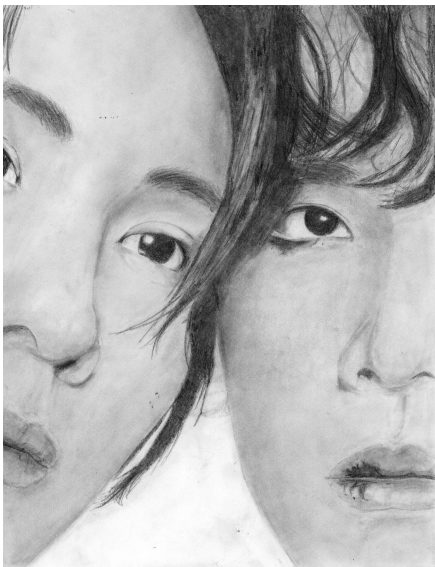




Chloe Snair, Fall 2023



Xintang Wang, Fall 2023



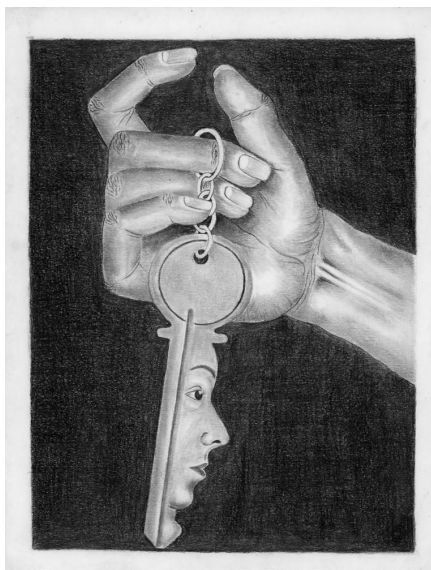
Sophia Rogers, Fall 2023



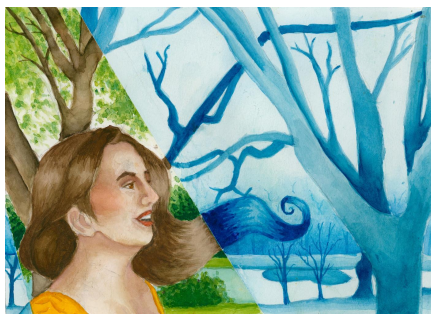
Carson Shea, Fall 2023



Zoe Berezowski, Fall 2023



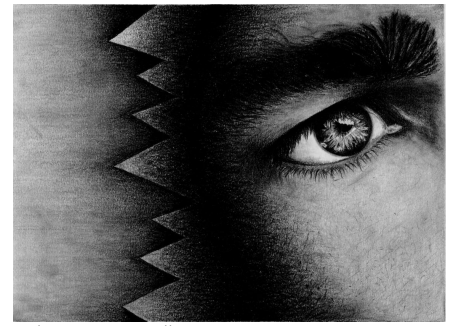
Islau Hamadi Juma, Fall 2023



Livia Dias Bestteti Santos, Fall 2023



Emma Mosher, Fall 2023



Kabir Kumar, Fall 2023



Ella McKinnon, Fall 2023



Gaëlle Bousquet, Fall 2023

## Exam project

\_\_\_/10 **Idea development** (15%)

**Creativity/observation** (15%)  
Balance of realism and great ideas

**Materials technique** (20%)  
Shading, blending, proportion, colour mixing

**Composition** (20%)  
Non-central, balanced, colour scheme

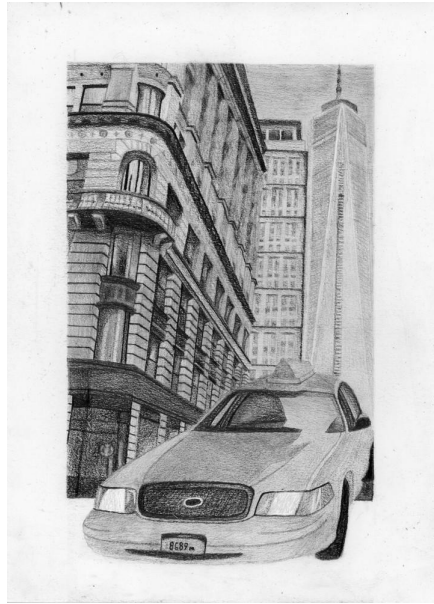
**Chosen technique** (20%)  
Portraiture, depth, texture, pattern

\_\_\_/10 **Peer feedback** (10%)

