

Vanquish Studio

Using a Rubric to Evaluate Performance

HOW CAN I TELL IF I DID A GOOD JOB?

HOW DO I DETERMINE WHAT I NEED TO IMPROVE?

HOW CAN I SET GOALS TO CHALLENGE MYSELF?

Squire

-artist used cylindrical shapes for the fingers and a wedge shape for the palm but they aren't quite accurate in placement
-proportions may be slightly off

Knights

-artist used basic shape proportion and angle
-fingers and palms a proportion in relation to another

-artist has an idea of anatomy but still needs to work on it; some things are in proportion while others aren't
-the position of fingers or thumb may be distracting because of slightly, anatomically off

-anatomy can't quite look right
-knuckles and fingers are unrealistic, placement is off
-proportions are uneven and distracting

-some fingers flow while others are stiff
-hand is in a believable position but anatomy is slightly off

Using a Rubric to Evaluate Performance

At Vanquish Studio, our mission is to give you tools, strategies, and techniques you can use to build upon your drawing skills. One of the first things to use is a rubric. Why? To identify our drawing goal(s).

What is a Rubric?

A rubric is a scoring guide used to evaluate performance, a product, or a project. It has three parts: 1) performance criteria; 2) rating scale; and 3) indicators.

The rubric defines what is expected and what will be assessed, in this case, drawing human hands. It indicates that you will evaluate your drawings based on specific criteria.

What Does a Rubric Look Like?

On the left side, the criteria describe the key elements of drawing a believable human hand: structure, anatomy, fluidity, and perspective. At the top, the rating scale identifies levels of performance. Since we are Vanquish Studio, we chose a progression based on Medieval times. A page is starting out, a squire is competent but needs some help in areas, and a knight is the glory we have been striving towards.

Under each section of the rating scale (page, squire, knight) the indicators provide examples and concrete descriptions for each level of performance.

How Can I Use a Rubric to Improve My Drawing?

If you have good construction of the hand and you score a knight on the structure criteria, you know you may now need to concentrate more on anatomy or perspective since you only scored a page (1) or squire (2) on those criteria. Using the rubric, you can systematically eliminate each skill as it is mastered and focus your efforts on a different one. You can also judge if you need to spend more time on particular indicators.

If you have an idea of basic anatomy of the hand and may only need to work on placement.

A rubric is a way to focus your attention so you can work on the things you need to and not waste time practicing a skill you have already mastered. You may also specify a particular drawing goal after using the rubric. For example, if I scored a one in perspective I could set the goal of “I need to practice more foreshortening when I draw hands.”

For drawing the hand, we chose the following criteria in our rubric:

Structure - Did the artist use basic shapes to simplify the subject in order to check positioning and proportion?

Anatomy - Are the muscles and bones of the figure in proportion? Accurate? What about details like the fingernails and wrinkles?

Fluidity - Does the subject look natural or is it stiff and awkward?

Perspective - Did the artist use accurate foreshortening?

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Drawing Hands

	Page (1)	Squire (2)	Knight (3)
Structure	<ul style="list-style-type: none"> -the basic idea of a hand is identifiable, but the fingers and thumb are awkwardly placed -artist didn't use basic shapes to layout the hand first -fingers are out of proportion 	<ul style="list-style-type: none"> -artist used cylindrical shapes for the fingers and a wedge shape for the palm but they aren't quite accurate in placement -proportions of thumb, fingers or palm may be slightly off 	<ul style="list-style-type: none"> -artist used basic shapes to check proportion and angle of the hand -fingers and palms are in correct proportion in relation to one another
Anatomy	<ul style="list-style-type: none"> -anatomy doesn't quite look right -knuckles and fingernails are unrealistic, placement is off -proportions are uneven and distracting 	<ul style="list-style-type: none"> -artist has a basic idea of anatomy -the position of fingers or thumb may be distracting because it is slightly, anatomically off -remembered details like fingernails, wrinkles, or knuckles 	<ul style="list-style-type: none"> -the structure of the hand follows human anatomy -accurate angles and positioning of the palm, fingers, and thumb -details like fingernails, wrinkles on the knuckles are placed correctly
Fluidity	<ul style="list-style-type: none"> -fingers are stiff and unnatural -palm is stiff and unnatural -hand doesn't look like it's in a believable position -hand looks awkward 	<ul style="list-style-type: none"> -fingers and thumb are placed in a position that is dynamic -hand is in a believable position but anatomy is slightly off 	<ul style="list-style-type: none"> -hand is posed in a dynamic, free-flowing, position -artist captured the expressive quality of the hand
Perspective	<ul style="list-style-type: none"> -hand is awkwardly posed in space; unreal looking -perspective is off in a way that is noticeable and distracting 	<ul style="list-style-type: none"> -the hand is anatomically correct but position in space and perspective is slightly off 	<ul style="list-style-type: none"> -perspective is accurate, good foreshortening -no distracting lines

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Model Hands for Drawing: Foreshortening

Draw the following hands and evaluate your performance of each drawing using the hand rubric. Be honest!

