***Realistic Portrait***

**Task:** Draw a realistic portrait from photographic sources (or from the mirror). Use the “rules of the face”, taught in class. Consult your notes when drawing the face. Add shading to make the face look three-dimensional.

**CHOICES:**

**Basic-Highest Mark will be 83%**

-locate a black & white portrait, cut the face in half and draw the missing half of the face (use the missing half as your guide)

**Intermediate-Highest Mark will be 93%**

-design a face using your sketchbook features and the rules of the face as your source

**Challenge-Highest Mark will be 100%**

-find a photographic source and draw and shade the face from the photo source (angle of the photo must follow the rules of the face)

-draw a self-portrait: Half of face should be properly proportioned and shaded. In the other half the face you need to add symbols, colours, and designs that represent you. Think about where you are placing the symbols (ie mouth, brain, eyes…)

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| **Level Four** | **Level Three** | **Level Two** | **Level One** |
| -strong value changes(8+)-excellent attention to details (eyes, mouth, nose are realistic shapes and tones)-excellent evidence of applying the “rules of the face” (all measurements are accurate) | -good value changes(6-7)-good attention to details (some of the features are realistic)-good evidence of applying the “rules of the face” (minor errors) | -effort at value changes (4-5)-effort at details(not realistic, but shapes are accurate and effort to add correct tonal range is evident)-some evidence of applying the “rules of the face” | -limited value changes(4 or less)-little attention to details (it is a face, but it is more cartoon like than life like)-rushed face proportions (limited evidence of use the rules of the face) |

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