
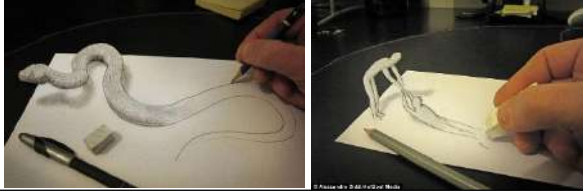


Sketchbooks

Fall Semester

2016-17

#	Date	Name	Description	Due
1	8/8/16	Illuminated Letters	<p>Draw the first letter of your first and last name large and in block form, Decorate them as like an Illuminated Manuscript. Write out the rest of your name in regular letters.</p> <p>D&P – one letter must look 3-D AP – Both letters must look 3-D</p>	8/15/16
2	8/15/16	Non-Objective	<p>Create a non-objective drawing using lines, shapes & color</p> <p>D&P / AP – all colors must be from a specific color scheme and concentrate on the principle of Unity.</p>	8/22/16
3	8/22/16	B&W Optical Illusion	<p>Using only simple geometric shapes (at least 4 shapes) (circles, squares, rectangles & Triangles) create an interesting composition with a focal point. (remember rule of thirds) outline the shapes very lightly with pencil. Use a black marker to draw parallel lines to give different values for each shape. Use only horizontal, vertical or diagonal lines – you can also use solid black or white to fill a shape. USE A RULER to draw the lines.</p> <p>D&P / AP – must use at least 7 shapes, at least 2 of the shapes must show overlap and you must address the background – it cannot stay white.</p>	8/29/16
4	8/29/16	Contour Line	<p>Look in your backpack or purse, pull out 3 things you use on a regular basis. Arrange them in an interesting way, then draw a contour line drawing (outline only) of the composition.</p> <p>D&P / AP – must have at least 5 and your cell phone cannot be one of them.</p>	9/12/16
5	9/12/16	Balance	<p>Draw 3 squares or circles. Use shape templates & rulers to create non-objective design examples of each type of balance (symmetrical, asymmetrical, & radial). Use Shape templates to create designs that illustrate each type of balance. Fit ALL designs on one page. Label & color them with colored pencils or markers.</p> 	9/26/16

6	9/26/16	Tool Metamorphosis	Choose a tool (hammer, ax, wrench, pliers, drill) as a beginning point, creatively transform the head of the tool into something else – a monster, a robot, a machine, a vehicle, an instrument, an animal, etc. Change its scale & its purpose. Draw it with full shading. D&P / AP – must include the background / environment for the new object/creature	10/3/16
7	10/3/16	Crushed Soda Can	Draw a crushed soda can, include details like the logo. Render with full shading. D&P / AP – composition must include at least 3 cans	10/17/16
8	10/17/16	Flat to 3-D	Start with a flat contour drawing that slowly morphs /transforms into a 3-D drawing with full shading. 	10/24/16
9	10/24/16	Visual Pun	Illustrate a two-word phrase using drawings of objects related to their meanings. (ex. Hot dog, hair brush, bone head, etc.) D&P / AP – must do at least 3	10/31/16
10	10/31/16	Botanical Study	Find a flower or plant from nature. Study it carefully before drawing. Draw the whole plant on 2/3rds of the page. Select 3 areas to “magnify” and draw smaller, partial up-close drawing of those 3 areas including all the details. Add Full Shading.	11/14/16
11	11/14/16	Steampunk Drawing	Being inspired by the age of Victorian Futurism, create a steampunk drawing by making a natural object have mechanical features. Draw the object from nature (person, animal, something from nature) first, then add mechanical features such as goggles, gears, rivets, bolts, winders, etc.	11/28/16
12	11/28/16	Cast Shadow	Choose an object that has a lot of broken negative space (like a bike wheel). Using either natural light (Sun) or a lamp, position the light on the object so it creates a long and interesting cast shadow. Compose a drawing that shows only a portion of the object & MOSTLY the cast shadow . Add value to the SHADOW, the rest can be contour line only.	12/5/16
13	12/5/16	Sign Language Hands	Choose either a short word (3-4 letters) or your initials. Using the sign language alphabet, finger spell each letter and draw YOUR HAND in each hand position	12/12/16
14	12/12/16		Last day to turn in any missing sketchbooks for 1 st semester.	