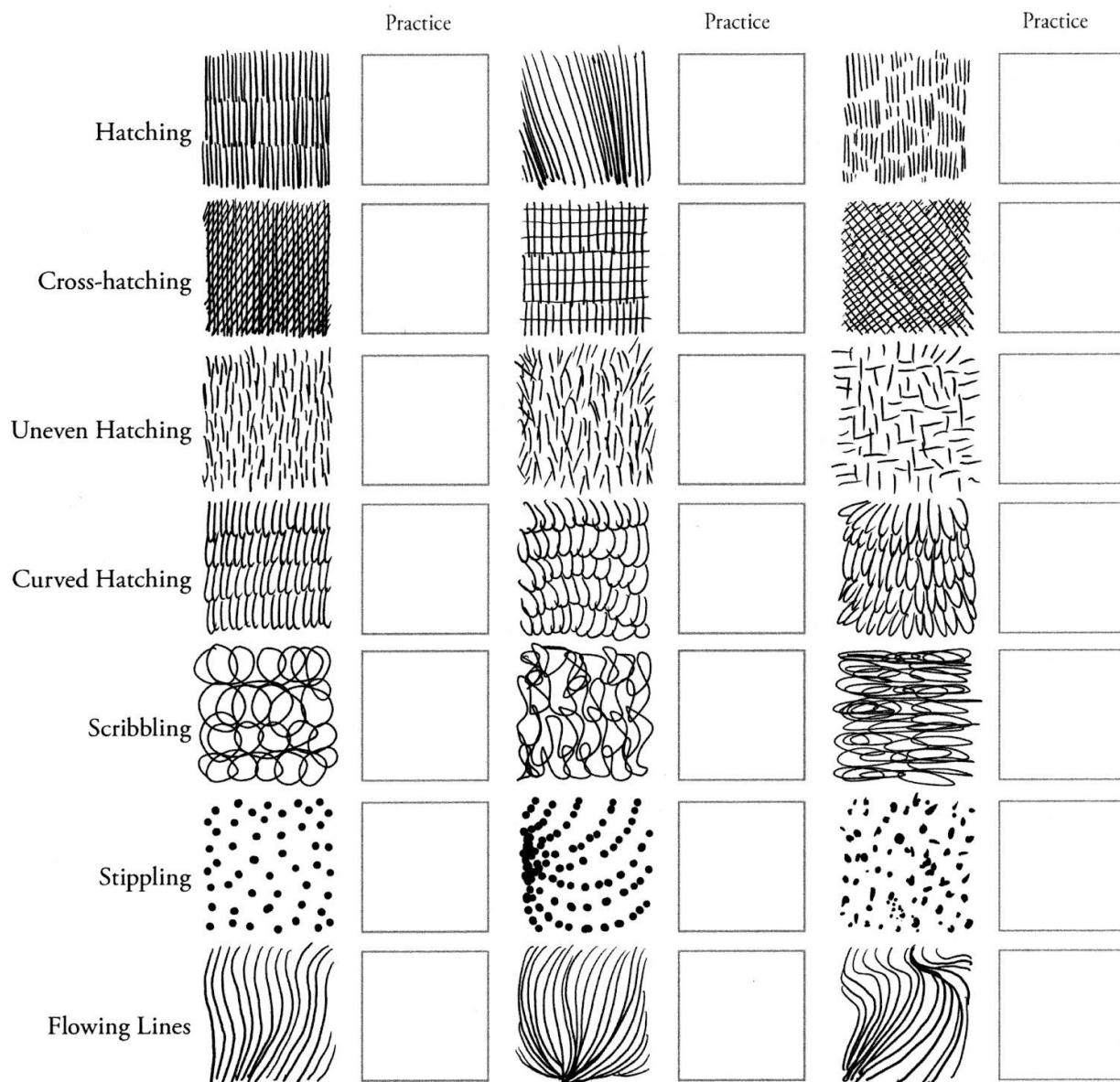


Practice

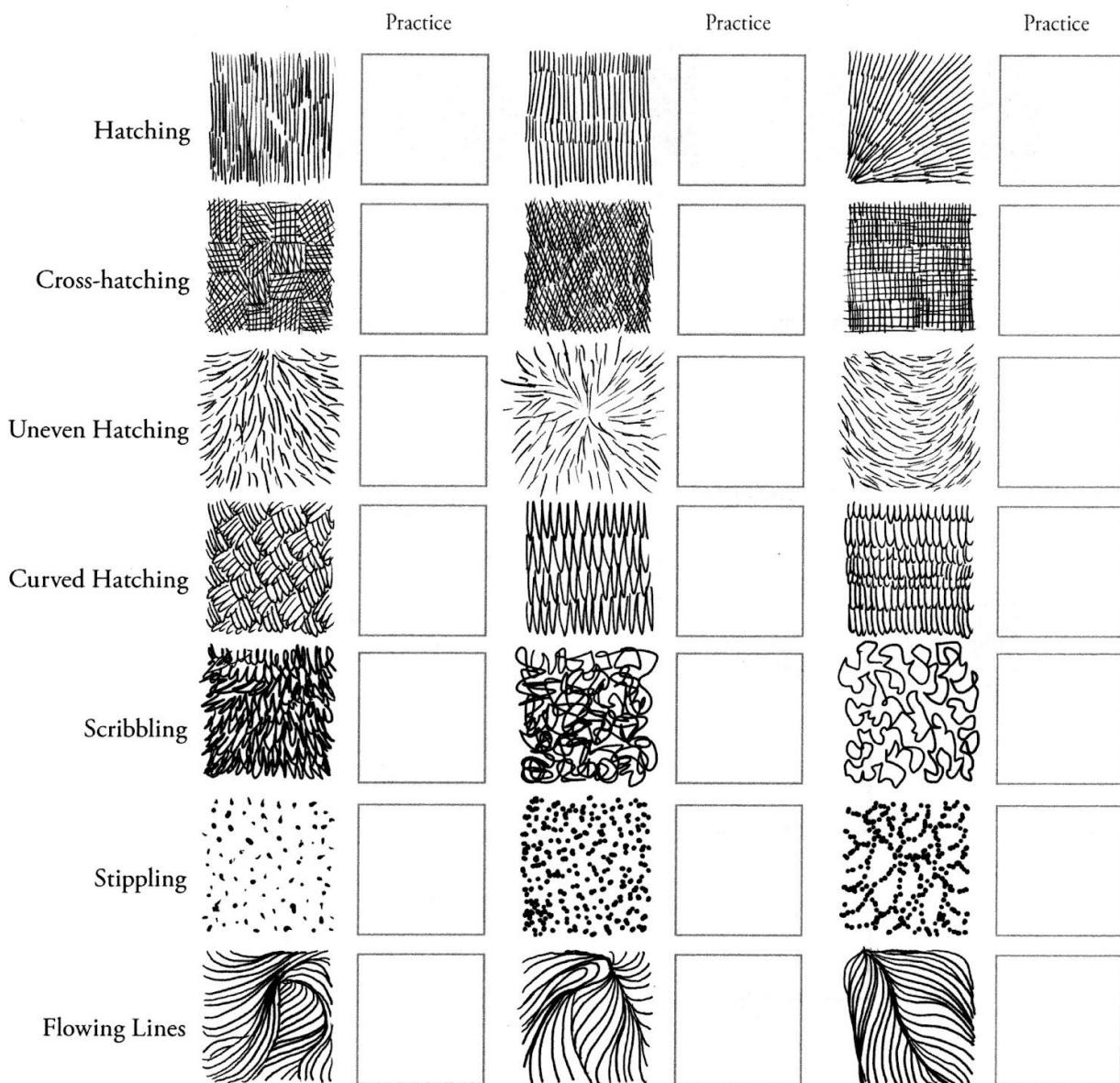


### THE BASIC STROKES

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.

