



Assessment of Homework Drawings

Guidelines and Criteria Used for Evaluation: **TAPE THIS INTO THE FRONT OF YOUR SKETCHBOOK !!!!!!!**

1. Fill Space

Make good use of SPACE, ie. do not draw small. Think COMPOSITION. Include other minor objects or background to fill space.

2. Draw 3-D

Draw objects so as to show three-dimensional FORM. Always set up objects, or situate yourself, so you are viewing from an angle. This allows for a more 3-D looking drawing.

3. Shade (unless otherwise specified)

Shade the objects to help make them look 3-D by making some areas dark and some light, and also using tonal gradations from dark to light on rounded surfaces. This is called MODELING.

4. Draw from Observation, not imagination. (unless otherwise specified)

Imagination IS important to art, obviously, but the focus of most of these drawings is to enhance your ability to convert what you see in three dimensions to a two dimensional surface so that you can more easily think in a VISUAL manner when you are trying to be creative. You are building a library of visual knowledge in your head from which you can extract information.

5. Time Allocation

Studio Art - 1 hour

Other Classes - 2 hours

Key for Comments

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| 1- Little or no SHADING/MODELING | 9- Subject not viewed at an ANGLE. |
| 2- More shading needed | 10- Rough edges. Need to smooth CONTOURS. |
| 3- Needs MODELING | 11- Needs more detail |
| 4- MODELING incorrect | 12- Incorrect perspective |
| 5- SHADING/MODELING should be more blended | 13- Appears as if not drawn from observation |
| 6- Shading needs more CONTRAST. | 14- Proportions incorrect |
| 7- Not drawn 3-D | 15- Not enough TIME spent on drawing. |
| 8- Did not fill SPACE. Drawn too small. | 16- Unfinished |