

Sketchbook assignments

These assignments will be due the Wednesday of the last week of each quarter, each assignment will be on a separate page in your sketchbook and not on the back of any other assignment drawing. **All drawings must be appropriate for school.** Students will select **7 drawings from the list below** to complete in no particular order. You will need to make sure that you remember your sketchbook for class. as this will be where you will take notes from powerpoint and do your pre draw sketches.

The purpose of a sketchbook is to put and arrange your artistic ideas in one place. they be used for writing, sketching, finished drawings, things you need to remember, etc. When you turn in your sketchbook please have each drawing labeled in the top right corner of the page and marked with a piece of tape or tab so i can flip to them quickly.

SB #1: Juxtaposition Drawing: Create a new object by combining 2 unrelated objects-one needs to be from nature, the other needs to be mechanical. Render with full shading. Medium: colored pencil

SB #2: Contour line: Look in your backpack or purse, pull out 5 things you use on a regular basis (phone can not be one!) arrange them in an interesting way, then draw a contour line drawing (outline only) of the composition. Medium: drawing pencils

SB #3: Student Choice: Choose your own subject and complete a drawing using skills & techniques learned in class. Medium: Your Choice

SB #4: Futuristic Mutation: Take an everyday object and use your imagination to redesign it with a futuristic look. Medium: colored pencils

SB #5: Wheels: Draw something with wheels (Real or imaginary). Medium: your choice

SB #6: 2D & 3D Arrows: Create a full page composition using a combination of 3-dimensional and 2-dimensional arrows. Use overlapping to break up the spaces into interesting positive and negative shapes. Medium: Outline with sharpie and fill the shapes with markers

SB #7: Non-objective: Create a non-objective drawing using lines, shapes (geometric) & color-use a color scheme! Medium: Markers or colored pencils

SB #8: Skateboard Deck Designs: create TWO designs for the bottom of a skateboard. You can use realistic, abstract or non-objective designs. Keep it CLEAN & appropriate. Medium: Sharpies & Markers

SB #9: Hand Value Study: Draw your hand in 2 different appropriate positions (both on the same page). Render with full shading. Medium: drawing pencils

SB #10: Eye Study: Find 4 different eyes in magazines. Cut them out & glue them to your sketchbook page. Draw the eyes underneath the picture & render with a FULL range of shading. Medium: pencils or colored pencils