

## Intro to Art Sketchbook Assignments

You will be required to keep a sketchbook for this class and make at least one finished entry every week for twelve weeks of the semester. There are 19 weeks or parts of weeks first semester, which means that you will be allowed to skip a total of 7 weeks. I will collect your sketchbooks on Fridays (or on the last school day of the week if we're off on Friday). The following is a list of 15 suggestions for sketchbook drawings. You must do the first five from the list (bold print); after that, you may keep working from the list (be sure to number your sketches so I know which one it is) or choose your own subjects.

- 1. Create a scene or design using this symbol:** 
- 2. Using any media, make a drawing with the title “Japan”.**
- 3. Choose an object that is important to you in some way. Take at least 30 minutes to draw this object in a realistic way, using a full range of values.**
- 4. Use a black pen to make a line drawing (no shading) of a very cluttered area, such as a corner of your bedroom, a storage area, part of the art room, etc.**
- 5. Draw a portrait of someone you know. Draw this portrait from life—look directly at the person and draw what you see. Do not use a picture. Or you may draw yourself by looking in a mirror and drawing what you see. Again, do not use a picture. Use any media you choose.**
6. Divide a page of your sketchbook into four sections, and make four drawings of the same simple object in four very different styles.
7. Carefully observe and draw your pet. Use a pencil to draw textures and values as realistically as possible. Define the words *texture* and *value* in your sketchbook.
8. Sketch the contour lines of a famous painting with a black pen or marker (resources are in the art room and in the library and on the Internet). After you finish the sketch, add colors to all or parts of it that are different than the colors in the original. Define *contour lines* in your sketchbook.
9. Choose a Bible story, and write it out briefly in your sketchbook. Create a sketch in black and white or color to illustrate the story.
10. Without looking at anyone's eyes, draw a sketch of a human eye. Next, look carefully at someone's eye (or your own in a mirror) and carefully create a

second drawing on the same page. Then, also on the same page, look at a closed eye and make another careful drawing.

11. Make a drawing of a person, object, scene, etc. either from a bird's-eye view (looking down from above) or a worm's-eye view (looking up from below). Keep in mind that things that are closer to you appear larger, and things that are further away appear smaller.

12. Draw an at least four times magnified, close-up, extremely detailed and shaded drawing of your thumb.

13. Look carefully at different types of architecture that you see around you. Choose a section of one building that interests you and draw it in your sketchbook.

14. Draw your own version of a character from a favorite book or movie. Don't just copy a photo or an illustration—think about how you would portray the character differently. Write the name of the character and the name of the book or movie he/she/it is from.

15. Design a new CD cover for your favorite musical group. Use shapes and colors that capture the sound of the group's music.