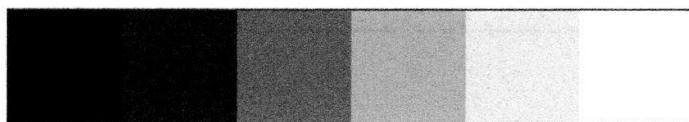


Aim to be as proficient as possible with as many of the basic strokes as possible. Each bears its own unique characteristics, which gives you more versatility and can make your artwork more visually appealing.



6-STEP VALUE SCALE

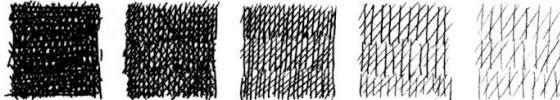
Creating value scales is one of the most invaluable exercises in drawing. With pen and ink drawing, you will find that each type of basic stroke presents its own challenge. Experiment with the variations to see what types of adjustments are needed in order to convey value change.



Hatching



Cross-hatching



Uneven Hatching



Curved Hatching



Scribbling

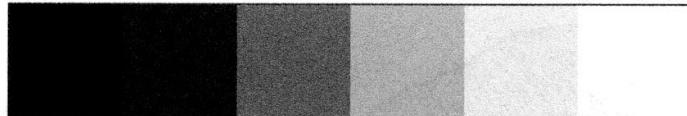


Stippling

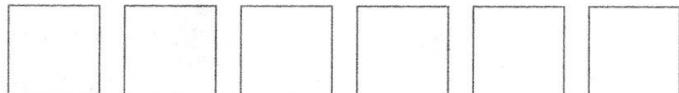


Flowing Lines

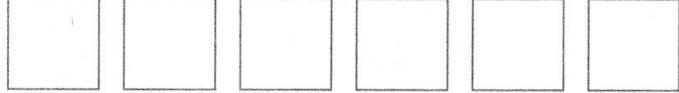




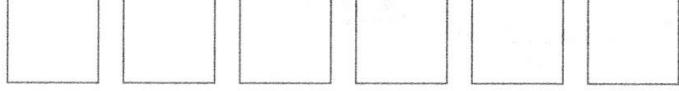
Hatching



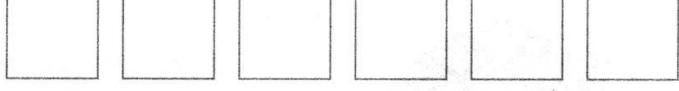
Cross-hatching



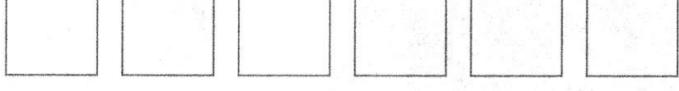
