

****** ANY STUDENTS INTERESTED IN OR ALREADY ENROLLED IN AP STUDIO MUST COMPLETE THE SUMMER ASSIGNMENT. ******

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AP Studio- **Required** Summer Assignments
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AP STUDIO ART SUMMER ASSIGNMENT

You will complete 5 projects and 5 sketchbook assignments for your AP Studio Art-Drawing or Art-2D Design class preparation.

These assignments will be due the first day of class and will account for 25% of your first marking period grade.

If you do not do these projects the best grade that you could get for the 1st marking would be 75%- also acceptance into AP studio may be denied due to the inability to meet requirements.

Keep in mind!! AP Studio Art requires a significant amount of time outside of class to meet the requirements of the portfolio. You will need space to work at home and time to do so!

Be sure to review the attached AP Scoring Guidelines before, during and after you create your projects, as all your work will be evaluated based upon these AP criteria.

Detailed AP STUDIO criteria and examples can be found @ www.collegeboard.com.

Summer Trip:

Go to the beach...take pictures...draw from life and compose an interesting composition... (virtually if need-be) ...

Assignments:

Pick 5 assignments out of the following suggestions. Final projects may be no bigger than 18"x24". You could choose 5 different assignments, or some could be the same assignment done a SEPARATE way or in a different medium. All works must be finished works of art that show a complete range of value, tones, and shades. You may choose any medium to work with. EX: pencil, pen and ink, marker, watercolor, acrylic, oil, oil pastel, chalk pastel, charcoal, mixed media, etc.... **You may not use any type of published image or draw from any photograph.** *If you draw in pencil, please do not "smudge" the pencil to create value, I want to see value through the pencil marks. (Crosshatch/ stipple/ scumble....etc.)*

1. Draw an object submerged in water. You can submerge it in a clear container and view from the side, view it from above, place the object half in and half out of the water to observe the distortion.
2. A Still Life that consists of at least 3 shiny or reflective objects. Make sure you consider the light-source and the reflection of images seen in the shiny objects.
3. A piece that depicts an emotion. Try to have the colors or marks/brush strokes convey the emotion that you chose. Utilize the color emotion chart to convey the meaning you are trying to portray. (attached)
4. A Self Portrait (drawn from real life in a mirror - not from a photograph) that is drawn from an interesting angle.
5. Sit right outside your front door and draw what you see. Focus on perspective or depth. Draw it on anything but paper.
6. A figure drawing of a person that is moving (running, walking, dancing, etc....)
7. A landscape that includes a building or a group of buildings. You are incredibly lucky to live where you do! We have amazing landmarks. Be sure to consider composition and perspective when choosing your subject.
8. A memory from your childhood.
9. Illustrate a song of your choice. Do not include any lyrics or words in the piece.
10. Draw the inside of something: a drawer, your car, refrigerator, etc....

Sketchbook:

Your sketchbook must be an OLD BOOK! Please find an old book that meets the following criteria:

No smaller than 8X10".

Pages must be black and white ink on paper that is not shiny. They should mostly be text but can have a few illustrations. Do not pick a book with photos in black and white or color. You will be doing your sketchbook assignments on the actual pages of the book, over the actual text.

You can find an old book in lots of places: Libraries sometimes sell off or give away old books (our school library disposes of books frequently) used books stores, yard sales, flea markets, and your own house!

Drawings must be fully finished and take up the entire page. You may do sketchbook assignments in any medium.

Please pick 5 assignments from the following list.

1. Draw an object in daylight and then again at night by artificial light.
2. Fill 2 pages with a collage of images and words that appeal to you. You must add at least 2 hand drawn images that overlap.
3. Sketch 5 design motifs that you like. They can be from company logos, repeating patterns, etc....
4. Produce an innovative design or improvement to an object that currently exists. Think of something that you might use every day. How can you improve it?
5. Illustrate a dream that you have had
6. Make a detailed drawing of your eye
7. Draw a piece of furniture in your house
8. Empty your wallet or purse and draw what you find
9. Draw a friend or family member from multiple angles
10. Illustrate your dream vacation. Where, how, what would you do?

ESSENTIAL DRAWING SKILLS

1. Realistic drawing

The most essential skill a fine artist must have is the ability to draw whatever he or she sees, thinks, or imagines in a realistic manner. If you want to become a skillful fine artist, then you must learn how to draw realistically.

2. Constructive drawing

This is the cornerstone of drawing; it enables artists to draw what they know or whatever they can imagine. With this skill a fine artist can “build” objects in a work of art so that they look realistic and believable.

Constructive drawing has many rules, such as drawing objects as if they were transparent and using imaginary helping lines (like axes of symmetry, perspective lines, and proportions lines).

These rules are applied to whatever you draw – portraits and figurative art, animals, botanical objects, still-life, landscapes, and architecture.

3. Ability to draw from life

What enables an artist to draw from life is a combination of many skills. It includes proficiency in constructive drawing, the ability to judge distances and proportions, an understanding of perspective, the capability to think three-dimensionally, and others. When drawing human figures from life, it also includes knowledge of human anatomy and the proportions of the human head, face, and body. Do not copy what you see but instead learn from what is presented and apply that new knowledge to drawing from life and nature.

4. Drawing from memory and imagination

One must have familiarity with constructive drawing, human anatomy, and drawing in perspective to draw from memory and imagination. Proficient artists draw what they know. Learning the fundamental rules, principles and techniques of drawing will help your ability to draw from your memory and imagination.

5. Knowledge of art materials and their skillful use

Knowledge of your art supplies and being able to get the most out of them is a skill a fine artist must have.

Have you ever seen a professional golfer who doesn't know how to hold a golf club? I haven't. Why then are there so many artists who do not know how to hold a pencil the correct way?

