

# Visual Arts 10 — Evaluation Criteria for the Final Project

|                                    | Drawing   | Painting  | Sculpture  |
|------------------------------------|---|---|--|
| <b>Idea Generation</b><br>20%      | <p>Use the same criteria as the graphic organizers: (20 pts total)</p> <p>6 pts — total number of ideas<br/>(24 sketches or 120 words, or 23 sketches/60 words with adaptations)</p> <p>1 pt — recording the number of ideas</p> <p>2 pts — selecting and connecting the best ideas</p>   |   |  |
| <b>Technique for Medium</b><br>25% | <ul style="list-style-type: none"> <li>• Effective use of contour, detail, proportion</li> <li>• Shading with smoothness and blending</li> <li>• Rich darks with good contrast</li> </ul>   | <ul style="list-style-type: none"> <li>• Effective use of detail, proportion, light and dark</li> <li>• Effective paint mixing, blending, and application</li> <li>• Rich darks with good contrast</li> </ul>   | <ul style="list-style-type: none"> <li>• Strong and durable construction</li> <li>• Well-crafted surface quality: well-smoothed and clean textures</li> <li>• Great handfeel</li> </ul>  |
| <b>Composition</b><br>25%          | <ul style="list-style-type: none"> <li>• Complete, and with fully-developed foreground and background</li> <li>• Non-central composition</li> <li>• Well-balanced with respect to texture, shape, line, light and dark, and colour</li> <li>• If created in colour, the artwork should hold to a specific complementary or analogous colour scheme</li> </ul>   |   | <ul style="list-style-type: none"> <li>• Well-balanced in three dimensions</li> <li>• Balance of shapes, texture, and pattern</li> <li>• Well-balanced weight in the hand</li> </ul>   |
| <b>Your chosen criteria</b><br>25% | <p><b>Sense of depth</b></p> <ul style="list-style-type: none"> <li>• Use changes in contrast and detail to create a sense of depth.</li> <li>• Consider using two-point perspective to emphasize this.</li> <li>• If using colour, make sure that you use warm, intense colours for near things, and cool, dull colours for things far away.</li> </ul> <p><b>Portraiture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation</li> <li>• A high quality variety of different kinds of textures</li> </ul> | <p><b>Sense of depth</b></p> <ul style="list-style-type: none"> <li>• Use changes in contrast and detail to create a sense of depth.</li> <li>• Consider using two-point perspective to emphasize this.</li> <li>• If using colour, make sure that you use warm, intense colours for near things, and cool, dull colours for things far away.</li> </ul> <p><b>Portraiture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation</li> <li>• A high quality variety of different kinds of textures</li> </ul> | <p><b>Portraiture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation</li> </ul> <p><b>Patterned/drawn surface texture</b></p> <ul style="list-style-type: none"> <li>• Detailed, accurate, and life-like</li> <li>• Based in observation or image research</li> <li>• Complex and beautiful pattern</li> <li>• A high quality variety of different kinds of pattern and drawing</li> </ul> |
| <b>Peer Feedback</b><br>5%         | <ul style="list-style-type: none"> <li>• Specific, detailed suggestions for improvement for others in your class</li> </ul>   |   |  |

**This project is your final exam, worth 20%. 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 class. Ask me if you want to try something not listed here.**