Uneven Hatching



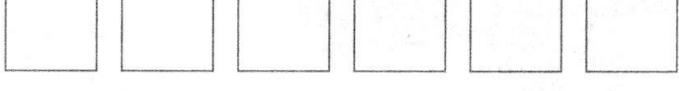
Curved Hatching



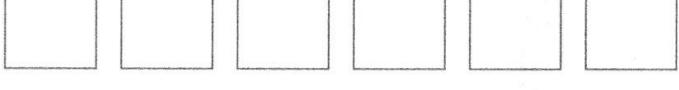
Scribbling



Stippling

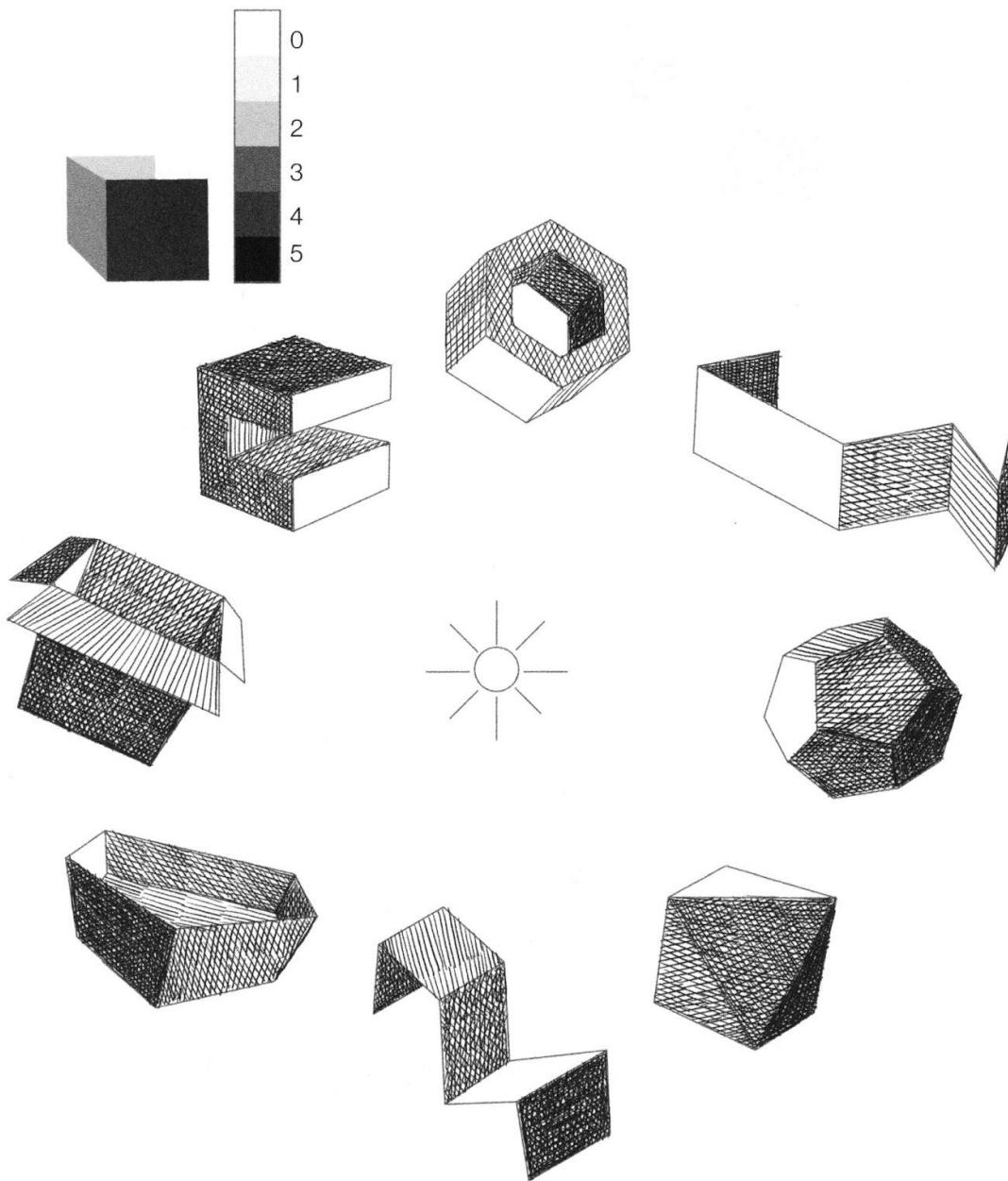


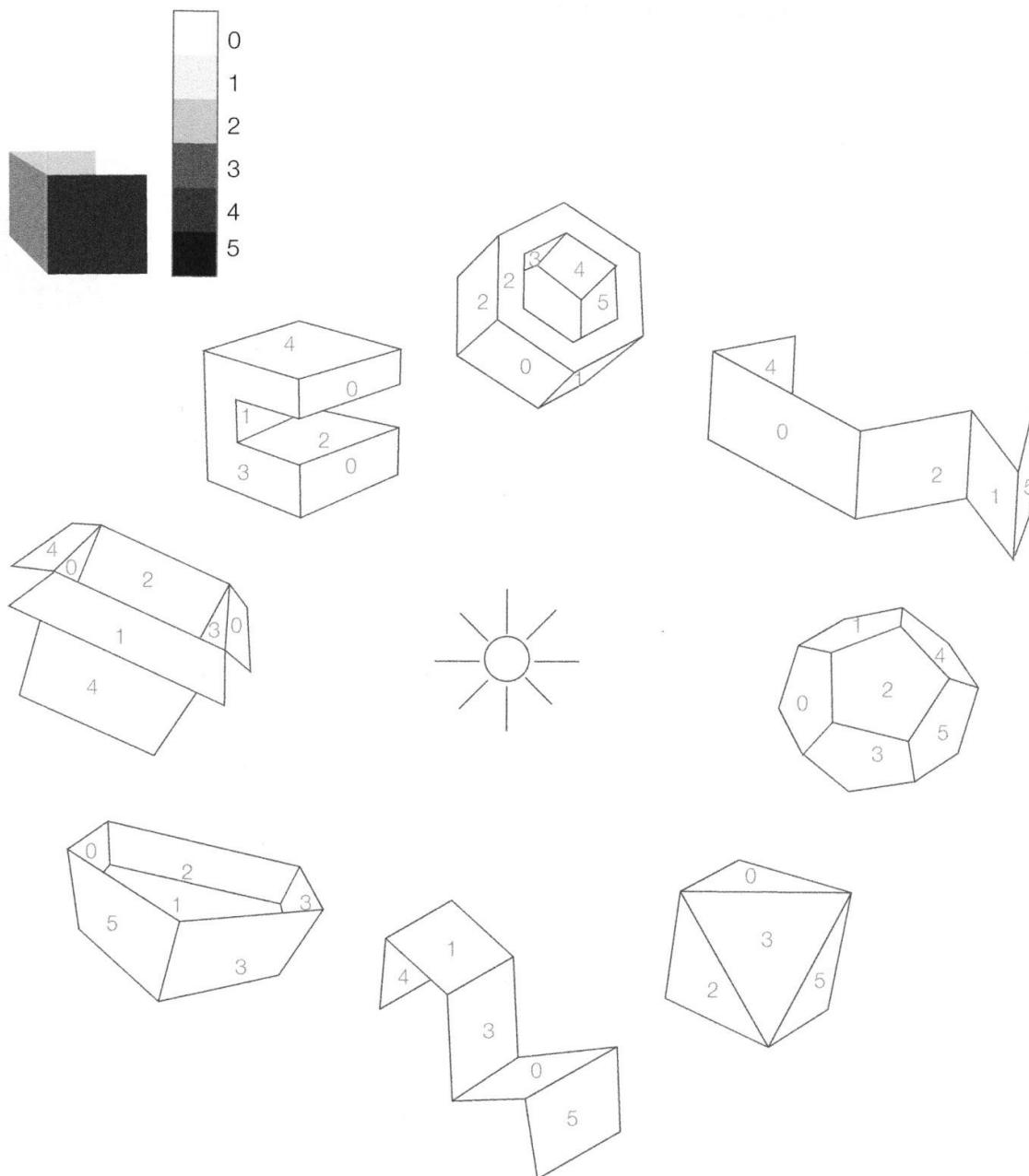
Flowing Lines



### SHADING BLOCK FORMS

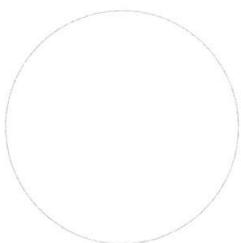
This exercise expands the value range to six values and increases the complexity of the forms. However, the same basic principle applies, so determining the value for each plane is not as elusive as you may think. Study the orientation of each plane with respect to the light source.



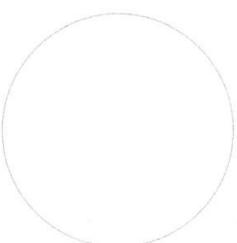
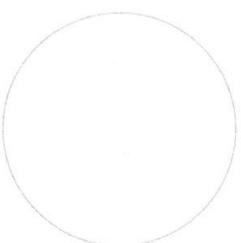
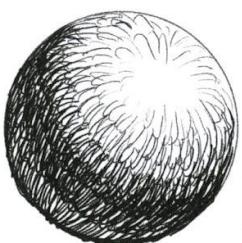
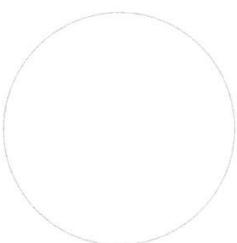
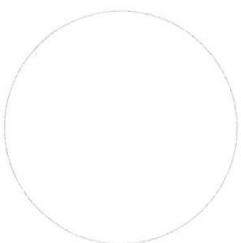
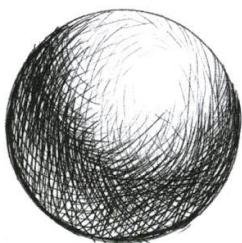
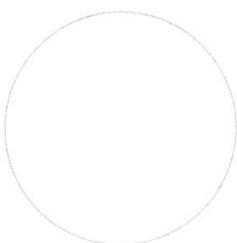


Use the numbers as a guide to assigning values to each plane.

