DECIMILITY OF AGE DIVATING		
DRAWING EVIDENCE	IMPROVEMENT ADVICE	
Student just draws without guidelines. Some don't want to but they help in later advanced stages.	B1	You aren't really sketching out guideline shapes first, which is making your drawing look a little irregular. Some people like to draw without guidelines when they are very experienced, but for now just try to learn this method until you are more confident. Spend a little time sketching some guidelines then drawing heavier.
3D shapes are irregular and not accurate. Edges aren't straight, corners don't join. Also, student uses a ruler. This is a BIG no no!	B2	Drawing 3D shapes is really important when you are learning. I think you just need a little more practice at these until you become more confident.
Cube shading looks untidy and messy.	В3	Some of the cube shading looks a little untidy in places, the edges aren't always neat and there are too many gaps. Making drawings look real depends on blending those tones so go back over them.
Cylinder looks messy in places, blending not right.	B4	Some of the cylinder shading looks a little untidy in places, the edges aren't always neat and there are too many gaps. Making drawings look real depends on blending those tones so go back over them.
On the sphere, the dark tones have solid edges and are not blended. The student hasn't curved the shading round the surface of the shape properly.	B5	Some of the sphere shading looks a little untidy in places, the edges aren't always neat and there are too many gaps. Making drawings look real depends on blending those tones so go back over them.
Shadows and highlights in wrong place or missing	В6	I think you have put some of the shadows and/or highlights in the wrong place. Try to work out where you have gone wrong.
Doesn't make lines meet to vanishing point. Lines aren't neat enough. Vertical lines lean over.	В7	Perspective is difficult to learn and some of yours is a bit inaccurate. Make sure the lines are straight and meet the vanishing point.