

Drawing I AR 100	General Project Description	1 Poor	2 Average	3 Above Average	4 Excellent
Line Quality	Uses descriptive and expressive line to represent forms in space.	POOR example of descriptive or expressive line to represent forms.	AVERAGE example of descriptive or expressive line to represent forms.	ABOVE AVERAGE example of descriptive or expressive line to represent forms.	EXCELLENT example of descriptive or expressive line to represent forms.
Value	Using a full value range and cross contour to create spatial depth and 3D volume.	POOR example of full value range to create 3D volume and spatial depth.	AVERAGE example of full value range, creating 3D volume and spatial depth.	ABOVE AVERAGE example of a full value range to create 3D volume and spatial depth.	EXCELLENT example of full value range to create 3D volume and spatial depth.
Linear Perspective	Use of 1, 2 point perspective to create spatial depth and foreshortened geometric and organic projects	POOR example of spatial depth, foreshortened geometric and organic objects.	AVERAGE example of spatial depth, foreshortened geometric and organic objects.	ABOVE AVERAGE example of spatial depth, foreshortened geometric and foreshortened objects.	EXCELLENT example of spatial depth, foreshortened geometric and organic objects.
Composition (Accurate Structure, Proportion, Scale Utilization of Figure/ Ground, Positive/ Negative Spaces.)	Demonstrates an understanding of accurate sighting of objects and placing them in a unified, balanced and structural composition.	POOR example of accurate sighting of objects and space, and utilization of f/g, pos/neg spaces/ objects.	AVERAGE example of accurate sighting of objects and space. Utilization of f/g, pos/neg spaces/objects.	ABOVE AVERAGE example of accurate sighting of objects and space. Utilization of f/g, pos/neg spaces/objects.	EXCELLENT example of accurate sighting of objects and space. Utilization of f/g, pos/neg spaces/objects.
Drawing II AR202	General Project Description	1 Poor	2 Average	3 Above Average	4 Excellent
Figure Proportion, Fore-shortening	Demonstrate an ability to represent the figure with accurate proportions and foreshortening.	POOR example of proportion and foreshortening.	AVERAGE example of proportion and foreshortening.	ABOVE AVERAGE example of proportion and foreshortening.	EXCELLENT example of proportion and foreshortening.
Gestural Studies	Demonstrate an ability to use dynamic and expressive line, describing the figure in space with accurate proportions.	POOR example of gestural line, proportions.	AVERAGE example of gestural line, proportions.	ABOVE AVERAGE example of gestural line, proportions.	EXCELLENT example of gestural line, proportions.
Shape, Form, Plane	Use of value, plane and accurate proportions to describe 3D volume of the figure.	POOR example of 3D volume, use of plane, value and inaccurate figure proportion.	AVERAGE example of 3D volume, use of plane, value and inaccurate figure proportion.	ABOVE AVERAGE example of 3D volume, use of plane, value and inaccurate figure proportions.	EXCELLENT example of 3D volume, use of plane, value and inaccurate figure proportions.
Figure in Composition	Demonstrate the understanding of figure/ground (positive/negative) relationships, balance, unity/variety and cropping.	POOR example of figure/ground (pos/neg) relationships, balance, unity/variety, cropping.	AVERAGE example of figure/ground (pos/neg) relationships, balance, unity/variety, cropping.	ABOVE AVERAGE example of figure/ground (pos/neg) relationships, balance, unity/variety, cropping.	EXCELLENT example of figure/ground (pos/neg) relationships, balance, unity/variety, cropping.