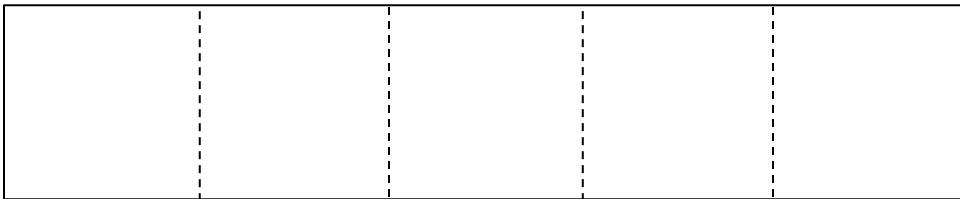
Practice



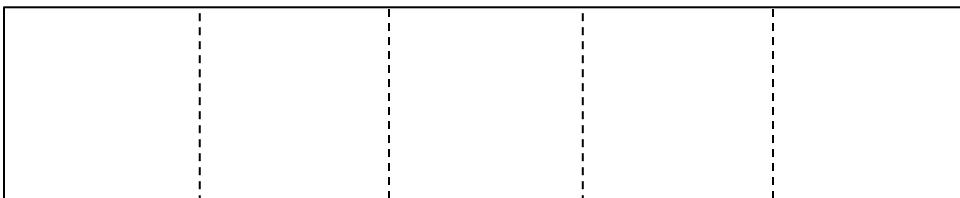
Practice



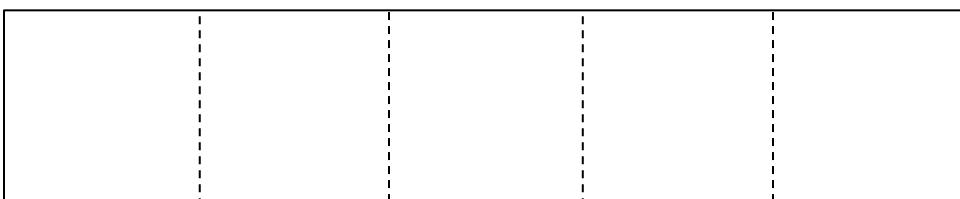
# Skill builder



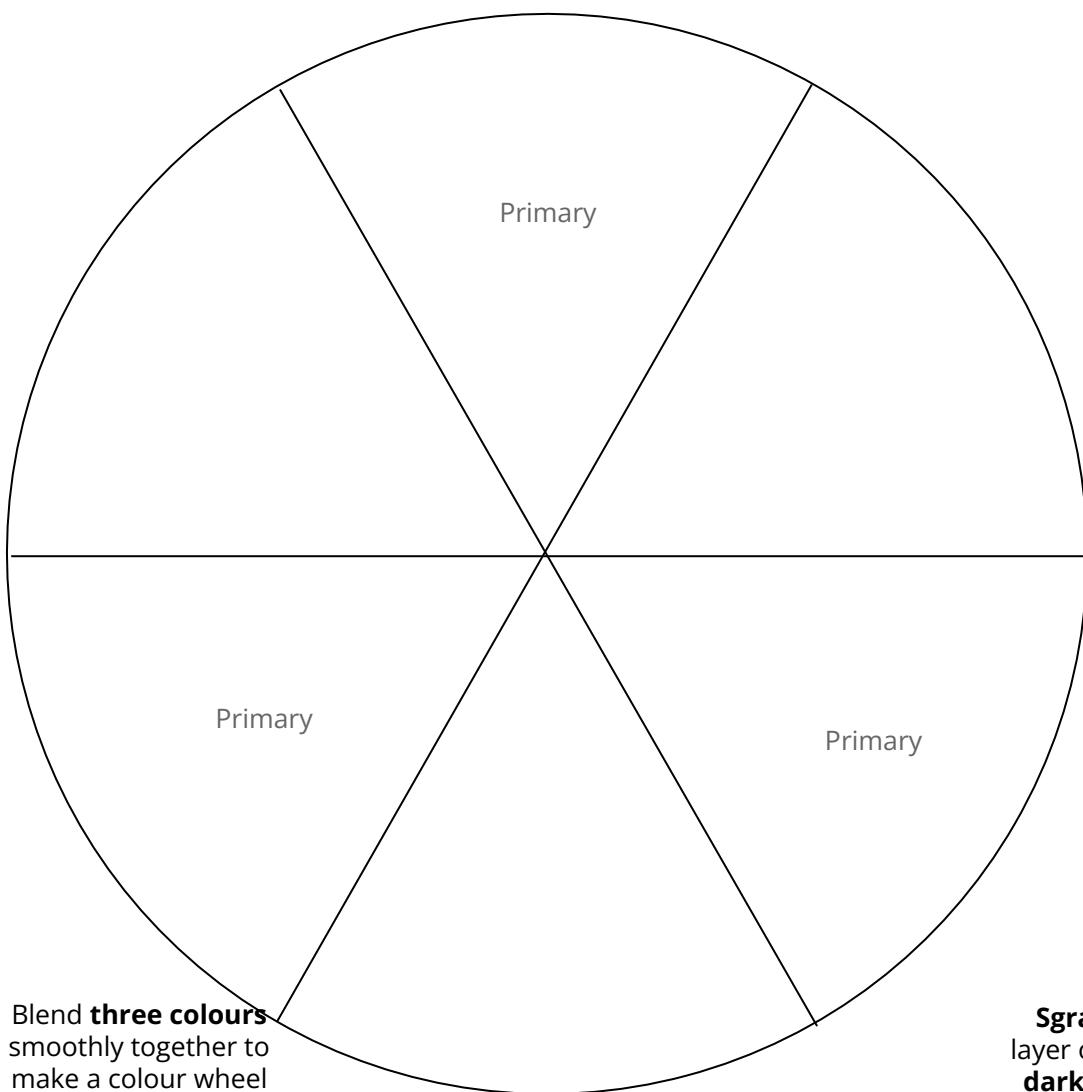
Blend **one colour** of pastel smoothly from dark to light