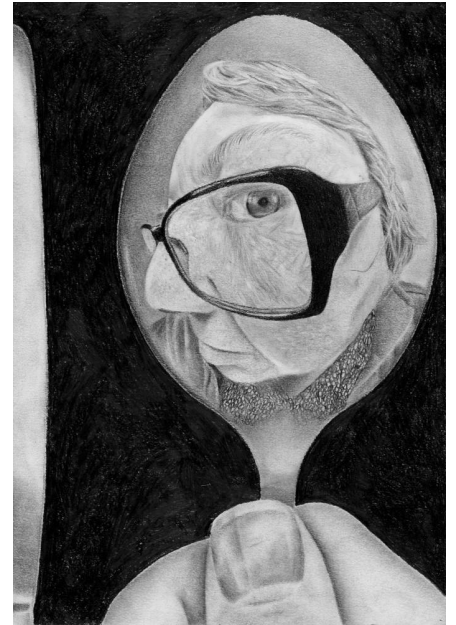




Ashfin Azhar, Fall 2022



Eloise Sandler, Fall 2022



Erin Keaveny, Fall 2022



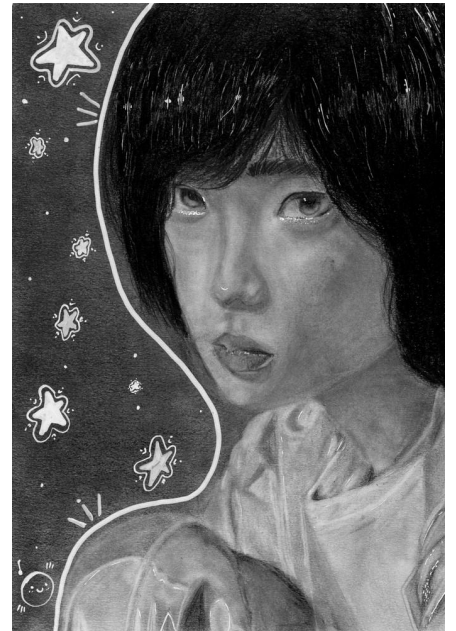
Ashanti Sarmiento, Fall 2022



Una Liu, Spring 2023



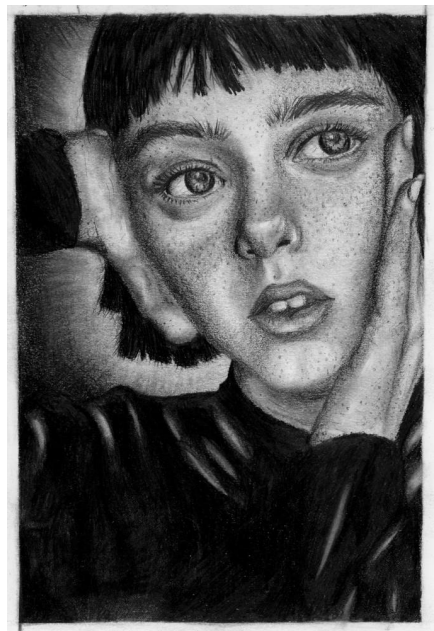
Josefa Hernandez Ureta, Fall 2022



Yosr Fadhel, Fall 2022



Parker Smith, Fall 2022



Alice Curry, Fall 2022



Alice MacDonald, Fall 2022

# Exam Project Evaluation Criteria / Pîvana Nirxandina Nirxandinê ya Nirxandinê

## Drawing / Xet

## Painting / Wêne

## Clay / Herrî

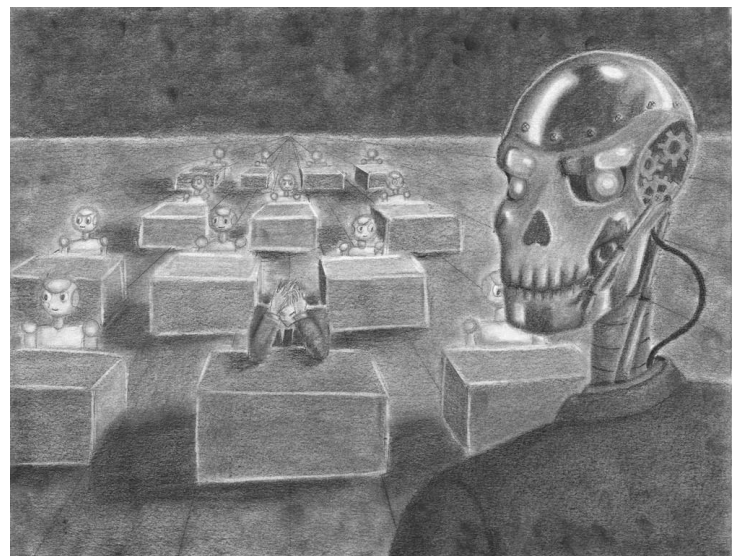
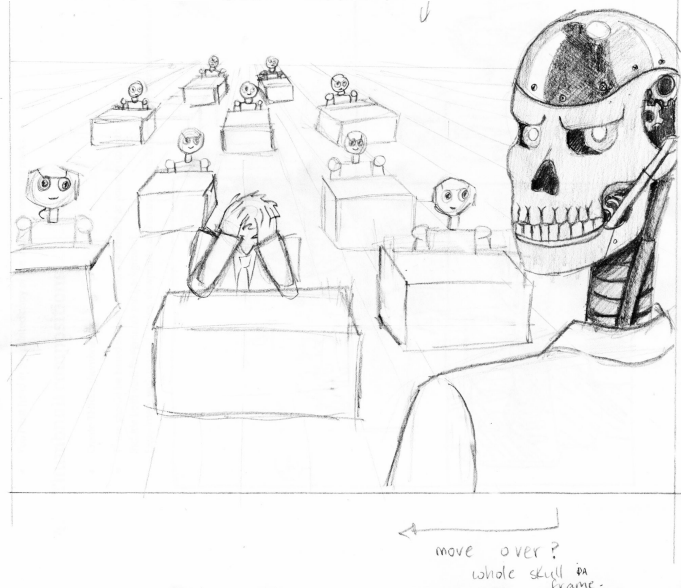
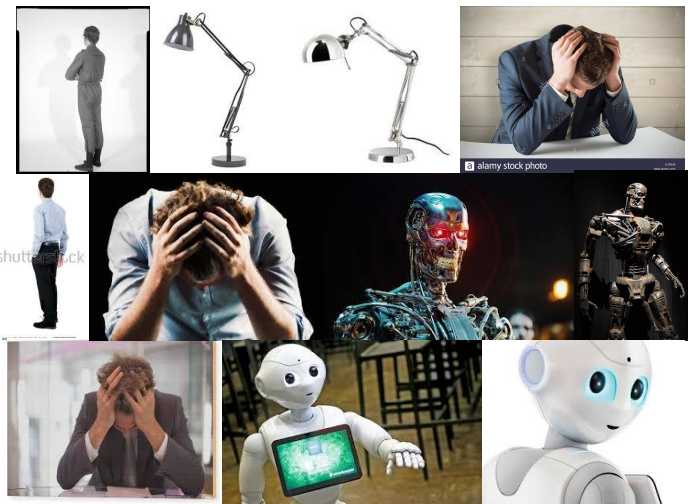
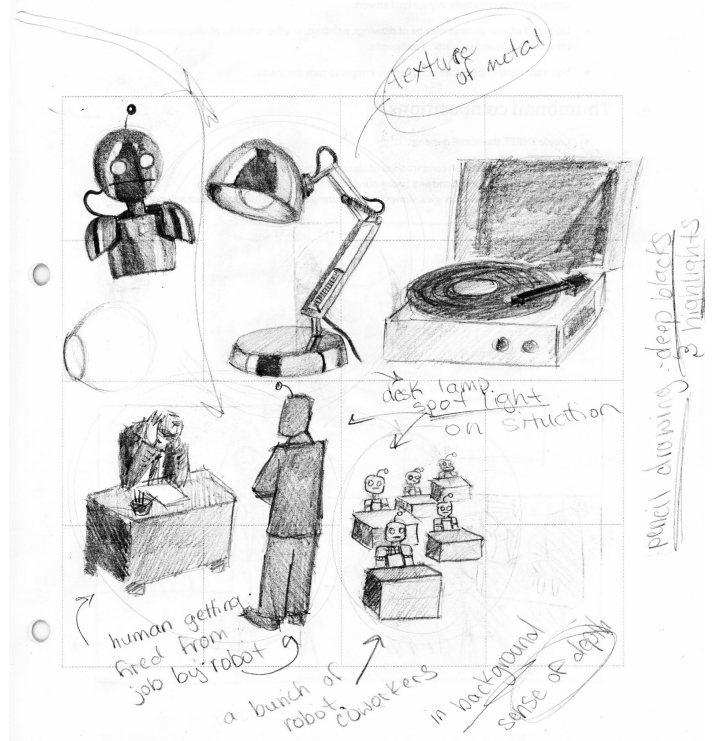
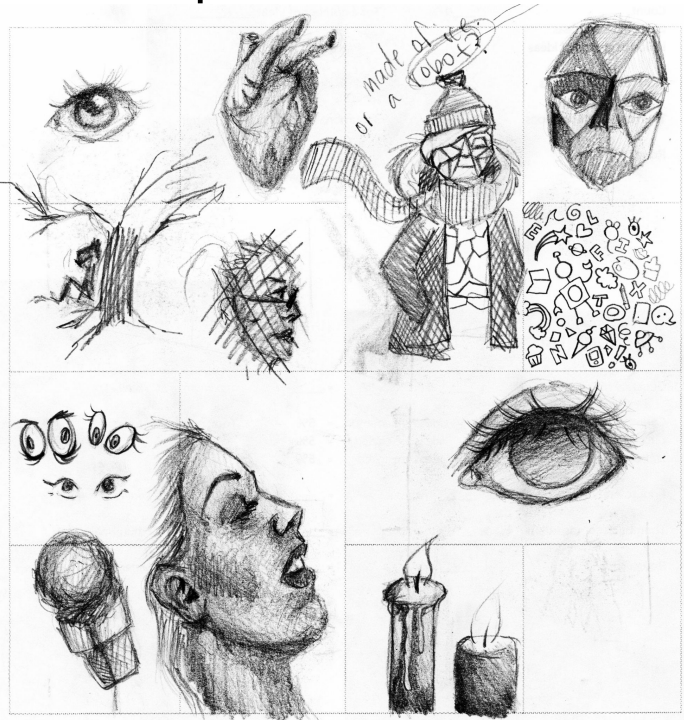
<p><b>15% - Idea development</b> <i>Pêxistîna Îdeya</i></p> <p>Use the same criteria as the idea development graphic organizers. <i>Rêgezên heman weki rêberên grafîk ên pêşveçûna Îdeya bikar bînin.</i></p>	<p>Thoughtful, unusual, unexpected, unique, original ideas expressed through thoughtful observation of the visual qualities of the real world. <i>Thoughtful, nedîti, unexpected, yekane, ramanên orîjînal zîman bi rîya çavdêriya bal ji taybetmendiyên dîtbarî yên çêxanê dike</i></p>	<p>• Effective use of contour, detail, and proportion. <i>Bikaranîna hêsantir, berfreh, û nimûne.</i></p> <p>• Shading with smoothness, and blending. <i>Bi rûlînî û tevlihevîkirinê.</i></p> <p>• Rich darks with good contrast. <i>Bi dewlemendiya baş re tarî dike.</i></p>	<p>• Strong and durable construction. <i>Avahiyeke bihêz û durust.</i></p> <p>• Well-crafted surface quality. <i>Quality surface Well-neqîşandî: textures baş-smoothed û paqij</i></p> <p>• Great handfeel. <i>Di destê xwe de mezin e.</i></p>
<p><b>20% - Materials technique</b> <i>teknolojiya materyalê</i></p>	<p>• Effective use of contour, detail, and proportion. <i>Bikaranîna hêsantir, berfreh, û nimûne.</i></p> <p>• Shading with smoothness, and blending. <i>Bi rûlînî û tevlihevîkirinê.</i></p> <p>• Rich darks with good contrast. <i>Bi dewlemendiya baş re tarî dike.</i></p>	<p>• Complete, and with a fully-developed foreground and background. <i>Temam, û bi rengê pêşplana bi temamî-pêşketî û background</i></p> <p>• Non-central composition. <i>Komîteya ne-navendî.</i></p> <p>• Well-balanced with respect to texture, shape, line, light and dark, and colour. <i>Well-a hevsewî bi rêzgirtina ji bo nîgarê, shape, line, ronahî û tarî, û reng</i></p> <p>• If created in colour, the artwork should follow a specific balanced colour scheme. <i>Heger li color afirandin, hunerî divê kasa rengê taybet a hevsewî li pey</i></p>	<p>• Well-balanced in three dimensions. <i>Di sê alî de baş baş-hev.</i></p> <p>• Balance of form, texture, and pattern. <i>Balance form, texture, û nimûne.</i></p> <p>• Well-balanced weight in the hand. <i>Ji hêla giran bi hevsewî ye.</i></p>
