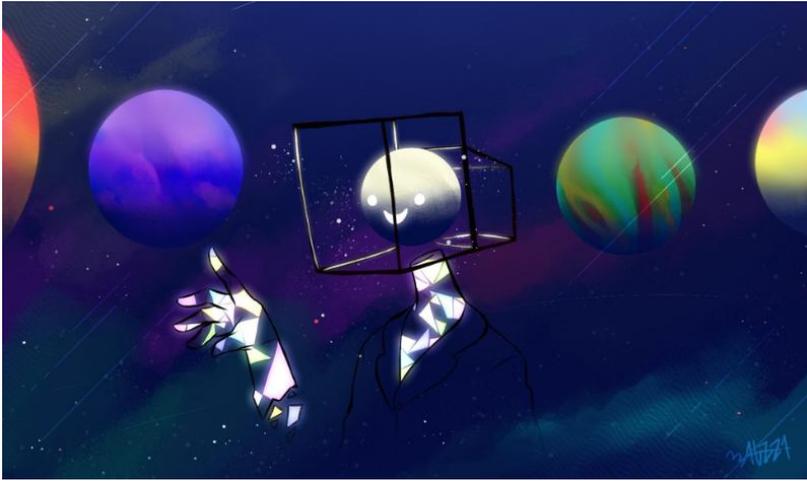


# AP Drawing Portfolio

Selected Works  
Score 2



## Work 1

Selected Works

**Height:** 11 inches

**Width:** 14 inches

**Idea(s):** An abstract space to fit my character.

**Material(s):** wacom cintiq 16

**Process(es):** I picked an OC, original character, at random, and brainstormed to give them a fitting background



## Work 2

Selected Works

**Height:** 11 inches

**Width:** 14 inches

**Idea(s):** An action scene including my character.

**Material(s):** wacom cintiq 16

**Process(es):** I picked an OC, original character, at random, and brainstormed to give them a fitting background



### Work 3

Selected Works

**Height:** 11 inches

**Width:** 14 inches

**Idea(s):** More than one Oc in the illustration to create a front, mid, and background scene.

**Material(s):** wacom cintiq 16

**Process(es):** I picked an OC, original character, at random, and brainstormed to give them a fitting background



### Work 4

Selected Works

**Height:** 11 inches

**Width:** 14 inches

**Idea(s):** Music inspired artwork, featuring my oc relaxing in a grassy plane.

**Material(s):** wacom cintiq 16wacom cintiq 16

**Process(es):** I picked an OC, original character, at random, and brainstormed to give them a fitting background



## Work 5

Selected Works

**Height:** 11 inches

**Width:** 14 inches

**Idea(s):** A character traveling through a thickened forest.

**Material(s):** wacom cintiq 16

**Process(es):** I picked an OC, original character, at random, and brainstormed to give them a fitting background

## 2022 AP<sup>®</sup> Drawing

### Selected Works Scoring Criteria and Score Rationale

#### Score 2

##### Scoring Criteria

###### 2-D/3-D/Drawing Art and Design Skills

**Little or no** visual evidence of 2-D/3-D/Drawing **skills**.

###### Materials, Processes, and Ideas

**Little to no** evidence of **visual relationships** among materials, processes, or ideas.

##### Score Rationale

The works presented in this portfolio exhibit emerging drawing skills. In works 1, 3, and 5, there is some evidence of gesture drawing underlying the figures, but the structure of arm/leg relationships to the torsos appears unresolved and lacks rhythm. There is some evidence of purposeful variation in the contour linework in works 2, 3, 4, and 5, but the connective compositional qualities and the readability of forms in works 1, 2, and 4 are unresolved.

Although there are some attempts to create a form with light and shade across all works, understanding of shading is limited. For instance, work 1 relies on flat gradients, and works 2, 3, and 4 show little knowledge of color variation in the backgrounds. Perhaps increasing atmospheric qualities of reflective light or color would help unify the figures with their surrounding environments. Although developed shading with graphite is evident, the form needs a broader range of values. Works 1 and 3 show a limited understanding of depth development and activated negative space. Works 2 and 5 attempt atmospheric perspective but mainly through the limited use of digital blurs.

There is little to no evidence of visual relationships among material, processes, or ideas within these works. For example, the presence of a character in work 1 is limited in readability, and in work 3, the relationship of the characters' identity, narrative, and background is unclear. In work 4, the idea of "music inspired artwork, featuring my oc relaxing in a grassy plane" does not visually relate to music, and only costume props are in the image.

Work 5 shows a "character traveling through a thickened forest," but the forest appears visually sparse. Works 1, 2, and

3 do not relate to a clear idea, and the choices of the character's expression, pose, and appearance is not evident. Perhaps more direct evidence of narrative connections between characters and backgrounds would show a more substantial visual link to the ideas.

## **Writing**

Written evidence **may identify** materials, processes, and ideas.

The written evidence identifies materials, but the process and ideas are unclear. The idea notes do not identify intentional decision-making regarding the fundamentals of character design. For instance, the idea in image 2 describes "His colors, looks, and personality all made in this piece" but does not identify specific decision-making to inform the identity or personality of the character. Although the written evidence describes materials, the process statements across all five works are generalized as "original character, at random, and brainstormed to give them a fitting background." The written and visual evidence across all five works does not serve or relate to any clear idea.