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

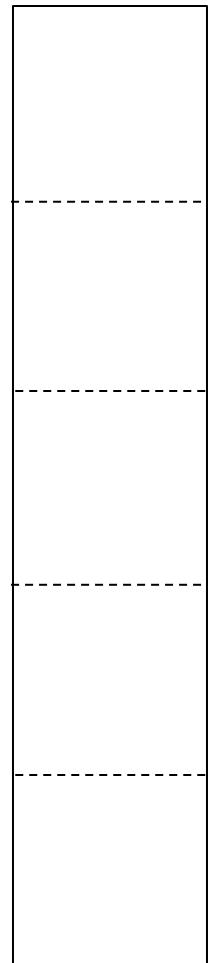


Blend **one colour + a dark colour** smoothly from dark to light

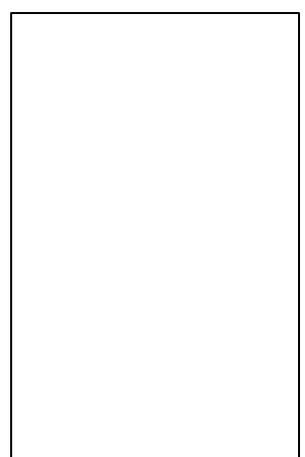


Blend **three colours** smoothly together to make a colour wheel

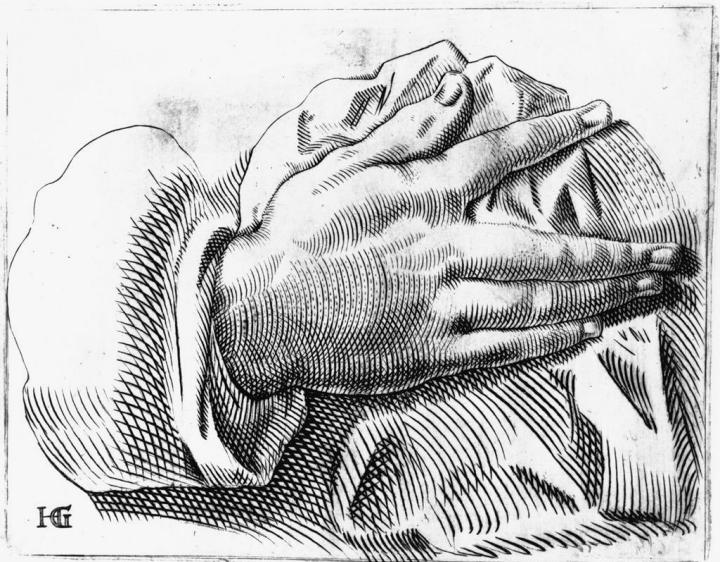
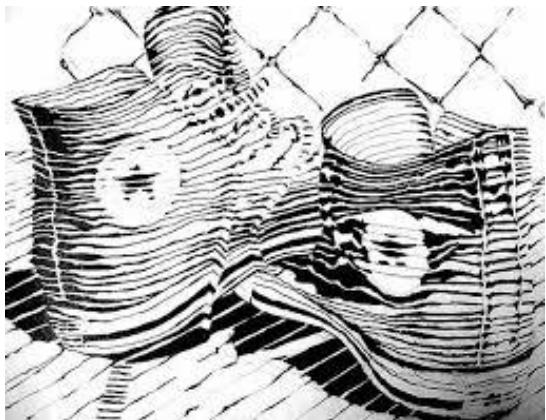
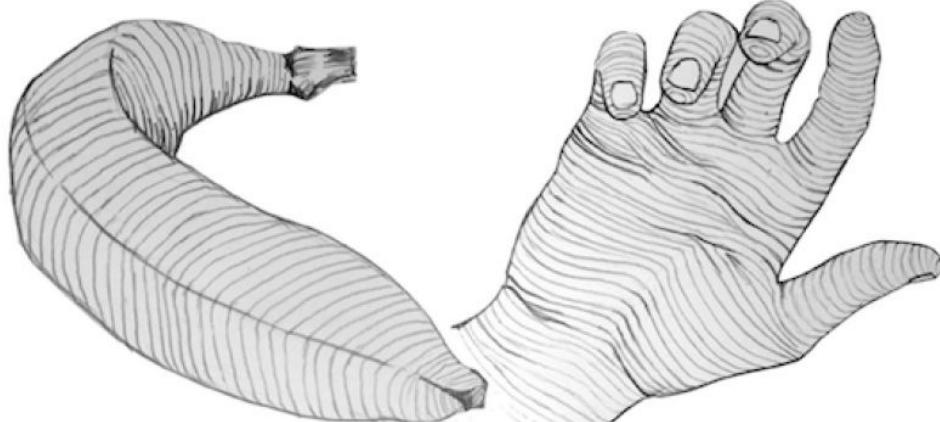
**Sgraffito** - put down a thick base layer of a **light colour**, cover it with a **dark colour**, then scratch through!



**Stipple - two colours** smoothly together with **dots**



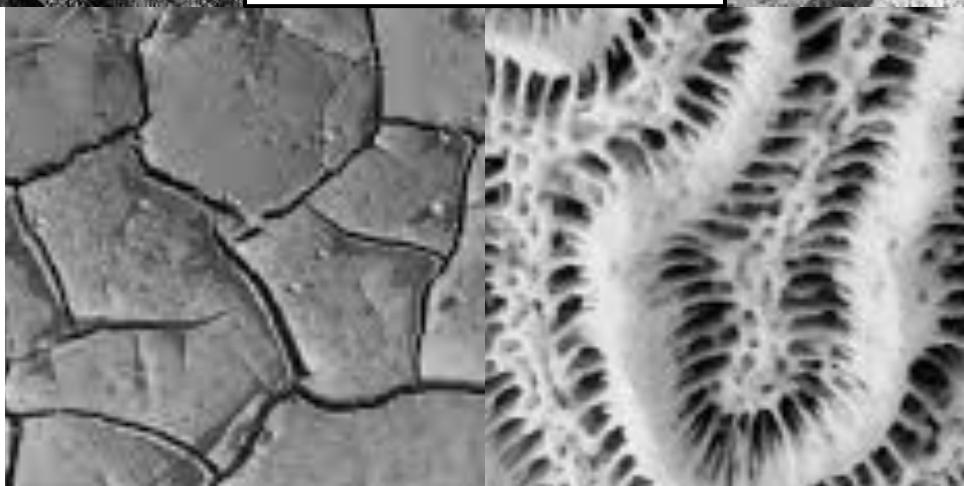
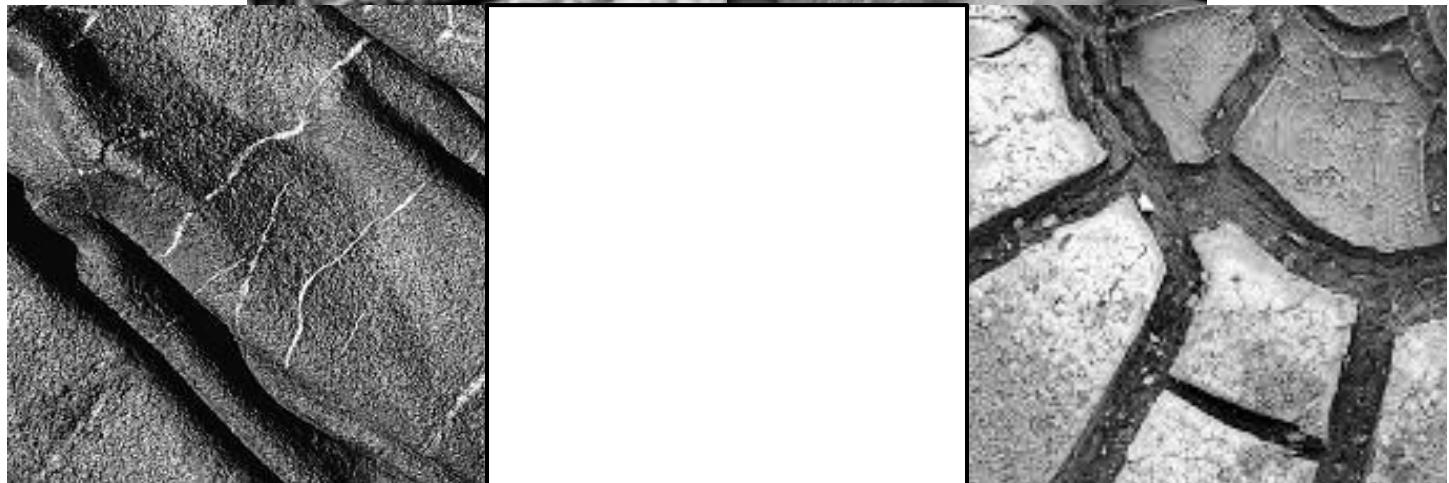
# Technique **Cross contour**