<p><b>20% - Composition</b> <i>Têkîrî</i></p>	<p><b>Sense of depth / <i>Senso de profundidade...</i></b></p> <p>• Use changes in contrast and detail to create a sense of depth. <i>Cuhertîna di bîmpêkirin û berfirehiyê de bikar bîne ku ji bo hişmendîya kûrahiyê çêbike</i></p> <p>• Consider using two-point perspective to emphasize this. <i>Li ser perspektîfê du-pisîk bikar bînin ku hûn bisekinin.</i></p> <p>• If using colour, use warm, intense colours for near things, and cool, dull colours for far away. <i>Heke rengê bikar bînin, rengên germ, giran ji bo tiştên ku nêzîkî tiştan, û rengên dûr dîr bikin.</i></p>	<p><b>...or Portraiture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like. <i>Detailed, rastîn û jîyan-like.</i></li> <li>• Based on observation. <i>Li ser bîngeha çavdêriyê</i></li> </ul> <p><b>...or Texture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like. <i>Agahdar, rastîn û jîyan-ê.</i></li> <li>• Based on observation. <i>Li ser bîngeha çavdêriyê</i></li> <li>• A high quality variety of different kinds of textures. <i>Cûreyek bilind a cûreyên cûda yên curbur.</i></li> </ul>	<p><b>Portraiture...</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like. <i>Detailed, rastîn û jîyan-like.</i></li> <li>• Based on observation. <i>Li ser bîngeha çavdêriyê</i></li> </ul> <p><b>...or Patterned/drawn surface texture / an texturek / avêtin zêrîn</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like. <i>Detailed, rastîn û jîyan-like.</i></li> <li>• Based on observation. <i>Li ser bîngeha çavdêriyê</i></li> </ul>
<p><b>20% - Your chosen criteria</b> <i>Pîvana bijartiya te</i></p>	<p>Give specific, detailed suggestions for improvement to others in your class. <i>Bidîn taybetî, pêşniyarên berfreh a ji bo başkirina ji bo kesên din, di sinifa xwe</i></p>	<p>Give specific, detailed suggestions for improvement to others in your class. <i>Bidîn taybetî, pêşniyarên berfreh a ji bo başkirina ji bo kesên din, di sinifa xwe</i></p>	<p>Give specific, detailed suggestions for improvement to others in your class. <i>Bidîn taybetî, pêşniyarên berfreh a ji bo başkirina ji bo kesên din, di sinifa xwe</i></p>

