

Reviews & Grades Report: Sara Blokhuizen - Fall 2018		
DRAWING 101B Drawing Expressions and Techniques	Grade: A	Attendance: 33 / 33 hours (100%)
Mid-Term Review		Assignments
<p>Sara is handling the introduction of new materials and approaches very well and works diligently</p> <p>Review Date: 2018-12-06</p>		
End Of Term Review		Assignments
<p>Sara produced some very good work and developed her drawing skills as well as gaining insight into her motivations for how she would like to use drawing</p> <p>Review Date: 2018-12-10</p>		

Reviews & Grades Report: Sara Blokhuizen - Winter 2019												
DRAWING 111 Drawing Introduction 2	Grade: B+	Attendance: 48 / 48 hours (100%)										
Mid-Term Review		Assignments										
<p>Doing well. Keep it up.</p> <p>Review Date: 2019-01-22</p>		Attendance 5/6 Assignments All up to date										
End Of Term Review		Assignments										
<p>Good work Sara. You have good drawing skills and a quiet cheerful approach to class assignments. Your work showed a marked increase in understanding for the structure of the subject matter you are trying to portray. I have no doubt that you will continue to improve in the future.</p> <p>Remember there are different reasons for doing a drawing, so don't lose 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 foreground. This will help produce a better drawing in a shorter time. 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. 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> <tbody> <tr> <td>Attendance</td> <td>11/12</td> </tr> <tr> <td>Participation</td> <td>36/40</td> </tr> <tr> <td>Exercises</td> <td>35/50</td> </tr> <tr> <td>Assignment</td> <td>8/10</td> </tr> <tr> <td>Total</td> <td>79/100</td> </tr> </tbody> </table>	Attendance	11/12	Participation	36/40	Exercises	35/50	Assignment	8/10	Total	79/100
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Reviews & Grades Report: Sara Blokhuizen - Fall 2019		
DRAWING 251B Drawing Perspective	Grade: A-	Attendance: 48 / 48 hours (100%)
Mid-Term Review	Assignments	
Doing well so far, keep it up and you will do fine.  Review Date: 2019-12-11	Attendance	6/6
End Of Term Review	Assignments	
Drawing 251B Perspective Drawing	Attendance	12/12
Good work Sara, you showed steady improvement throughout the term.  The study of perspective drawing methods puts in place a practical series of procedures that help the artist organize and understand the subject matter they chose to represent in their artwork. Now that you have been introduced to the basics of these principles it is up to you to practice these techniques whenever possible so as to retain this understanding you have worked so hard to achieve..  Here are some reminders and rules to help keep you on the right path.  Your Eye Level is the Horizon. The placements of Vanishing Points are determined by the subjects' angle of rotation. The Measuring Points are the same distance from the VP on the Horizon as the objects front corner is from the VP. The Measuring Line is placed at the objects front bottom corner and is parallel to the Horizon. The ML and MPs are only used for transferring measurements into the distance. If you can draw the box an object would fit in, you will be more able to draw the object. When casting shadows from the sun, we need to locate the Sun then place the Shadow Vanishing Point directly below it on the Horizon, you then use lines emanating from these points connecting to the objects top and bottom corners to determine the angle and length of the shadow. When using artificial lighting we need to place an SVP from each light on each surface that objects are attached to (each wall floor and ceiling, table top etc. will have its' own SVP).  Reflections are far to complex to be summed up in a few sentences, so keep your notes for reference.  I look forward to teaching you again.  Review Date: 2019-12-11	Participation	30/30
	Topics	
	1 Point Perspective	8/10
	2 Point Perspective	15/20
	Shadows	15/20
	Reflections	15/20
	Total	83/100