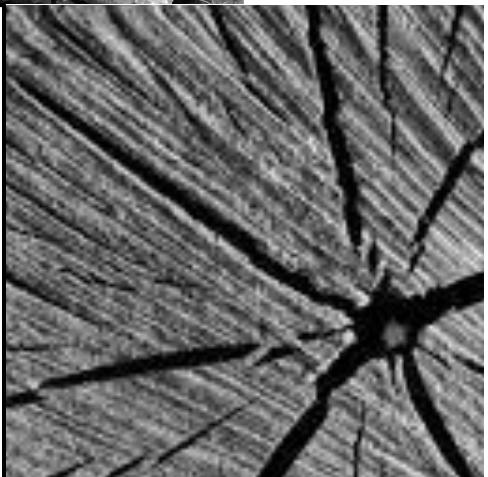
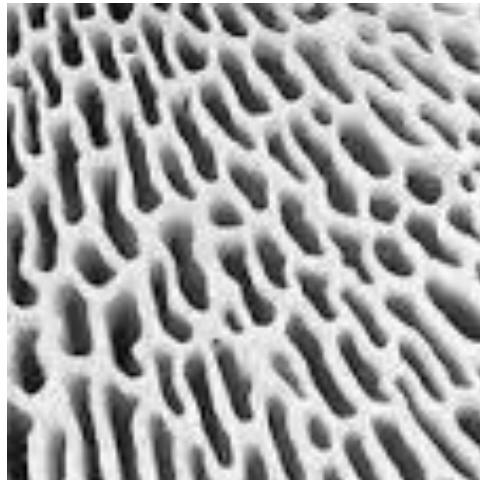
STUDY OF A HAND  
Anonymous Artists



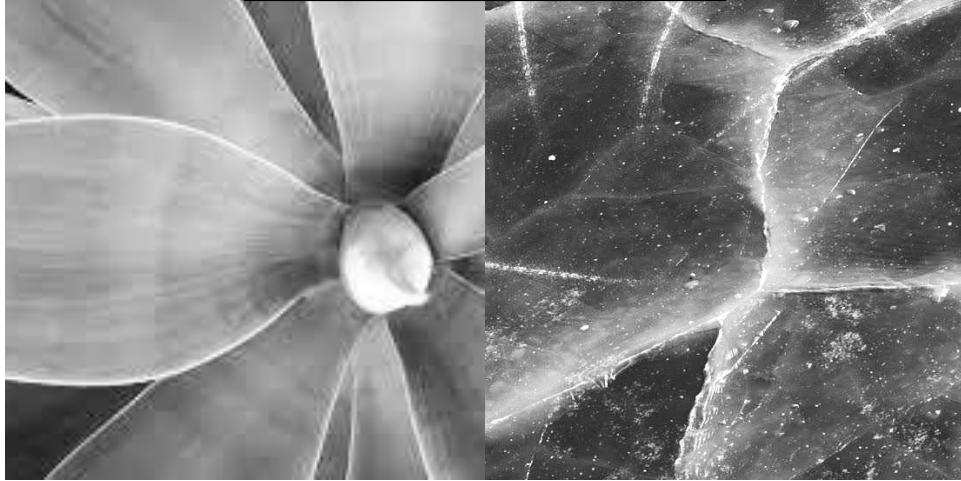
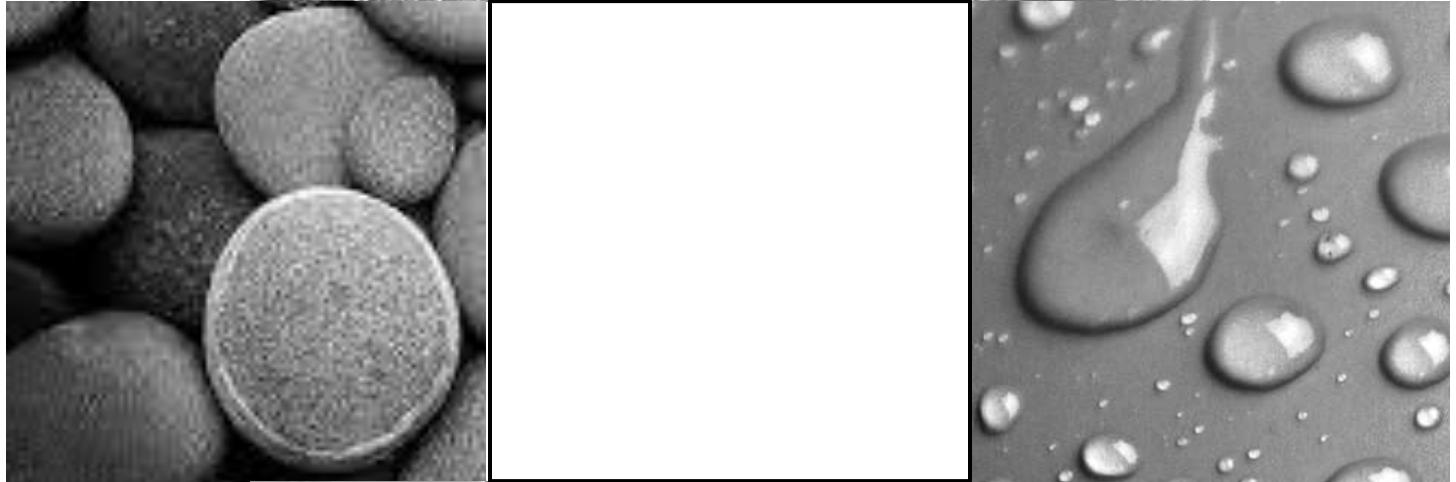
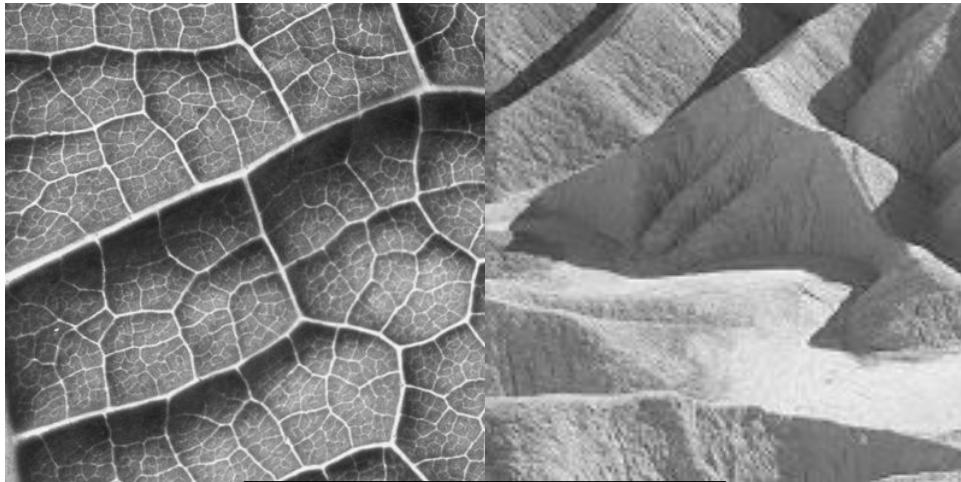
# Skill builder: **Texture in nature I**



# Skill builder: **Texture in nature II**



# Skill builder: **Texture in nature III**



# Creativity — Brainstorming practice I

## 창의성 - 브레인스토밍 연습 I

**Creativity can be learned.** The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

창의력은 배울 수 있습니다. 초보자가 저지르는 가장 큰 실수는 모든 아이디어를 머릿속에 담아두려는 것입니다. 창의력을 향상시키기 위해 많은 아이디어를 나열하는 연습을 하게 될 것입니다.