This project is your final exam, worth 20% of your final mark. It is due at the end of the last class before regular written exams. It must be done independently in the art classroom unless I specifically give you permission to work outside of class. I encourage you to ask me if you want to try something not listed here.

*Ev projeya îmtîhanê ya dawîn e, ye ku heya 20% ya nîşana xwe ya dawîn e. Ew di dawîya dawîn de ji berî vekolînê nivîsîki vekirî ye. Divê divê di serbixweya hunerî de bêyî serbest kirin, heta ku ez bi taybetî bi destûra we destûra karê derveyî çîna karkeriyê bikin. Ez ji te re ji te re ji min bipirse heke hûn bixwazin tiştek hewl bikin ku li vir nayê îstêkirin.*



# Development of Charlotte Cameron's exam project

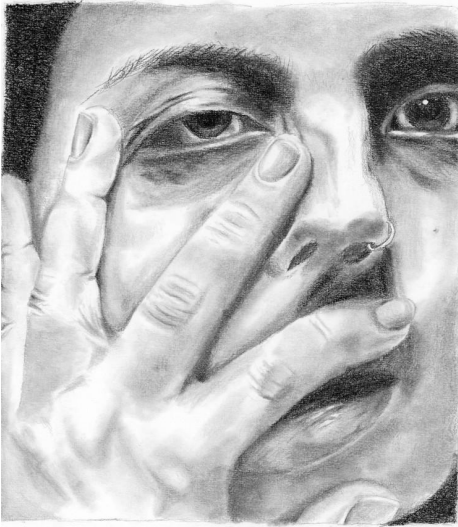




# Development of **Somin Park's** exam project







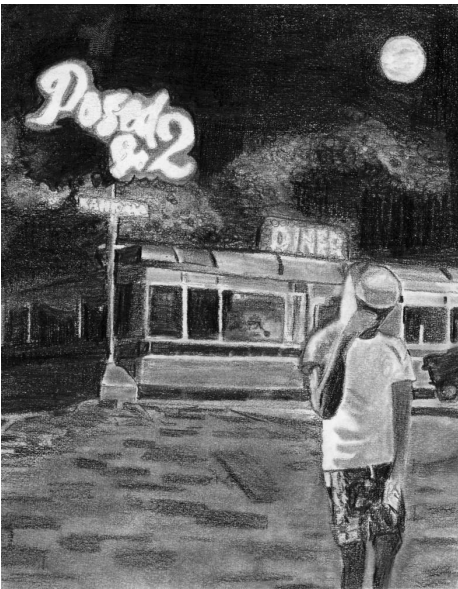
Olivia Sullivan Newhook, Spring 2022



Silas Eastwood, Spring 2022



Quinton Gagnon, Spring 2022



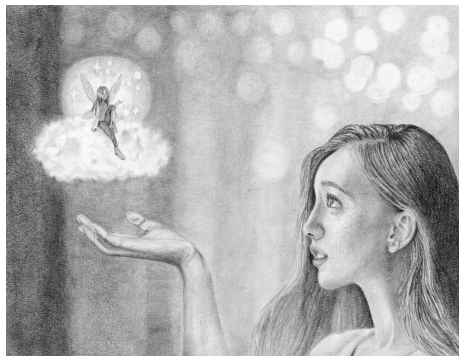
Arrav Paix, Spring 2022



Airon Miko Ortega, Spring 2022



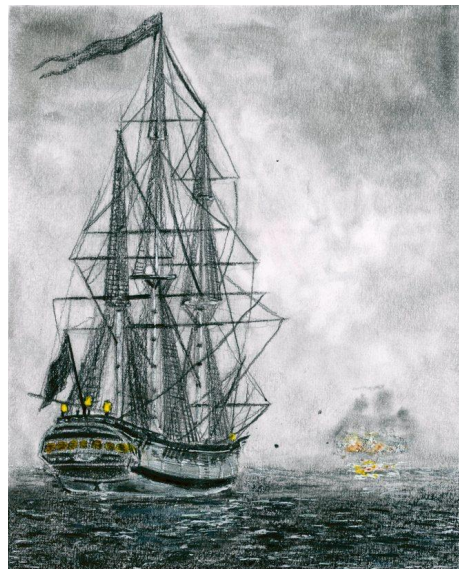
Sophia McCurdy, Spring 2022



Estel Iscan-Insense, Spring 2022



Jordan Daigle, Spring 2022



Max Stevenson, Spring 2022



Parvathi Edicherry, Fall 2022



# Idea Development

Name/*Navê babetî:*

- 1 **Generate ideas/Çêneke ramanên** maximum of 50%/herî zêde 50%
- Number of **words** → \_\_\_\_ ÷ 3 = \_\_\_\_%
- Number of **simple** sketches/*Hejmara rêzikên sade* → \_\_\_\_ × 2% = \_\_\_\_%
- Number of **better** sketches/*Hejmara rêzikên baştir* → \_\_\_\_ × 4% = \_\_\_\_%
- 2 **Select the best and join together ideas/herî baş ramanên hilbijêre û bi hev re tevlî wan**
- Circle** the **best** ideas  
*Xeleka herî baş ramanên* circled/*dorpêçkirin* = □ 5%
- Link** into **groups** of ideas  
*Berve wan nav komên ji ramanên* linked/*girêdayî* = □ 5%
- 3 **Print reference images/Print images referansa** maximum of 8 images/*herî zêde ji 8 images*  
\_\_\_\_ images x 5% = \_\_\_\_%
- 4 **Thumbnail compositions/besteyên Thumbnail** maximum of 10 thumbnails  
\_\_\_\_ thumbnails x 8% = \_\_\_\_%
- 5 **Rough copy** great quality or better  
\_\_\_\_ drawing/*odên* x 25% = \_\_\_\_%

**Total/Jumla = \_\_\_\_%**

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

**Têbinî:** Eger tu bi tînê kopî a picture ji internet, mark xwe diaxife 25%.



## Generate ideas/Çêneke ramanên!

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.

*Bi kar tînin de listeyên, nexşeya web, an nîgar sade ku li ba bi gelek ramanên! Heger tu ji niha ve xwedî raman di hiş de, hilbijêrin ku wek tema navendî te û berfereh li ser wê. Bila ramanên xwe averê - yek idea rêça din. Drawings dikarin details of images source, ruwangeyên cihê, textures, tecrûbeyên teknîkî û hwd.*

## Adding up points for ideas/Zêdekirin nuqteyên ji bo ramanên:

Number of **words**

→ \_\_\_ ÷ 3 = \_\_\_ %

Number of **simple** sketches

