

Sketchbook Assignments and Due Dates

Below are 17 sketchbook assignments... you will need to select one of the assignments for each week to complete for the following Week. You may choose the assignment you complete, but may be asked to do certain ones to relate to what we are doing in class- this may mean you repeat some. Label the sketch page with the assignment number in order to keep your sketchbook organized. You **MUST** alternate some between observation and inventive so that at the end of each month you have 2 of each type of assignment.

REMEMBER... the only way to not be successful in this class is to be afraid of new things, be late, place blame on the lack of talent, do as little as possible, don't ask questions, don't even try, get someone else to do your work, ignore instructions, ignore people that know more than you, and don't **PRACTICE!!!** Your sketchbook assignments are intended to provide you an opportunity to practice and to develop your observational skills as well as creativity.

Sketchbook Assignment 1

OBSERVATIONAL: Draw hands and feet in 3 different views. (Focus on REALISM and PROPORTION)

INVENTIVE: Draw a human/animal combination.

Sketchbook Assignment 2

OBSERVATIONAL: Draw something that moves. (Focus on REALISM and PROPORTION)

INVENTIVE: Draw an unidentified sea creature.

Sketchbook Assignment 3

OBSERVATIONAL: Eat food and draw the food in at least 3 stages.(Focus on VALUE)

INVENTIVE: Scariest Pirate to ever sail the Seas.

Sketchbook Assignment 4

OBSERVATIONAL: Draw a food item from looking at it.

Sketchbook Assignment 5

OBSERVATIONAL: Go out into the community and pick a unique architectural element to draw from a unique angle. Focus on BALANCE and PERSPECTIVE.

INVENTIVE: Underground life of an ant colony.

Sketchbook Assignment 6

OBSERVATIONAL: Draw the view from the passenger seat of a car. Focus on DETAIL, PERSPECTIVE AND PROPORTION.

INVENTIVE: Draw illustration for headline "**Unlikely cause to strange traffic jam!**"

Sketchbook Assignment Week 7

OBSERVATIONAL: Find a person in action to observe and complete a gesture drawing.

INVENTIVE: Create a character in action and complete a gesture drawing.

Sketchbook Assignment 8

OBSERVATIONAL: 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

INVENTIVE: What happens when a 6-foot tall squirrel shows up in your yard?

Sketchbook Assignment 9

Practice drawing from your imagination by drawing one from the following list:

1. What would you see if you grew wings and flew over our town?
2. What if your big toe became its own person?
3. What if you could design your own line of clothing for the year 2050? What would it look like?
4. 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.

Sketchbook Assignment 10

OBSERVATIONAL: Draw a tree- Use the entire page, add lots of detail.

(Branches, leaves, bark, roots)

INVENTIVE: Draw an imaginary tree, use your imagination and creativity.

(Maybe it grows upside down or cats, pretzels, paint brushes grow instead of leaves.)

Sketchbook Assignment 11

OBSERVATIONAL: Draw a piece of furniture and use color to show the textures and shadows.

INVENTIVE: Draw something unusual growing from your backyard. (elephants, hamburgers, giant crayons)

Sketchbook 12

OBSERVATIONAL: Make a detailed drawing of your hand holding something related to the fall/winter season.

Make the drawing large enough that it touches all the edges of the page. You may add color or use shading

INVENTIVE: 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

Sketchbook 13

OBSERVATIONAL: 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.

INVENTIVE: Create a fantasy building and landscape

Sketchbook 14

OBSERVATIONAL: Draw your favorite snack food, include details and draw large filling page.

INVENTIVE: Draw an object melting. Research Salvador Dali's "Melting Clocks"

Sketchbook 15

OBSERVATIONAL: Choose your own still life/object to draw

INVENTIVE: Draw an image of night and day occurring simultaneously

Sketchbook 16

OBSERVATIONAL: Choose your own still life/object to draw from a UNIQUE point of view

INVENTIVE: Pick a poem or song lyrics (must be appropriate) and draw a picture that comes to mind to go with those words.

Sketchbook 17

OBSERVATIONAL: Draw a picture of your room or a hallway using one point perspective and your observational skills

INVENTIVE: Draw an imaginary room/building using one point perspective