- You will improve your ability to generate a large number of ideas.  
여러분은 많은 수의 아이디어를 낼 수 있는 능력을 향상시키게 될 것입니다.
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.  
아이디어가 기록된 후에도 판단을 보류하는 능력이 향상될 것입니다. 대부분의 사람들은 좋은 아이디어가 아직 머릿속에 떠오르지 않을 때 멈춰 버립니다.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.  
특정 주제와 관련된 특이하거나 구체적인 아이디어를 의도적으로 찾아내는 능력이 향상됩니다.

Your topic today: **Things that are sharp, or that have made you angry or frustrated**

오늘의 주제: 날카로운 것, 당신을 화나게 하거나 좌절하게 만든 것

When you are finished, please count the number of ideas you generated: \_\_\_\_\_

완료되면 생성된 아이디어의 수를 세어 보세요: \_\_\_\_\_

# Creativity — Brainstorming practice II

## 창의성 - 브레인스토밍 연습 II

**Creativity can be learned.** The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

창의력은 배울 수 있습니다. 초보자가 저지르는 가장 큰 실수는 모든 아이디어를 머릿속에 담아두려는 것입니다. 창의력을 향상시키기 위해 많은 아이디어를 나열하는 연습을 하게 될 것입니다.

- You will improve your ability to generate a large number of ideas.  
여러분은 많은 수의 아이디어를 낼 수 있는 능력을 향상시키게 될 것입니다.
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.  
아이디어가 기록된 후에도 판단을 보류하는 능력이 향상될 것입니다. 대부분의 사람들은 좋은 아이디어가 아직 머릿속에 떠오르지 않을 때 멈춰 버립니다.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.  
특정 주제와 관련된 특이하거나 구체적인 아이디어를 의도적으로 찾아내는 능력이 향상됩니다.

Your topic today: **Things that are curved, or that have surprised or confused you**

오늘의 주제: 휘어진 것, 혹은 당신을 놀라게 하거나 혼란스럽게 했던 것

When you are finished, please count the number of ideas you generated: \_\_\_\_\_

완료되면 생성된 아이디어의 수를 세어 보세요: \_\_\_\_\_

# Creativity — Brainstorming practice III

## 창의성 - 브레인스토밍 연습 III

**Creativity can be learned.** The biggest mistake for beginners is trying to keep all of your ideas in your head. You are going to practise listing a large number of ideas in order to improve your creative skills.

창의력은 배울 수 있습니다. 초보자가 저지르는 가장 큰 실수는 모든 아이디어를 머릿속에 담아두려는 것입니다. 창의력을 향상시키기 위해 많은 아이디어를 나열하는 연습을 하게 될 것입니다.

- You will improve your ability to generate a large number of ideas.  
여러분은 많은 수의 아이디어를 낼 수 있는 능력을 향상시키게 될 것입니다.
- You will improve your ability to suspend judgement until after your idea is recorded. Most people stop good ideas while they are still in their mind.  
아이디어가 기록된 후에도 판단을 보류하는 능력이 향상될 것입니다. 대부분의 사람들은 좋은 아이디어가 아직 머릿속에 떠오르지 않을 때 멈춰 버립니다.
- You will improve your ability to intentionally seek out unusual or specific ideas related to a topic.  
특정 주제와 관련된 특이하거나 구체적인 아이디어를 의도적으로 찾아내는 능력이 향상됩니다.

Your topic today: **Things that are disgusting, or that have made you anxious or afraid**

오늘의 주제: 역겹거나 불안하거나 두렵게 만드는 것들

When you are finished, please count the number of ideas you generated: \_\_\_\_\_

완료되면 생성된 아이디어의 수를 세어 보세요: \_\_\_\_\_

# **Creativity — Things that you wish would change**

## 창의성 - 당신이 바꾸고 싶은 것들

These words will be used to help you develop your idea for your painting. They will go towards your idea development mark.

이 단어들은 여러분의 그림 아이디어를 발전시키는 데 도움이 될 것입니다. 아이디어 개발 점수에도 반영될 것입니다.

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# Idea Development/아이디어 개발

- 1 **Generate ideas/아이디어 생성** maximum of 50%/최대 50%
- 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.

목록, 웹 지도 또는 간단한 그림을 사용하여 많은 아이디어를 생각해 보세요! 이미 염두에 두고 있는 아이디어가 있다면 이를 중심 주제로 선택하고 확장하세요. 아이디어가 방황하게 하세요. 하나의 아이디어가 다른 아이디어로 이어집니다. 도면은 소스 이미지의 세부 사항, 다양한 관점, 질감, 기술 실험 등이 될 수 있습니다.

Number of **words**/단어 수 → \_\_\_\_ ÷ 3 = \_\_\_\_%

Number of **simple** sketches/단순 스케치 수 → \_\_\_\_ × 2% = \_\_\_\_%

Number of **better** sketches/더 나은 스케치 수 → \_\_\_\_ × 4% = \_\_\_\_%

- 2 **Select the best and join together ideas/최고의 것을 선택하고 아이디어를 결합하십시오**

**Circle the best** ideas/최고의 아이디어에 동그라미를 치세요  
circled/동그라미 =  5%

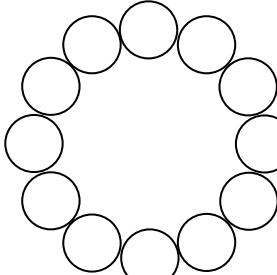
**Link into groups** of ideas/아이디어 그룹으로 연결  
linked/연결됨 =  5%

- 3 **Print reference images/참조 이미지 인쇄** maximum of 8 images

- Print **EIGHT** reference images so you can accurately observe the challenging parts of your artwork. Taking your 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.
- 작품의 까다로운 부분을 정확하게 관찰할 수 있도록 8개의 참조 이미지를 인쇄하세요. 자신이 직접 촬영한 사진을 사용하는 것이 선호되지만 이미지 검색도 괜찮습니다.
- 찾은 사진을 단순히 복사하지 마십시오. 아이디어는 소스 이미지를 편집하고 결합하여 자신만의 작품을 만드는 것입니다. 단순히 사진을 복사하는 경우 표절이며 아이디어 생성 및 최종 작품의 창의성과 관련된 모든 기준에서 0점을 받게 됩니다.
- 사진의 최대 절반은 영감을 얻기 위해 다른 사람의 그림, 그림 또는 기타 예술 작품으로 구성될 수 있습니다. 다른 이미지는 사실적인 사진어야 합니다.
- 점수를 얻으려면 인쇄된 이미지 사본을 제출해야 합니다.