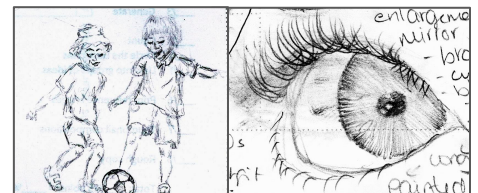
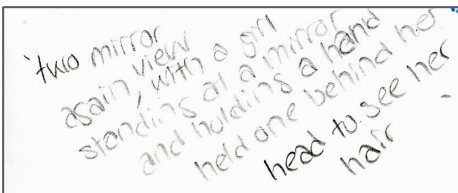
Hejmara rêzikên sade

→ \_\_\_ × 2% = \_\_\_ %

Number of **better** sketches

Hejmara rêzikên baştir

→ \_\_\_ × 4% = \_\_\_ %



## Select the best

Draw circles or squares around your best ideas  
*Draw derdorên an meydanan li dora best ramanên xwe*

- You have selected the best 3-7 ideas = 5%**  
*Tu herî baş 3-7 ramanên hilbijart*

## Link the best into groups

### ***Berve baştirîn nav komên***

Draw dashed or coloured lines to link your best ideas  
into groups that could work well together

*Draw xetên hindo an jî reng berve best ramanên te nav  
komên ku nikaribû baş bi hev re kar bikin.*

- You have joined the best ideas with lines = 5%**  
*Tu herî baş ramanên bi xetên bûne*



## Print references

Number of reference photos  
Number of photos referansa li → \_\_\_\_ × 5% = \_\_\_\_%

### references bo çapkirinê

- Print **SIX** reference images so you can accurately observe the challenging parts of your artwork. Taking your own and using own photographs is preferred, but image searches are also fine.  
*Print şeş images referansa li vê yekê tu dikarî bi îsabet çavderiya parçeyên Hereme hunerî ya xwe. Esasgirtina xwe û bi bikaranîna wêneyên xwe re ye, di heman demê de lêgerînê image jî xas in.*
- **Do not simply copy a picture that you find.** The idea is to edit and combine source images to create your own artwork. If you simply copy a picture, you are plagiarizing and will earn a zero for your idea generation and any criteria involving creativity in your final artwork.  
**Ma ne tenê kopî a picture ku hûn jî bibînin.** Fikra e ji bo biguherîne û êlêmêntên images source ji bo afirandina hunerî ji xwe bi xwe de. Eger tu kodên kopî a picture, hûn bi plagiarizing û dê sifir ji bo nişê fikra xwe qezenc û pîvaneke tevlêkirina afirandinê di hunerî dawî xwe.
- 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.  
*Up to nîvê pictures te dikarin ji nigar, tabloyên, an din hunerî yê din be to wek inspiration bi kar tînin. Wêneyên din jî divê wêneyên realîst be.*
- You must hand in the **printed** copy of the images to earn the marks.  
*Divê tu di copy çapkirî ji images destê xwe qezenc bikin daxa.*

## Thumbnail compositions

### besteyên Thumbnail

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.  
*Create du an jî zêdetir thumbnail nigar derê di beşa bi pêşketina ramana.*
- These should be based on combinations of ideas that you can up with. Include your **background**.  
*Divê em van li ser combinations ji ramanên ku hûn dikarin xwe bi xwe dispêre. Usa jî background xwe.*
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.  
*Experiment bi angles nedîtî, re rabigihîne, û amadekarîyên ji bo alîkariyê bide hunerî ji te stand derket.*
- Draw a frame around your thumbnails to show the edges of the artwork.  
*Draw a frame li dora thumbnails xwe nişanî kevîyên hunerî.*

