Writing your FINAL EVALUATION:

- This should be written in a lot of detail.
- It needs to be typed up and not handwritten
- It should fill an A3 page and be typed in size 12 font 'Calibri'

Title: Final Evaluation

Paragraph 1: Research and Preparation

Questions to answer:

- 1. How did my artist research develop my ideas?
- 2. What photographs did I take/first hand observational drawings did I make throughout my project to inspire my final piece?
- 3. How did I create design Ideas inspired by my artist and my 'Interior/Exterior' exploration? What practical responses did I create?
- 4. How did I review my work as it developed, what were my reflections, how did my ideas develop?
- 5. What experiments did I do to test out materials and refine/improve my Art skills? What range of art processes did I use?

Paragraph 2: Did I plan my time well and organise my equipment effectively?

Questions to answer:

- 1. Did I set myself a challenging enough final piece? How do I know?
- 2. Did I take responsibility for my project, making sure I worked to the best of my ability to ensure success?
- 3. What would I change/improve and develop further if I were to make it again or continue with the project?
- 4. How did I use all of the preparation work in my sketchbook to help me develop my final piece?

Paragraph 3: Am I pleased with the quality of my final piece? What would I do to improve it?

- 1. Which parts of my final piece are most successful and why?
- 2. If I did this again, what would I do differently?
- 3. Was there anything that did not go as planned? How did I manage this?
- 4. Did everything go as planned? Why is this?
- 5. Does my work successfully communicate the ideas that I intended?

Paragraph 4: How does my work link back to my theme 'Based In Nature'?

- 1. Have I responded to the theme in a personal way?
- 2. What parts of the project inspired me the most?
- 3. What artists inspired me the most?
- 4. What techniques inspired me the most?
- 5. Have I explained my ideas through images and writing?

Paragraph 5: What will the viewer think or feel, looking at my work? Will they understand it?

- 1. Is all of my work completely documented and clearly shown in my sketchbook?
- 2. Is there anything I would change or add to my project if I could?
- 3. What does my final piece say about all of my project? What does it sum up everything I have learned and everything I have done?
- 4. How would I like my final piece to be displayed?
- 5. Going into my next investigation and theme, what skills, techniques and lessons I have learned, will I take with me?
- 6. I have enjoyed the project because?
- 7. It has helped me develop as an artist because?

Possible sentence starters to help you . . .

Evaluating Art..... Ideas and Sentence starters

 $\textbf{SEMI:} \ \textbf{Every single piece of art, craft or design work you can find, from anywhere, made at any time, can be described using these headings.}$

SUBJECT	ELEMENTS: The elements are Line, Colour, Tone, Pattern, Texture, Shape and Form	MEDIA:	<u>INTENTION</u>
Example:	Example:	Example:	Example:
*In this final Art piece the artist drew/painted/made a print of *The images and photographs used for this Artwork were *The artist made the piece look realistic because *The artist made the piece appear distorted because *The artist make the piece look abstract because *The artist created a hidden or disguised meaning under the surface by *I was inspired by the artwork of as they have explored a similar subject matter to how I am interpreting the theme of	*The artist used highly contrasted tones because they wanted to show *The artist used these colours because *The artist created textures and patterns because *The artist used a detailed drawing/realistic/distorted/bold drawing style to *The artist used rough/ smooth/ layers to create interesting textures *The artist used high contrast, light and shade to give emphasis to the tone because *The artist used limited colours/Earthy colours/Warm to create an effect of	The media used was The techniques used to make the work look like this are The artist used a range of drawing methods such as The artist used different methods of applying PAINTS such as	The reason the artist made this picture was to try to: *Make a statement *Send a message or have a hidden meaning. *Make an artwork aesthetically pleasing (Look Beautiful) *Show emotion. *To create a particular mood or atmosphere. *Express an idea. *Show an activity. *Show an object or place in different ways. *Portray personality or opinions. *To make the viewer look at something in a different way. *Using materials in new ways to copy forms found in nature *Expressing Views, Political comment, Protest, Anti war. *To be shocking, controversial, *Spirituality, Mythology, Fantasy, Imagination, Humour, storytelling, symbolism etc.

LINE	SHAPE/FORM	PRINCIPLES	3-DIMENSIONAL		
lurred	amorphous	balance	bronze		
roken	biomorphic	contrast	clay	- Flam	ents of Art
controlled	closed	emphasis	fibers		and of Art
urved	distorted	harmony	found materials	Introduction	
liagonal	flat	pattern	marble	THE CONTRACTOR	AND STATE OF THE S
eehand	free-form	repetition	metal	All artists use one, some, or all of	of the elements of art when they begin to make an artwork, whether it's
orizontal	full of spaces	rhythm	mixed media		hotograph, or claywork. The elements of art are line, shape, form, color
terrupted	geometric	unity	papier-mâché	value, texture, and space. If you	want to make art, you need to understand these seven elements of art
eometric	heavy	variety	plaster		
neandering	light		stone	1 :	- ACSE
iled	linear	THEMES	wood	Line	A SINGLE STATE OF THE STATE OF
hort	massive	adoration			
traight	nebulous	children	TECHNIQUE/FORM		AND SULVE COMMINICAL SULVES COMINICAL SULVES COMMINICAL SULVES S
ick	open	circus	architecture		Different tools make different kinds of lines.
in	organic	cityscape	batik		
ertical	9	earth, air, fire, water	carving	CL	
ride	COLORS	farming festivals	ceramics	Shape	R
	brash		collage	Judhe	
EXTURE		gardens grief	crafts	The second secon	
	bright	9	glassblowing		Shapes come in many types and sizes.
ctual	calm	history	jewelry making		
umpy orrugated	clear cool	hunting landscape	metalwork	Color	
			modeling	Color	
at	dull	love	mosaics	30101	The state of the state of
ırry	exciting	music	painting		Colors can be bright, dull, dark, or light.
ooey	garish	mythology		12	colors can be bright, dull, dark, or light.
athery	grayed	of historic occasions	photography	1/-1	1000 1000 1000 1000 1000 1000 1000 100
rickly	multicolored	portraiture	printmaking	Value	THE PROPERTY OF THE PROPERTY O
ough	muted	processions	sculpture	raide	
andy	pale	religion	weaving		
hiny	poly-chromed	seascape	0TV = 0D DEDIOD		Value means the dark and light in painting or drawing.
imulated	primary	storytelling	STYLE OR PERIOD		
mooth	saccharine	theater	abstract	Form	
oft	secondary	war	classical	FOIII	
ticky	subdued		genre		
icky	sweet	2-DIMENSIONAL	historical		
elvet	warm	chalk	literary		Form is three-dimensional, and takes up space.
ret		charcoal	naive		
	SPACE	colored pencil	narrative	Touter	
ALUE	ambiguous	found materials	nonobjective	Texture	
ark	deep	ink	primitive	CACCIC	
ht	flat	oil	realistic		Texture is how the surface of something feels or looks.
edium	negative/positive	pastel	romantic		reacture is now the surface of something feels of looks.
	open	pencil	Renaissance		
	shallow	photograph		Space	
		print		Space	
		tempera			
		watercolor			Space exists around us. We use illusions to make space in art.
		310100101			- F Andrew day rice use musions to make space in anti-