

Reviews & Grades Report: Holly Partridge - Winter 2019

DRAWING 111 Building Your Foundation	Grade: A+	Attendance: 48 / 48 hours (100%)									
Mid-Term Review	Assignments										
Excellent work so far, keep it up. Review Date: 2019-01-22	Attendance 6/6 Assignments All up to date										
End Of Term Review	Assignments										
<p>Excellent work Holly. You seem to be totally without fear when it comes to drawing difficult subject matter, I hope you never loose that. You have very good tonal control and observational skills so it may be important for you to be aware of not overworking a drawing. Remember what it is you are trying to express in the drawing and focus on that. You have a firm grasp on all the basic elements of drawing and should continue to do well in the future.</p> <p>Remember there are different reasons for doing a drawing, so don't loose sight of your intent. A sketch is a quick basic representation of the subject matter not unlike a gesture drawing of a human. A study is a more involved and detailed exploration of one or more of the elements. A drawing is a completely finished piece that makes a considered artistic statement. Remember what it is you're trying to achieve and spend the appropriate amount of time to accomplish it.</p> <p>Start working from light to dark, large to small, background to fore-ground. 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>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>Review Date: 2019-03-01</p>	<table> <tr> <td>Attendance</td> <td>12/12</td> </tr> <tr> <td>Participation</td> <td>40/40</td> </tr> <tr> <td>Exercises</td> <td>44/50</td> </tr> <tr> <td>Assignment</td> <td>10/10</td> </tr> <tr> <td><b>Total</b></td> <td><b>94/100</b></td> </tr> </table>	Attendance	12/12	Participation	40/40	Exercises	44/50	Assignment	10/10	<b>Total</b>	<b>94/100</b>
Attendance	12/12										
Participation	40/40										
Exercises	44/50										
Assignment	10/10										
<b>Total</b>	<b>94/100</b>										

Reviews & Grades Report: Holly Partridge - Winter 2019

ILLUSTRATION 111A CONCEPT ART DRAWING	Grade: A+	Attendance: 36 / 36 hours (100%)								
Mid-Term Review		Assignments								
<p>Really nice work Holly, you have a good sense of design and strong drawing skills, keep it up!</p> <p>Review Date: 2019-02-26</p>		<p>Attendance 6/6</p> <p>All caught and doing well.</p>								
End Of Term Review		Assignments								
<p>Excellent work Holly. Well thought out compositions and characterizations. Well considered backgrounds and use of pattern. Good use of black and white. All 3 sets of illustrations work well. Keep it up.</p> <p>Suggestions and rules that will aid in your growth as an Illustrator.</p> <p>Draw lots of thumbnail sketches with various eye levels and lighting situations so as to fully explore your subject matter, then choose the best 3 and do slight variations of those as thumbnails. Work your way through all of the stages of development (thumbnails, roughs, semi-comps, comps, and then the finished copy) methodically improving your statement, composition, colour and application of media until you arrive at your best product.</p> <p>When it comes to thumbnail sketches, 10's too little and 50 isn't too many. These little sketches help you and the art director / client work together to achieve the best results. Remember you are there to please the client and that whole process starts with clear and consistent communication. This process will help eliminate problems in the final illustration by forcing you to come to terms with them in the earlier stages of development, saving you time in the long run.</p> <p>Never try out new techniques or media on work for a client, save the experimenting for your spare time. A happy client will get you another, a dissatisfied client can cause you the loss of many potential clients. Keep things on a professional level, if you don't take things seriously they won't take you seriously. If you don't like your clients ideas it is best to try to slowly guide them towards making more informed decisions that will end in a better product and thus a happier client, Never tell the client they are wrong, it is part of your task to educate and guide them so as to come to the best possible outcome for all involved.</p> <p>Remember Illustration is about doing the best you can in the time you have, so don't waste a minute of it. You need to learn how long it takes you to complete various assignments. Sometimes you will need to turn down a job because you know that you can't do a good job of it in the time that's required. It's OK to tell a client that you can't take the job (not enough time, not enough money, not your cup of tea, etc.), but tell them early on, don't waste their time or your time.</p> <p>Be honest, be kind, be professional, be artistic, you will improve.</p> <p>Review Date: 2019-03-01</p>		<table border="0"> <tr> <td>Attendance</td> <td>12/12</td> </tr> <tr> <td>Participation</td> <td>30/30</td> </tr> <tr> <td>Illustration assignment</td> <td>60/70</td> </tr> <tr> <td><b>Total</b></td> <td><b>90/100</b></td> </tr> </table>	Attendance	12/12	Participation	30/30	Illustration assignment	60/70	<b>Total</b>	<b>90/100</b>
Attendance	12/12									
Participation	30/30									
Illustration assignment	60/70									
<b>Total</b>	<b>90/100</b>									

