

WEEKLY SKETCHBOOK ASSIGNMENTS FOR DRAWING AND PAINTING 3

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

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.

1st SEMESTER

Sketchbook Assignment 1

4 contour drawing with pencils in them.

Sketchbook Assignment 2

Illustrate your favorite poem.

Sketchbook Assignment 3

Draw a scene that depicts peace.

Sketchbook Assignment 4

Free choice! Make it the best drawing yet!

Sketchbook Assignment 5

Draw fabric that has a pattern. Fill the page.

Sketchbook Assignment 6

Select a word that brings to mind a mental picture and then draw it.

Sketchbook Assignment 7

Draw an imaginary place, remember to show rich details.

Sketchbook Assignment 8

Free choice! Make it the best drawing yet!

Sketchbook Assignment 9

Draw a car.

Sketchbook Assignment 10

Draw bottles and cans focusing on the reflective light.

Sketchbook Assignment 11

Free choice! Make it the best drawing yet!

Sketchbook Assignment 12

Draw something using informal balance.

Sketchbook Assignment 13

Draw something with radial balance.

Sketchbook Assignment 14

Draw something using nine ranges of value.

Sketchbook Assignment 15

Free choice! Make it the best drawing yet!

Sketchbook Assignment 16

Draw the most beautiful tree you have ever seen. Focus on detail and texture.

Sketchbook Assignment 17

Draw a gesture drawing that shows action or movement.

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.

2nd SEMESTER

Sketchbook Assignment 1

Figure Drawing: Spend a minimum of 1 hour on each drawing

An easy way to learn to draw the full figure is by drawing the figure from a back view. Drawing a figure from the back minimizes details, stresses shape and contour, and eliminates the face. To make your composition interesting and exciting, emphasize an element or principle of design.

Sketchbook Assignment 2

Figure Drawing: Spend a minimum of 1 hour on each drawing

Draw a person's head and face using exaggeration to communicate emotion. Work from a live model. First use a pencil to make a general drawing. Note the shapes and planes of the face and how they fit together. Then continue over the drawing with a darker media. Utilize strong contrast to greatly exaggerate the areas you want to emphasize. Work from a live model and do not use a front or side view.

Sketchbook Assignment 3

Figure Drawing: Spend a minimum of 1 hour on each drawing

Create a figure drawing that utilizes repetition to achieve rhythm with color. Think creatively. FOCUS ON MOTIF AND PATTERN.

Sketchbook Assignment 4

Figure Drawing: Spend a minimum of 1 hour on each drawing

Create a drawing of a person from a different point of view (worm's eye view, bird's eye view, etc...). Focus on detail. Focus on something small in this space and make it spectacular.

Sketchbook Assignment 5

Figure Drawing: Spend a minimum of 1 hour on each drawing

Create a mixed media collage and then use figure drawing to add line, value, and color. Make sure the media does not overwhelm the drawing. Focus on strong weighted line, value, and contrast to pop the image. Draw from life.

Sketchbook Assignment 6

Figure Drawing: Spend a minimum of 1 hour on each drawing

Create a drawing of a small group of people. Utilize your skills in design to emphasize the negative space between them. Be creative when dealing with line and shape. Draw from life.

Sketchbook Assignment 7

Figure Drawing: Spend a minimum of 1 hour on each drawing

Use a brush and coffee to create a simplistic drawing of human shadows (Do not work too wet or the paper will wrinkle). Once dry, come back in and emphasize line, shape and value with a dark contrasting media. Push darkness in the back in an exaggerated way to push the figure forward. Be expressive and work from life.

Sketchbook Assignment 8

Landscapes: Focus on line, texture and design within your compositions. Refer to the principles of design: rhythm, movement, unity, variety, etc., to enhance your images.

Use the style of a particular artist / time period to create a landscape from a portion of a photograph in a different way. Be creative with your mark making. Expressive. Use color to extend the mood.

Sketchbook Assignment 9

Landscapes: Focus on line, texture and design within your compositions. Refer to the principles of design: rhythm, movement, unity, variety, etc., to enhance your images.

Create a drawing of the landscape outside of a window. Focus on creating depth with grounds. Utilize a full range of value 1-9.

Sketchbook Assignment 10

Landscapes: Focus on line, texture and design within your compositions. Refer to the principles of design: rhythm, movement, unity, variety, etc., to enhance your images.

Create a non-traditional landscape. May be futuristic. Focus on textures, angles and line

Sketchbook Assignment 11

Landscapes: Focus on line, texture and design within your compositions. Refer to the principles of design: rhythm, movement, unity, variety, etc., to enhance your images.

Collage a landscape using fabric, magazines, etc...

Sketchbook Assignment 12

Free choice! Make it the best drawing yet!

Sketchbook Assignment 13

Draw an object of interest from three different views.

Sketchbook Assignment 14

Draw your reflection in any shiny surface object.

Sketchbook Assignment 15

Draw several studies of your eyes, nose, and mouth in a variety of positions and poses.

Sketchbook Assignment 16

Study your feet draw them from different view and angles.

Sketchbook Assignment 17

Draw bugs and exaggerate a portion of them.

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.