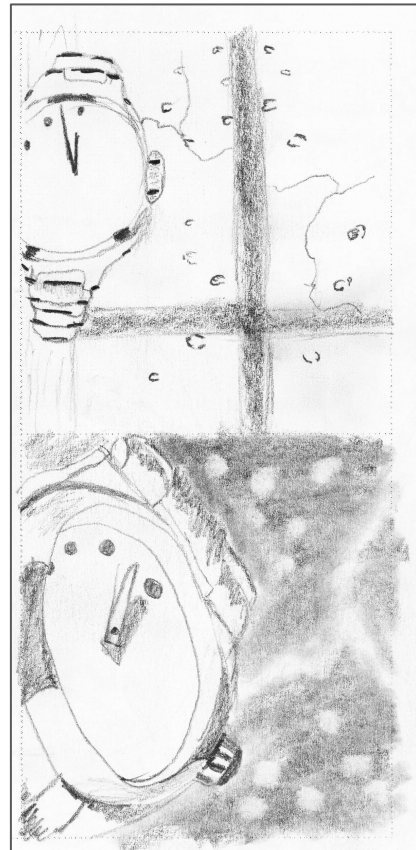
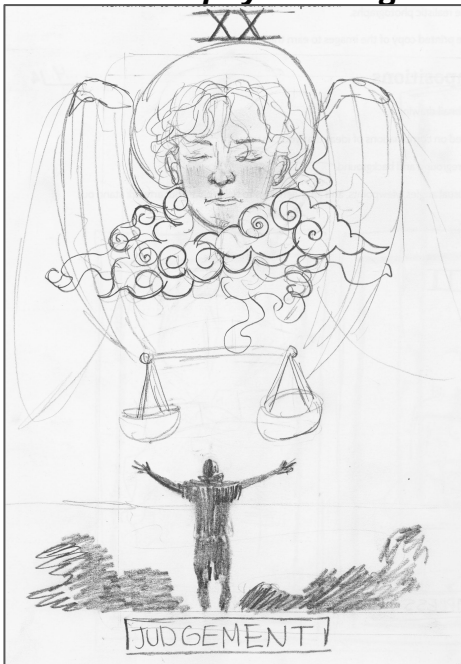


**Adding up points for THUMBNAIL drawings**

**Zêdekirin nuqteyên bo nigar THUMBNAIL**

Number of **thumbnail** drawings

Hejmara thumbnail nigar → \_\_\_ × 8% = \_\_\_%

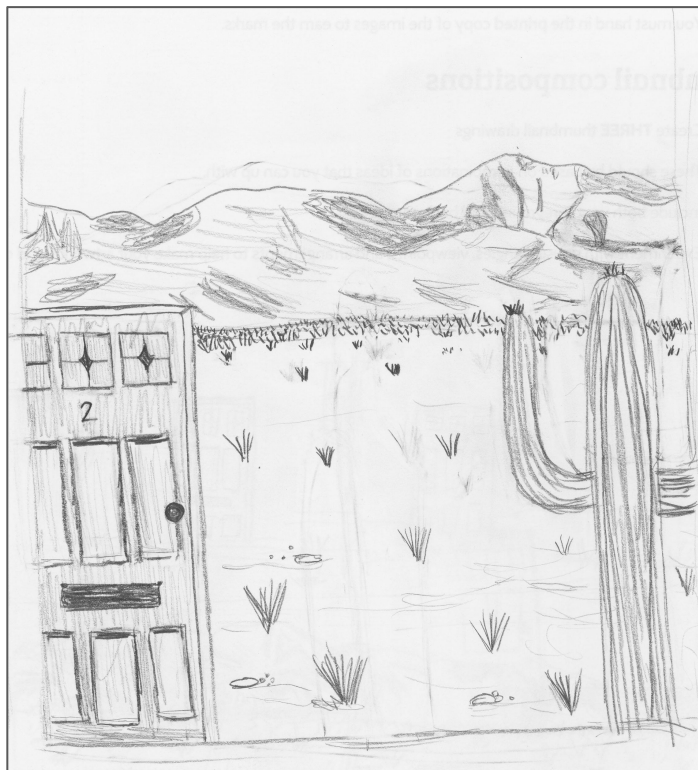
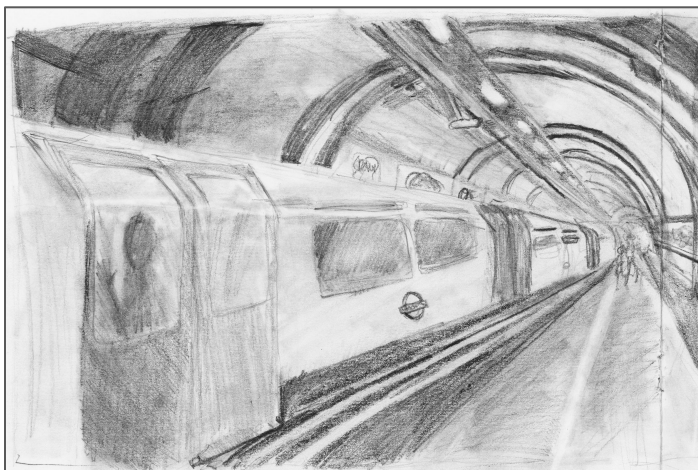
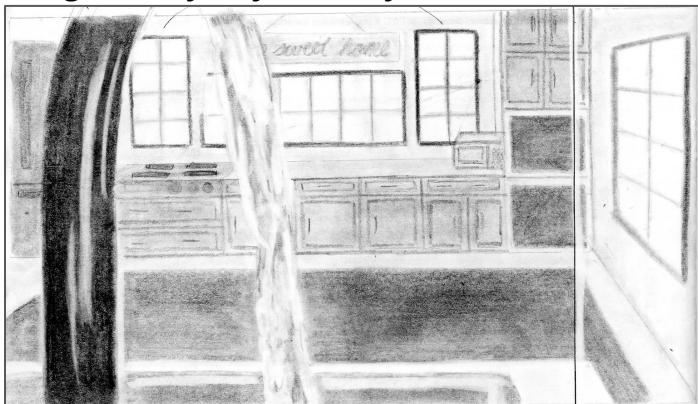


**Examples of ROUGH drawings**

**Wergerandî yê şêwekariyê bandera**

**Rough drawing**

odên Rough → up to 25% = \_\_\_%



## Rough drawing

### *odên Rough*

- Take the best ideas from your thumbnails and combine them into an improved rough copy.  
*Take the best ramanên ji thumbnails te û êlêmêntên wan nav an copy asê başkirin.*
- Use this to work out the bugs and improve your skills before you start the real thing.  
*Vê bi kar bîne kar ji bugs û geş kirina te berî ku tu dest tiştê rast.*
- If you are using colour, use paint or coloured pencil to show your colour scheme.  
*Eger tu bi bikaranîna color, boyax bikaranîna an pencil bi reng nîşan xaxê color xwe.*
- Draw in a frame to show the outer edges of your artwork.  
*Draw di çarçoveya nîşan keviya derve yê hunerî te.*
- **Remember to choose a non-central composition.**  
*Bînin bîra xwe hilbijêrî a pêkhateyeke ne-navendî.*



## Exam Project Peer feedback \_\_\_/10

Person giving feedback

Name of artist:

## Projeya Lêkolînê - Pejirandina Pejirandinê

Kesê şikandina bide:

Navê huner:

### Quality of observation

Consider:

How and where can their level of detail improve?

