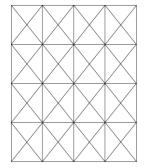
PROJECT PREP STEP #4

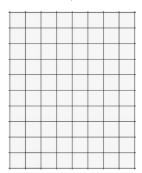
Show the instructor you've drawn – "mapped out" – a **16x20-inch canvas** with a **grid** that has the **same number and location of pieces as your printed photo**. This can be drawn with measuring tools or freehand.

- To earn satisfactory points (C) for PROJECT criteria, the canvas must have 20 pieces (or more).
- To earn **strong** points **(B)** for PROJECT criteria, the **canvas** must have **40** pieces (or more).
- To earn maximum points (A) for PROJECT criteria, the canvas must have 80 pieces (or more).

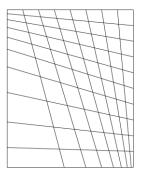
EXAMPLES of ways to measure, mark and draw – "map out" – the image area of your painting surface/canvas:



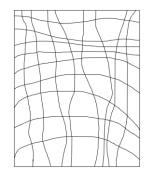
Lattice (no measuring required)



Squares/Rectangles



Converging/Diverging (no measuring required)



Freehand Lines (no measuring required)

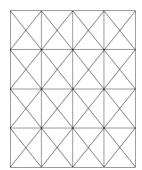
MPORTANT: However many pieces you make of your photo, your canvas will require the same number of pieces, even if they are not drawn exactly the same or as precisely.

PROJECT PREP STEP #4

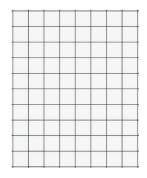
Show the instructor you've drawn – "mapped out" – a **16x20-inch canvas** with a **grid** that has the **same number and location of pieces as your printed photo**. This can be drawn with measuring tools or freehand.

- To earn satisfactory points (C) for PROJECT criteria, the canvas must have 20 pieces (or more).
- To earn strong points (B) for PROJECT criteria, the canvas must have 40 pieces (or more).
- To earn maximum points (A) for PROJECT criteria, the canvas must have 80 pieces (or more).

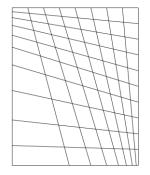
EXAMPLES of ways to measure, mark and draw – "map out" – the image area of your painting surface/canvas:



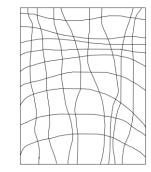
Lattice (no measuring required)



Squares/Rectangles



Converging/Diverging (no measuring required)



Freehand Lines (no measuring required)

MPORTANT: However many pieces you make of your photo, your canvas will require the same number of pieces, even if they are not drawn exactly the same or as precisely.