WEEKLY SKETCHBOOK ASSIGNMENTS FOR DRAWING AND PAINTING 1

The objective of this weekly assignment is to practice and increase the quality of your observation and drawing skills and <u>to be creative</u>.

Sketches must....

- ➢ be drawn in pencil unless otherwise stated
- ➢ be large enough to fill the page (no small objects in the middle of the page)
- ➢ include a background
- be drawn from an actual observable object/s or photo(if using a photo personalize it to create your own composition)
- be shaded (value must be assigned to every square inch, observing and recording the paths of light and dark)
- represent a significant amount of time
- ➤ utilize a well thought out / interesting composition
- **be turned in every Monday, No late sketches accepted**
- Please date, sign and title each sketch assignment

All sketches must be neat and done to the best of your ability! Sketches must not be traced!

Late sketches will not be accepted unless you were absent. Sketches are homework and may not be worked on in class.

Sketchbook Assignment 1

In your sketchbook

- Try to make *as many types* of lines as you can.
- Repeat each type of line several times.
- Vary the line by their length, width, curvature, direction and texture
- Fill your page with as many lines as you can.



Sketchbook Assignment 2



"A Pair of Shoes"

What kind of lines and shapes capture the personality of a particular shoe, such as running shoes, construction worker's shoes, dancer's shoes. Look at Vincent Van Gogh's "A Pair of Shoes", 1888. How do the lines and their direction change the action of the drawing?

Pick a pair of shoes and do a drawing using qualities of line to express the personality of the pair of shoes. This can be done in color.

Sketchbook Assignment 3

Draw a houseplant, real or artificial. Fill the page with the object.

Sketchbook 4



Contour Lines: Contour lines are marks that precisely follow the curves and planes of an object.

Crosshatching: Crosshatching consists of two or more sets of contour or parallel lines that are stroked in different directions and intersect.

Hatching: Parallel lines that are running in the same direction.

Stippling: Stippling is a group of dots.

Scumble: A scumbling is a free flowing (but controlled) mark that is sketchy in manner.

Pen and Ink Strokes

These are the five basic strokes used to shade with pen and ink. In your sketchbook, use *at least three* different types of strokes to shade from black to white and fill the page. Try to go from light to dark in the sections. The areas can be any shape; they don't have to rectangles.

Sketchbook Assignment 5

-Draw popcorn, at least four kernels and make sure they fill the page.

Sketchbook Assignment 6

Express the spirit of 9-11 in a drawing.

Sketchbook Assignment 7

Snack food with a wrapper: Spill a bag of chips, take a big of a candy bar, or peel a banana. Create a drawing that fills the page that is inspired by your snack food. This can be done in color.

Sketchbook Assignment 8

Draw a close-up detailed drawing of an insect. Fill the page with the insect.

Sketchbook Assignment 9

Draw a corner of your room. How does the edge of the floor and ceiling angle towards the corner? What is in the corner? If nothing is there, then put something there. This can be done in color.

Sketchbook Assignment 10

Hold an object in your non-dominant hand. Draw the object and the hand holding the object.

Sketchbook Assignment 11

Draw part of any object (Mystery draw). Can you trick me? If you draw it well and you do trick me, then I will give you 10 bonus points. The object has to be a real one...one that I would know. It also can't represent many different things. It has to be a specific item. This can be done in color.

Sketchbook Assignment 12

Design a simple landscape that features one tree or bush that has personality. Show us the branches and the root system. Make it interesting—show us the bulges, the swirly textures, the way the forms twist and turn. **THE EMPHASIS IS ON LEARNING TO SHADE THINGS AND MAKE THEM LOOK THREE DIMENSIONAL.**

Nothing in the drawing should look flat. Use a wide range of values—light and dark tones. Position your form in the foreground and show us what is in the background. Do not position your focal point (where your eye goes first when looking at art) in the center of the page.

Sketchbook Assignment 13

Make a self-portrait, include something in the background that represents you (hobbies, favorite food, things you like to do, etc.).

Sketchbook Assignment 14

Draw an object melting.

Sketchbook Assignment 15

Illustrate a favorite memory while on a family vacation.

Sketchbook Assignment 16

Draw a set of keys and place them in a surreal environment. Helpful = (fantasy; look up Dali's "Persistence of Memory")

Sketchbook Assignment 17

Draw someone you sit by in an odd pose.

Sketchbook Assignment 18

Free choice. Make it the best drawing yet! Then write a full page in your sketchbook reflecting on your sketchbook assignments and the progression you made in drawing.