*Çawa û asta ku dahatûra wan ji berfireh çêtir dibe?*

How and where can their proportion (shapes and sizes) improve?

*Çawa û kîjan rêjeya wan (nîfş û sîteyan) dikare çêtir bikin?*

How and where can their overall observation improve?

*Çawa çavdêriya tevahiya wan çawa çêtir dibe?*

### Kalîteya çavdêriyê

Dîtin:

### Quality of drawing/painting technique

Consider:

How and where can they improve their use of contour, detail, and proportion?

*Çawa û ku ew bikar tînin ku karanîna wan kûrahî, berfirehtir û nimûne çêtir bikin?*

How and where can they improve their smoothness and blending from light to dark?

*Çawa û ku ew dikarin xweşûra xwe çêtir bikin û ronahî ji tarî re çêtir bikin?*

How and where can they mix and/or apply their paint more carefully or complexly?

*Çawa û kû dikare çiqas bi rengê zelal û zelal in xwe bigire û / an jî bikin.*

How and where can their brushstrokes, pencil lines be more interesting or expressive?

*Çawa û çu dikare dikare birêkûpêk, pêdiviyên pencil dikarin bêtir balkêş û zelal be?*

How and where can they create more effective textures?

*Çawa û ku ew çêbibin çêtirîn çêbikin?*

How and where can they improve the quality of the lights and darks in their work?

*Çawa û kû dikare dikare kalîteya ronahiyê çêtir bikin û di karê wan de tarî dike?*

### Paqijkirina teknîkî / teknîkî ya paqijkirinê

Dîtin:

### Clay Technique

Consider:

How and where can the artist ensure that their project is strong and stable?

*Çawa û ku dikare hunermend dikare piştrast bikin ku projeya wan hêz û dewlemend e?*

How and where can the artist improve the smoothness or texture of the surface quality?

*Çawa û ku dikare hunermend dikare paqijî an jî çêkirina kalîteya jîngehê baştir bike?*

How and where can the artist improve how the clay object feels in the hand?

*Çawa û kû dikare hunermend dikare çawa li kîjan tiştê mîkrobê dixê çê dike baştir dike?*

How and where can the artist improve the quality of their carving?

*Çawa û kû dikare hunermend dikare kalîteya xwe çêtir dike?*

### Clay Technique

Dîtin:

### Portraiture

Consider:

How and where can the artist make their portrait more detailed, realistic, and lifelike?

*Çawa û kû dikare hunermendek pirtûka xweşfireh, rastîn, û bijîjtir e.*

How and where can the artist improve the quality of their observation?

*Çawa û ku dikare hunermend dikare kalîteya xwe çavdêriya çêtir bike?*

How and where can the artist improve specific parts of the face?

*Çawa û ku dikare hunermend dikare beşên taybetî yê rûyê baştir bike?*

How and where can the artist show specific parts of their subject's personality?

*Çawa û ku dikare hunermend beşek taybetmendiya mijara jîngehê nîşan bide?*

### Portraiture

Dîtin:

## Composition

Consider:

How and where can they add more to make the artwork feel more complete?

*Çawa û li kuderê ew der lê zêde bike ji bo ku xwe rehet hîs hunerî de bi temamî zêdetir?*

What and where does the artist have to improve the fullness of the background or foreground?

*Çi û kû hunermend e ku meriv berbiçaviya paşnav û pêşerojê çêtir bikin?*

What and where do they have to do things to ensure they will finish on time?

*Çawa û derê ku ew hewce ne ku tiştan bikin ku bisekinin wextê xwe didin?*

What and where do they have to do things to ensure that their composition is non-central?

*Çawa û derê ku ew hewce ne ku tiştan bikin ku bicîh bikin ku pêkhatina wan ne-navendî ye?*

What and where do they have to do things to ensure that their composition is well-balanced with respect to texture, shape, line, light and dark, and colour?

*Çawa û derê ku divê ew tiştan bikin ku bicîh bikin ku damezirandina wan bi rahiştan, sîteyê, rêzik, reş û reş, û rengê xweş e?*

How and where should they change their colours to match their colour scheme?

*Çawa û ku divê rengên xwe biguherînin ku planek rengê xweş bikin?*

How well-balanced is the project three-dimensionally (if a 3D project)?

*Projeya sê-dimensî çawa baş-heval e (eger projeya 3D)?*

How well-balanced does the object feel in the hand when held and handled (if a 3D project)?

*Çu tiştên ku dişewitîn û destnîşan kirin de tiştêk bihevrek baş e? (Projeya 3D)?*

## Têkilî

Dîtin:

## Sense of depth

Consider:

How and where can the artist use converging lines, single or two-point perspective better?

*Çawa û kû dikare hunermendê lênerîna navîn bikar anîn, perspektîfek yek an du-pîvan çêtirîn?*

How and where can they use warm and cool colours to create a better sense of depth?

*Çawa û ew dikarin rengên germ û rengî bikar bînin ku çêbarkirina çêtirîn çêtir bikin?*

How and where can they use high and low intensity colours to create a better sense of depth?

*Çawa û ku ew dikarin bikaribin rengên bilind û nizan ên kêmtir bikar bînin ku hestiyariya çêtirîn çêtir bikin?*

How and where can they use high and low contrast to create a better sense of depth?

*Çawa û ku dikare bikaribin ew bihevrek bilindtir û kêmtir bikar bînin ku hestek baştirîn çêbikin?*

How and where can they use high and low detail to create a better sense of depth?

