

Sketchbook

Your sketchbook is representative of what you are working with throughout the entire semester. Below are guidelines for your sketchbook as well as suggestions for sketchbook assignments.

Book: use an old book that is at least 8X10 or a composition/sketchbook of the same size.

- Artist statement (1 page)
- Table of contents: You must include a table of contents and need to number pages (these do not have to be placed in the same order as listed) (2 pages)
- Resources (5 pages)
 - Syllabus
 - Safety Contract
 - Goals
 - Pocket for saving “things”
- Elements and Principles and color theory (6 pages)
 - Name/words will represent elements
 - Find pictures to represent principles
- Critique/assessment/reflection section (5 pages)
 - These are pages for you to write... this can include journaling, project/work reflection, poetry, etc...
- Experimentation with media and subject matter section (10 + pages)
 - Drawing- pencil, ink, other; contour line, shading, hatching, stippling....
 - Painting- watercolor, tempera, acrylic, ink wash
 - Collage
 - Printing
 - Mixed Media
- Art History section (9 pages)
 - Complete 1 page every 2 weeks about a different art history movement, artist, style...we will do this in class.
- Observational sketches section (10 + pages) (At least 9 sketches by the end of the semester)
 - Still life
 - Landscape
 - Portraits
 - Gesture drawing
 - Perspective (can be done for Inventive too!)
- Planning Section (15 + pages) – this section is for project planning!
- Inventive sketches section (10 + pages) (At least 9 sketches by the end of the semester)
- Glossary/warm ups (15 pages)

You will complete at least 1 sketch a week which should take 20-30 minutes... there may be enough time for you to do this in class if you can use your time wisely.

Your sketchbook assignments are intended to provide you an opportunity to practice and to develop your observational skills as well as creativity.

Explanation of terms:

OBSERVATIONAL: In order to complete these sketches you **MUST** look at what you are drawing! You cannot do these sketches based on what you know these things look like and it is best to draw from looking at the actual objects- not a picture of them. **NO** use of clip art for these sketches!

INVENTIVE: These sketches are done through the use of your imagination! You are encouraged to use images or real life when drawing these sketches, but you must **INVENT** something here. Detail is important here. You cannot copy anything! The same amount of effort needs to be given these sketches.

OBSERVATIONAL:	INVENTIVE:
<ul style="list-style-type: none">• Draw hands AND feet in 3 different views. (Focus on REALISM and PROPORTION)• Draw something that moves- need to show movement... background can help this. (Focus on REALISM and PROPORTION)• Draw a food item from looking at it.• Eat food and draw the food in at least 3 stages. (Focus on VALUE)• Go out into the community and pick a unique architectural element to draw from a unique angle. Focus on BALANCE and PERSPECTIVE.• Draw the view from the passenger seat of a car. Focus on DETAIL, PERSPECTIVE AND PROPORTION.• Find a person in action to observe and complete a gesture drawing.• Arrange three related objects (3 kitchen items, 3 shoes, sports equipment, etc.) into a composition. Draw on one page using a light source and shading• Draw a tree- Use the entire page, add lots of detail.(Branches, leaves, bark, roots)• Draw a piece of furniture and use color to show the textures and shadows.• Draw the interior of your room and what's in it- from wherever you're sitting: on floor, up on bed, from ceiling looking down.• Draw your favorite snack food, include details and draw large filling page. Focus on Realism.• Choose your own still life/objects to draw- more items...less detailing needed. This is about practicing drawing what you see!• Choose your own still life/objects to draw from a UNIQUE point of view- more items...less detailing needed. This is about practicing drawing what you see!• Draw a picture of your room or a hallway using one point perspective and your observational skills• Draw a figure in motion as a gesture drawing- focus on mass and movement.	<ul style="list-style-type: none">• Draw a human/animal combination- DETAIL IS NEEDED... think about texture!• Draw an unidentified sea creature- focus on realism... detail!• Scariest Pirate to ever sail the Seas.• What you would see in an underground life of an ant colony.• Draw an illustration for headline "Unlikely cause to strange traffic jam!"• Create a character in action and complete a gesture drawing.• What happens when a 6-foot tall squirrel shows up in your yard?• What would you see if you grew wings and flew over our town?• What if your big toe became its own person?• What if you could design your own line of clothing for the year 2050? What would it look like?• What if you were asked to design a building? You get to decide on what the purpose of the building is and what it will look like. You must have a name on the building, window, doors, and some other interesting characteristics.• Draw an imaginary tree, use your imagination and creativity. (Maybe it grows upside down or cats, pretzels, paint brushes grow instead of leaves.)• Draw something unusual growing from your backyard.(elephants, hamburgers, giant crayons)• Draw or design a vehicle. This can be a car, spaceship, airplane, boat, motorcycle, bicycle or anything you want. Include details and make it big! Any media• Create a fantasy building and landscape- focus on perspective• Draw an object melting. Research Salvador Dali's "Melting Clocks"• Draw an image of night and day occurring simultaneously• Pick a poem or song lyrics (must be appropriate) and draw a picture that comes to mind to go with those words.

<ul style="list-style-type: none"> • Draw a shoe using detail and value • Draw a large jar filled with something or draw the contents of a trash can. • Do a self portrait. • Draw an interior of something • Draw a picture showing atmospheric perspective. • Draw tools used in a certain profession and write some facts about that profession- you must reference something (pictures or objects) • Draw a magnified view of 8 different textures. • Draw your home and what's around it. • Draw a plant with as much detail as possible using contour line and line variation. • Draw popcorn • Draw your reflection in a shiny object- you can use a mirror. • Draw a face from multiple view points- focus on the correct placement of features and realism. • Draw a piece of fabric with pattern that is draped. • Contour line drawings of figures and objects- 8 images. 	<ul style="list-style-type: none"> • Draw an imaginary room/building using one point perspective • Draw your name 10 different ways- focus on lettering styles (calligraphy/fonts) • Design a new video game • Draw a key hole and what you would see through that key hole... be creative! • Transformation of an object: draw an object, several sketches showing it morph and change to another object- Escher's work is inspiration for this. • Draw a large jar and fill it with something out of the ordinary • Draw a locker opened with an imaginary world inside. • Illustrate your favorite poem • Draw a scene that depicts peace. • Design a new school desk. • Draw something not pretty. • Design a new candy bar. • Draw a fantasy building and landscape. • Create a series of positive and negative designs. • Draw a word picture- use images as the letters to spell a word. • Transform an object from a realistic view to a cubist representation. • Draw a magazine cover: include a self portrait and list important things happening with you/about you. • Draw a yearbook page- include a decorative border and a headline or "copy" for the page. • Create a comic strip of an event in your life. • Create your own super hero and draw an illustration of them in action
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