Here's the secret art manufacturers do not want you to know: your skills will make the artwork great, not art supplies.

Of course, it helps to have good pencils, paints, brushes, and the like. But the magical ingredient is you and your skills. Invest the time into developing your skills and using your materials to the best of your abilities.

6. Knowledge of the rules of perspective

The rules of perspective are as old as art itself. To become a masterful artist, you must master the rules of perspective.

One-, two-, three-, and four-point perspective, as well as aerial perspective, perceptual perspective, and photo perspective must be utilized to create realistic art.

Depicting three-dimensional reality on a flat surface is impossible without distortion. Perspective helps to minimize such distortion and deal with relative proportions and foreshortening, so objects and the relationships between them look realistic.

7. Knowledge of golden proportions

It is fascinating to consider how everything in the world is governed by the Golden Ratio. Golden proportions are present in nature, life, and art. Knowing them enables you to draw not only realistic but also beautiful artworks.

There are reasons why certain objects, faces, figures, and pieces of art look beautiful. They all have golden proportions. If your aim is to create art that is beautiful, well-balanced, and stylish, you must know the rules of golden proportions.

8. Composition skills

Composition refers to the arrangement of visual elements in a work of art; literally, the word means "putting together."

All artistic elements, such as lines, shapes, tone, form, depth, color, texture, and space, can be arranged in numerous ways. Visual arrangements that follow the rules of composition, however, will look better.

Some elements of composition which are essential to fine art include:

- Shapes and proportions
- Orientation, balance, and harmony of visual elements
- Contrast and tonal values
- Rhythm
- Perspective
- Symmetry
- Stylization
- Visual focus

9. Knowledge of the proportions of the human head, face, and body

It is impossible to create a skillful, figurative work of art from life or memory without knowledge of the proportions of the human head and figure.

Every great master knew and used these proportions, so if you want to create better figurative art, you must learn them as well.

10. Knowledge of human anatomy

Another important skill for figurative art is the knowledge of human anatomy.

Drawing a portrait or human figure requires more than just copying the exterior form. To make truly realistic figurative art, you need to know what lies beneath the skin.

You should know the structure of the major bones and muscles that affect human body shape and influence its dynamics.

11. Understanding and using the techniques of rendering tonal value

The magic of portraying three-dimensional nature in a realistic way happens when tonal values are depicted truthfully and skillfully.

There are certain rules you need to know to avoid amateurish techniques like smudging graphite for blending, working with a blunt pencil, relying on five different pencil grades, and rendering in full strength from the start.

You should be able to demonstrate a variety of rendering techniques that rely on your skills rather than depend upon grayscale values or combinations of pencil grades.

12. Color theory and techniques for working with colors

Working and understanding color can also be an essential part of your drawing portfolio.

Color theory and the skillful use of colors is necessary in multicolored works.

50 Sketchbook Ideas

1. 3 animals wearing clothes
2. a long, full page of a worm
3. Practice drawing your thumb in different positions
4. Blind contour drawing of your bed
5. Draw your dinner
6. Cut a rectangle out of a piece of paper, tape it to a window, and draw only what is inside of the rectangle
7. Set up an impromptu still life using 5 things in your pantry or cabinets
8. Trace around your hand and then go in and try to make it look like something other than a hand drawing
9. Draw a mug with someone or something peeking out of the top

10. Make up some underwater creatures
11. Fill a page with only a section of an animal
12. Turn your initials into a drawing of some sort of food
13. Separate your entire page with 6 lines, then fill in the spaces with different patterns
14. Draw something using only dots
15. Clouds
16. Underwear
17. Draw a self-portrait using pencil, and smudge it with your fingers so it's as blurry as you can make it
18. Big huge cartoon eyes
19. Draw the outline of something without using lines. You have to just use the edge of a pencil to shade around where the object outline would be
20. Draw a skeleton the best you can, just from memory
21. Stacks and stacks of cars
22. Draw the simple house shape you used to draw as a kid, but then fill it in with tons of details
23. Half your face, half someone else's – it can be a magazine face
24. Draw something (object or still life) using all cross-hatching
25. Fill your page with stars, then color in all the negative space
26. Cut out eyes, noses, and mouths from a magazine, tape them onto your page, and copy them
27. Draw a basic face shape on your page, then separate it into lots of geometric shapes to color in or draw patterns in
28. Write your name in the center of the page, then draw things, people, ideas, whatever that you love around your name
29. Splatter ink, watercolor, tea, what-have-you on your page and turn it into something cool
30. Cut shapes out from magazines and use them to 'draw' something on a sketchbook page
31. Find an image of an old master painting, and copy it into your sketchbook
32. Make a simple line drawing, then write all over the top of it- try to 'draw' the words with beautiful lines
33. Find some texture that you like and do a few close-up studies of it in your sketchbook
34. Use liquid ink or a Sharpie to draw a black animal silhouette then use a white gel pen to draw its skeleton over the black
35. Draw all the flowers you can think of without looking at any reference pictures (or flowers). Make 'em up if you wish
36. Make a page full of copied logos
37. Start with a tiny circle in the center of your page, then draw outward, filling your page with tiny drawings
38. Hands, hands, and more hands
39. Fill the page with a grid and draw as many insects as you can think of (or makeup)
40. Draw the cover of your favorite book or album art

41. 2 circles- shade one to look like a ball, and the other to look like a hole
42. Draw an object, but personify it by giving it a face
43. Spoons and forks
44. Inside corner of a room
45. Outside corner of a building
46. Marbles
47. Crumpled paper – bonus points for shining a light on it from the side so you have dramatic lighting
48. A glass of water with or without ice
49. Scribble, scribble, scribble
50. Tree and fill in the trunk area with a really unusual pattern