*Çawa û ku ew dikare dikarin hûrgelan bilind û nizanin bikar bînin ku ji bo riya çêtirîn çêtirîn çêbikin?*

## Kujua ya kina

Dîtin:

## Pattern and design

Consider:

How and where can the artist create more detailed, accurate, and life-like patterns?

*Çawa û ku dikare hunermend dikare bêtirfireh, rastîn û jiyana-like mannerên din çêbikin?*

How and where can they base their patterns and design in observation and image research?

*Çawa û ku ew dikarin li gor lêgerîn û wêneyê lêgerînên nimûne û nimûneyên xwe binihêrin?*

How and where can they create more complex and beautiful designs and patterns?

*Derê û çawa ew designs tevlihevtir û xweşik û qalibên biafirîne?*

How and where can they create a wider variety of patterns and designs?

*Çawa û ku ew dikare cûda celeb û şêweyên pirfireh biafirînin?*

## Pattern û design

Dîtin:



## Texture

Consider:

How and where can the artist create more detailed, accurate, and life-like textures?

*Çawa û ku dikare hunermend dikare bêhtir berfireh, rastîn û jîyan-like textures çêbikin?*

How and where can they observe realistic textures more closely to improve their artwork?

*Çawa û kû dikarin çawa çêtirîn çêbikin ku hûn bi karên xwe re çêtir bikin?*

How and where can they use a wider variety of textures?

*Çawa û ew dikarin cûda cûreyek pirr bikar bînin?*

How and where can they improve the quality of the textures in a specific area?

*Çawa û ku ew dikarin kalîteya tekstên di nav deverê de çêtir bikin?*

## Awa

Dîtin:

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

*Hin taybet: BÎXWÎNE BÎXWÎNE BÎXWÎNE, Û WHAT divê ew çi bikin / kîjan baş dibe*

### Example: Mînak:

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

*"Hûn dikarin çêkirina porên xwe çêtir çêtir bikin ku bi şêweyên ronahî û tarîpên çavan"*

You should answer **any FIVE** questions in this assignment.

*Divê tu her **şeş pirsan** di vê karmendiyê de bersiv bikin.*

1.

2.

3.

4.

5.



Becky Liu, Spring 2023



Taryn Donnelly, Spring 2023



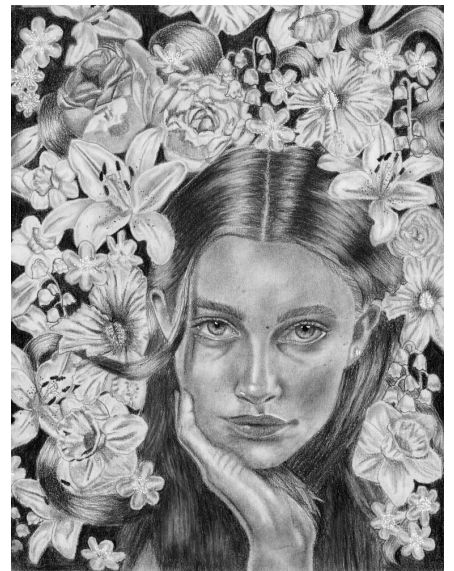
Ryta Logvyn, Spring 2023



Razan Izeldin, Spring 2023



Max Seale, Spring 2023



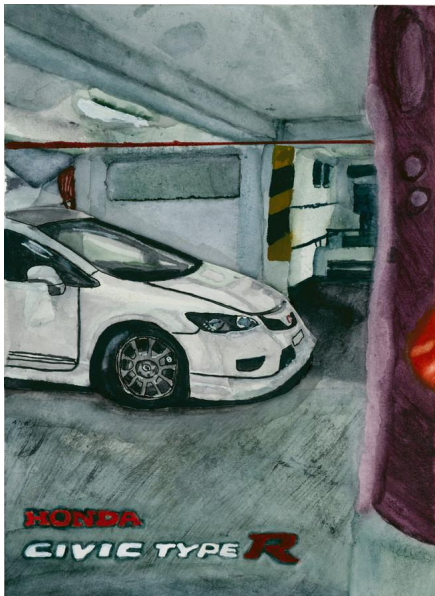
Erica Hastings-James, Spring 2023



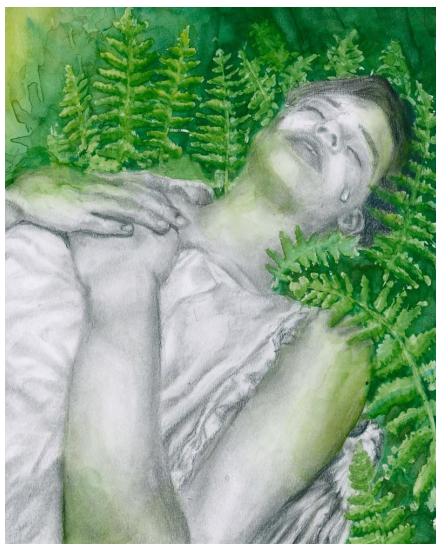
Raelyn Davis, Spring 2023



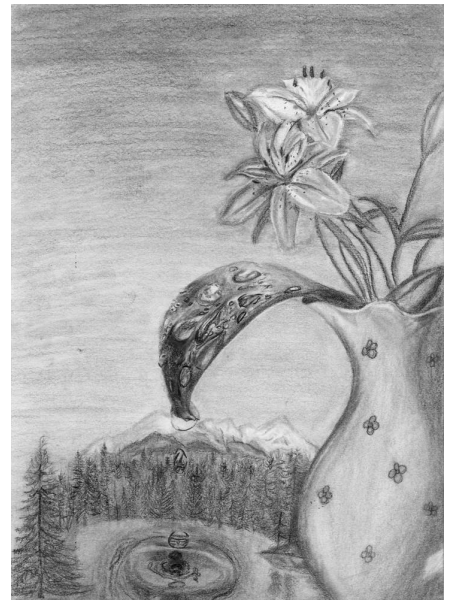
Lexy McMahon, Spring 2023



Davis Wu, Spring 2023



Kai Retter, Spring 2023



Cami Raquet, Fall 2023