

Reviews & Grades Report: Michele Aylward - Winter 2018

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| DESIGN 113 Design Applications | Grade: A | Attendance: 48 / 48 hours (100%) |
| Mid-Term Review | | Assignments |
| Michele was quick to grasp the basic topics and requirements of design drills and application. She also showed an enormous interest and curiosity in the relevance of design to fine arts. Review Date: 2018-04-23 | | Three projects exploring the dynamics of line work, form and tone. |
| End Of Term Review | | Assignments |
| Michele finished the course with inventive ideas in composition and new approaches to image development and problem-solving techniques. Review Date: 2018-04-23 | | Design projects explored space, harmony and layout. |

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| DRAWING 111 Building Your Foundation | Grade: A- | Attendance: 48 / 48 hours (100%) |
| Mid-Term Review | Assignments | |
| <p>Doing well so far. We've made it through the difficult tedious exercises and are into the challenging more complex subject-matter. Keep working hard and you will continue to improve.</p> <p>Review Date: 2018-01-21</p> | Up to Date | |
| End Of Term Review | Assignments | |
| <p>Good work Michele, you showed steady improvement throughout the term. Here are some reminders and rules to help keep you on the right path.</p> <p>You'll very rarely get it right the first time so do a lot of quick preliminary thumbnail sketches to work out the basic structure and compositional ideas, then choose the best to work on in your finished drawing.</p> <p>Start off with a very light drawing and build the tones slowly and evenly throughout your drawing, working from light to dark, large to small, background to foreground. This will help produce a better drawing in a shorter time.</p> <p>Never start off drawing with dark tones, the dark tones are the last tones you apply.</p> <p>Never outline the objects in your drawing as those objects will look rather flat.</p> <p>Try and find the fastest way to create the texture you are trying to represent, a little experimenting and practice on another sheet of paper will save you time in the long run.</p> <p>All objects sitting on planes parallel to the horizon will have their vanishing points somewhere on the horizon line.</p> <p>The horizon is always your eyelevel. In our real human made world there are no vanishing points, they are more like vanishing circles about the size of a loonie.</p> <p>Parallel lines going away from you will appear to converge in the distance.</p> <p>An object that is 4 feet away from you will appear to be half its size (2 feet). Therefore the vertical lines on a 4 foot cube will have greater variation in their length than the vertical lines on a 1 inch cube even when they are represented in the same drawing as being roughly the same size.</p> <p>Cut yourself a little slack, you're going to make mistakes and that's OK.</p> <p>Have fun when you draw and your drawings will be fun to look at. Keep trying and you will get better.</p> <p>I look forward to teaching you again.</p> <p>Review Date: 2018-04-17</p> | <p>Attendance 12/12</p> <p>Participation 30/30</p> <p>Cube 3/5</p> <p>3D Geometric Shapes 3/5</p> <p>Small sculpture studies 4/5</p> <p>Eggs 4/5</p> <p>Toys & game pieces still life 4/5</p> <p>Hats 4/5</p> <p>Shoes 4/5</p> <p>Fruit & Vegetables 4/5</p> <p>Free choice object 4/5</p> <p>Final Assignment 19/25</p> <p>Total 83/100</p> | |