\_\_\_\_ images/이미지 x 5% = \_\_\_\_%

# Idea Development/아이디어 개발

- 4 **Compositions/작곡** maximum of 10 thumbnails
- Create thumbnail drawings anywhere in the idea development section.
  - These should be based on combinations of ideas that you can come 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
- 아이디어 개발 섹션 어디든 썸네일 그림을 만드세요.
  - 이는 당신이 생각해 낼 수 있는 아이디어의 조합을 기반으로 해야 합니다. 배경을 포함하세요.
  - 특이한 각도, 시점, 배열을 실험해 보세요.
  - 작품을 둘보이게 만드는데 도움이 됩니다. 썸네일 주위에 프레임을 그려 아트워크의 가장자리를 표시합니다.
  - 색 구성표를 선택하는 것은 구성으로 간주되며 대략적인 디지털 콜라주도 마찬가지입니다.
- \_\_\_\_\_ thumbnails/미리보기 이미지 x 8% = \_\_\_\_\_ %
- \_\_\_\_\_ digital collages/디지털 콜라주 x 8% = \_\_\_\_\_ %
- Selecting a colour scheme/색 구성표 선택 = □ 8%
- 
- 5 **Rough copy/초고** 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.**
- 썸네일에서 최고의 아이디어를 뽑아 개선된 초안으로 결합해 보세요.
  - 실제 작업을 시작하기 전에 이를 사용하여 버그를 해결하고 기술을 향상시키십시오.
  - 색상을 사용하는 경우 페인트나 색연필을 사용하여 색상 구성을 표시하세요.
  - 프레임에 그림을 그려 아트워크의 바깥쪽 가장자리를 표시합니다.
  - 중앙이 아닌 구성을 선택하는 것을 잊지 마세요.
- \_\_\_\_\_ drawing/그림 x 25% = \_\_\_\_\_ %
- Total/총 = \_\_\_\_\_ %**

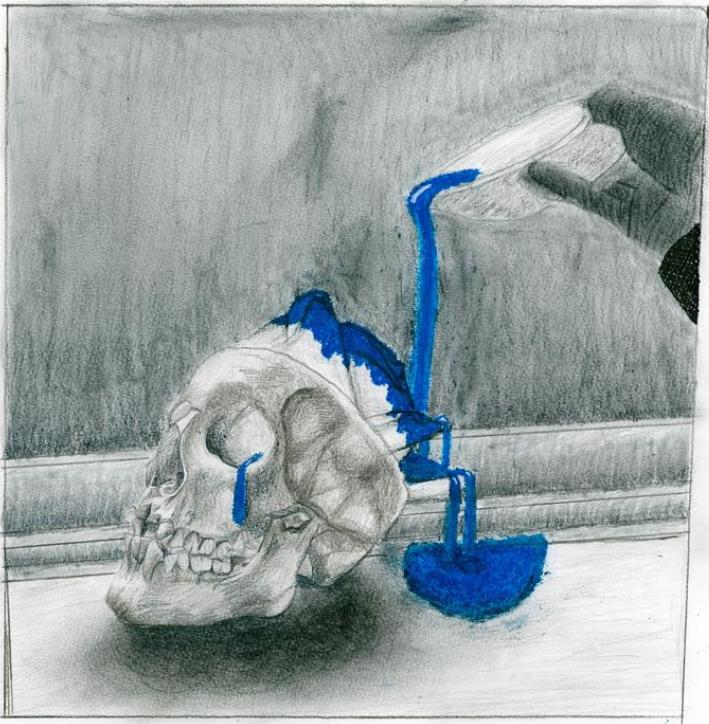
**NOTE:** If you simply copy a picture from the internet, your mark drops to 25%.

참고: 단순히 인터넷에서 사진을 복사하면 점수가 25%로 떨어집니다.









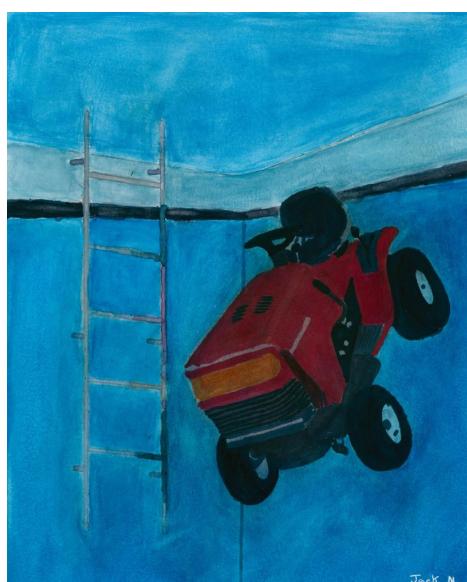
Seth Bennett-Crundwell, 2022-23



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

# Texture drawing goal-setting

\_\_\_\_\_ /10

## 텍스처 드로잉 목표 설정

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 skills for the drawing materials you chose**, your ability to create **visual texture**, and how well you are creating a balanced, non-central **composition**. Keep these criteria in mind when choosing your goal.

매 수업이 끝날 때마다 다음 수업의 목표를 적어주세요. 작품은 선택한 재료에 대한 기술적 능력, 시각적 질감을 표현하는 능력, 그리고 중심이 없는 균형 잡힌 구도를 얼마나 잘 표현하는지 등을 기준으로 채점됩니다. 목표를 정할 때 이러한 기준을 염두에 두세요.

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

구체적으로 말해 주세요. 그림의 어떤 부분에 집중하고 있나요? 이를 위해 가장 필요한 그림 실력은 무엇인가요?

- |   |   |
|---|---|
| → <b>What should be improved and where:</b><br>개선해야 할 부분과 개선할 부분: | "Look for <b>more texture in the bark of the trees</b> "<br>"나무 껍질의 질감을 더 찾아보세요"          |
| → <b>What should be improved and where:</b><br>개선해야 할 점과 개선할 부분:  | "I need to <b>darken the grey of the sky</b> "<br>"하늘의 회색을 어둡게 해야 합니다"                    |
| → <b>What can be added and where:</b><br>무엇을 어디에 추가할 수 있나요?       | "I should <b>add some texture to the rocks in the front</b> "<br>"앞쪽 바위에 질감을 좀 더 추가해야겠어요" |
| → <b>What you can do to catch up:</b><br>따라잡기 위해 할 수 있는 일:        | "I need to <b>take my drawing home this weekend.</b> "<br>"이번 주말에 그림을 집으로 가져가야 해요."       |

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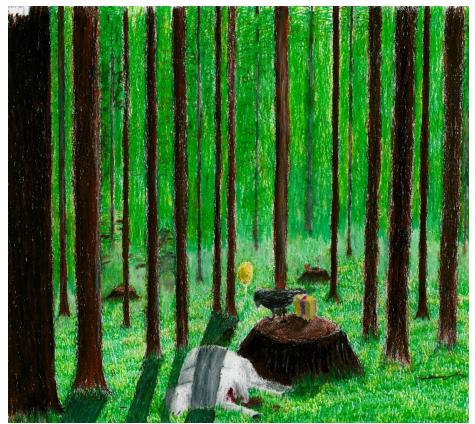
8.



Ziying Ding, 2023-24



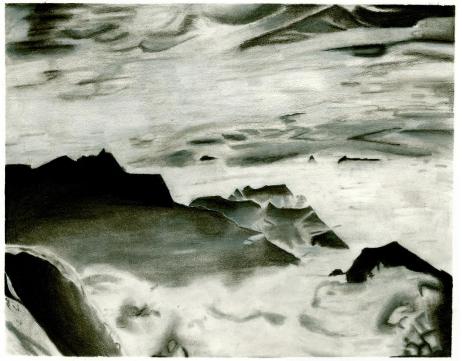
Julia Chiasson, 2023-24



Drew Gooding, 2023-24



Siyun Lee, 2023-24



Ruzzel Asidera, 2023-24



George Jangaard, 2023-24



Paetra Van Ritchie, Spring 2025



Maia Menard, 2023-24



Tony Nguyen, 2023-24



Brooklyn Walker, 2023-24



Sadie Buxton, 2023-24