Color Composition AR201	General Project Description	1 Poor	2 Average	3 Above Average	4 Excellent
Color Schemes: (Monochromatic, Analogous, Complementary, Neutrals, Triadic)	Demonstrate an understanding of color scheme(s) through the use of subtractive color with attention to craft.	POOR example of color scheme(s) and attention to craft.	AVERAGE example of color scheme(s) and attention to craft.	ABOVE AVERAGE example of color scheme(s) and attention to craft.	EXCELLENT example of color scheme(s) and attention to craft.
Optical Color Mixing:	Demonstrate an understanding of optical color mixing using dots, dashes, marks of color with attention to craft as appropriate to the medium.	POOR example of optical color mixing, with little or no attention to craft.	AVERAGE example of optical color mixing, and attention to craft.	ABOVE AVERAGE example of optical color mixing, and attention to craft.	EXCELLENT example of optical color mixing and attention to craft.
Color Interactions	Demonstrate an understanding of color interactions causing color/values to be relative to colors/values surrounding them, with attention to craft.	POOR examples of color interactions and attention to craft.	AVERAGE examples of color interactions and attention to craft.	ABOVE AVERAGE examples of color interactions and attention to craft.	EXCELLENT examples of color interactions and attention to craft.
Composition and Color	Demonstrate an understanding of visual weight, balance, distribution, proportion, and emphasis using color in composition with attention to craft.	POOR example of attention to craft, color distribution, visual weight, proportion, and emphasis in a composition	AVERAGE example of attention to craft, color distribution, visual weight, proportion, and emphasis in a composition	ABOVE AVERAGE example of attention to craft, color distribution, visual weight, proportion, and emphasis in a composition	EXCELLENT example of attention to craft, color distribution, visual weight, proportion, and emphasis in a composition
Design Foundations AR104	General Project Description	1 Poor	2 Average	3 Above Average	4 Excellent
Balance, Figure/Ground (Positive/Negative) Space Relationships	Using asymmetrical balance, create a black and white design that demonstrates f/g relationships with attention to craft.	POOR concept of figure/ground relationships or asymmetrical balance.	AVERAGE concept of figure/ground relationships or asymmetrical balance.	ABOVE AVERAGE concept of figure/ground relationships or asymmetrical balance.	EXCELLENT concept of figure/ground relationships or asymmetrical balance.
Texture	Demonstrate the relationship between physical, visual and invented textures with attention to craft.	POOR use of visual textures.	AVERAGE use of visual textures.	ABOVE AVERAGE use of visual textures.	EXCELLENT use of visual textures.
Unity/Variety and Emphasis (Using aspects of Gestalt: Grouping, Repetition, Proximity, Continuity, and/or Closure)	Create a design that has a focal point or area of emphasis with attention to craft.	POOR ability to create unity/variety with a focal point or area of emphasis and attention to craft.	AVERAGE ability to create unity/variety with a focal point or area of emphasis and attention to craft.	ABOVE AVERAGE ability to create unity/variety with a focal point or area of emphasis and attention to craft.	EXCELLENT ability to create unity/variety with a focal point or area of emphasis and attention to craft.
Orientation, Continuity and Movement	Create a design with orientation, continuity, movement, and balance with attention to craft.	POOR use of orientation, continuity, movement and attention to craft.	AVERAGE use of orientation, continuity, movement and attention to craft.	ABOVE AVERAGE use of orientation, continuity, movement and attention to craft.	EXCELLENT use of orientation, continuity, movement and attention to craft.

FOUNDATION REVIEW EVALUATION CRITERIA
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3 Dimensional Foundations AR106	General Project Description	1 Poor	2 Average	3 Above Average	4 Excellent
In The Round	Demonstrate the subtractive processes in the round with an emphasis on positive/negative space, concave/convex form, surface variety, continuity, and craft.	POOR use of surface variety, special continuity, and craft.	AVERAGE use of surface variety, special continuity, and craft.	ABOVE AVERAGE use of surface variety, special continuity, and craft.	EXCELLENT use of surface variety, special continuity, and craft.
Planar	Demonstrate the additive processes of planar compositions with an emphasis on angles, variety, repetition, light and/or color, continuity, joints, structure, and craft.	POOR use of angle variety, structural continuity, and craft.	AVERAGE use of angle variety, structural continuity, and craft.	ABOVE AVERAGE use of angle variety, structural continuity, and craft.	EXCELLENT use of angle variety, structural continuity, and craft.
Line Quality	Demonstrate an understanding of line quality using additive processes, with an emphasis on line weight, character, variety, connections and craft.	POOR use of line variety, special continuity, and craft.	AVERAGE use of line variety, special continuity, and craft.	ABOVE AVERAGE use of line variety, special continuity, and craft.	EXCELLENT use of line variety, special continuity, and craft.
Relief and Texture	Using subtractive processes, demonstrate an understanding of relief and texture with emphasis on high and low relief, repetition, variety and craft.	POOR use of high and low relief, special continuity, and craft.	AVERAGE use of high and low relief, special continuity, and craft.	ABOVE AVERAGE use of high and low relief, special continuity, and craft.	EXCELLENT use of high and low relief, special continuity, and craft.