

AP STUDIO ART/ DRAWING SUMMER ASSIGNMENTS

Summer assignments not only help alleviate the pressure during the school year of producing the many quality pieces needed for a successful portfolio, but also give the opportunities to students to explore and experiment with a variety of media and approaches and concepts. There are 3 assignment categories: Sketchbook Assignments, Life Drawings (3), and Projects (2). Completing more of these pieces than required will only put you that much further ahead when school starts.

You will complete 5 projects(3 life drawings and 2 projects) and 20 sketchbook assignments as your AP Studio Art-Drawing class preparation. These assignments will be due the first day of class. These assignments will account significant percentage of your first marking period grade.

AP Studio Art requires a significant amount of time outside of class to meet the requirements of the portfolio, which means that it will also require a significant amount of time outside the school day. Be sure to review the AP Scoring Guidelines before, during and after you create your projects, as all of your work will be evaluated based upon these AP criteria. You can find the scoring guidelines at the Collegeboard website for AP Studio Art Scoring Guidelines.

<https://apcentral.collegeboard.org/pdf/ap-art-and-design-portfolio-scoring-rubrics.pdf>

Drawing/ project Assignments:

Pick 5 assignments out of the following suggestions, 3 life drawings or paintings and 2 projects; 3 pieces have to be from real life observation. Final projects may be no bigger than 18"x24". You could do 5 different assignment or some of the 5 could be the same assignment done a different way or in a different medium. All works must be completely finished works of art that show a complete range of value, tones, and shades. You may choose any medium to work with. You may use pencil, pen and ink, marker, watercolor, acrylic, oil, oil pastel, chalk pastel, charcoal, mixed media, etc... You may not use any type of published image or draw from any photograph. If it is inevitable to use a photo as a reference, you must take a picture by yourself. If you draw in pencil, please do not "smudge" the pencil to create value, you want to see value through the pencil marks.

- Draw an object submerged in water. You can submerge it in a clear container and view from the side, view it from above, or have the object half in and half out of the water to observe the distortion.
- A Still Life that contains at least 3 shiny objects. Make sure you consider the light reflection and images seen in the shiny objects.
- A piece that depicts an emotion. Try to have the colors or marks/brush strokes convey the emotion that you chose.
- A Self Portrait (drawn from real life in a mirror - not from a photograph) that is drawn from an interesting angle.
- Sit right outside your front door and draw what you see.
- Draw something on anything but paper.
- A figure drawing of a person that is moving (running, walking, dancing, etc...)

- A landscape that includes a building or a group of buildings. You are very lucky to live where you do! There are many well-known artists that choose to live in this area for all the wonderful outdoor areas to draw. Be sure to consider composition and perspective when choosing your subject.
- A memory from your childhood.
- Illustrate a song of your choice. Do not include any lyrics or words in the piece.
- Draw the inside of something: a drawer, your car, refrigerator, etc...

Sketchbook Assignments

These sketchbook assignments should be finished drawings. *Sometimes breadth pieces come from sketchbooks.* Choose from this list or create your own ideas for your 20 sketches (you can do more!) Drawings must be fully finished and take up the entire page. You may do the sketchbook assignments in any medium. Please pick 20 assignments from the following list, and put the date each time you finish.

- Draw an object in daylight and then again at night by artificial light.
- Fill 2 pages with a collage of images and words that appeal to you. You must add at least 2 hand drawn images that overlap.
- Sketch 5 design motifs that you like. They can be from company logos, repeating patterns, etc...
- Come up with a new design or improvement to an object that currently exists. Think of something that you might use every day. How can you improve it?
- Illustrate a dream that you have had
- Make a detailed drawing of your eye
- Draw a piece of furniture in your house
- Empty your wallet or purse and draw what you find
- Draw something using one continuous line. Put the pencil on the paper and do not take it off the paper until the entire drawing is finished.
- Pile of pillows
- Fabric with pattern
- Look up words you do not know and illustrate them
- Insects
- Draw on top of an old drawing
- Man vs. Nature
- Close up of an object making it abstract
- 5 drawings on top of each other
- Transformation
- Jim Dine: tools
- Negative space only
- Only objects I found at this location _____
- Non objective
- Oops, wrong color

- Contradiction
- Outside vs. inside
- Plugged in
- Extreme light source
- Refuge
- Extreme perspective
- Chinese proverb
- Social statement
- A tiny image repeated several times
- Café
- Park
- View from a car mirror
- What was for dinner
- Laundry day
- Glass bottles
- Shoes
- Create a texture surface and draw on it
- Sink with dishes in it and soapy water
- Yourself in 15 years
- Abstract drawing of a building
- Opposites
- Conflict of interest
- Layer it on
- Anatomy
- Morphs
- The senses
- Fill a plastic bag with objects and draw
- Metallic objects
- Autumn forest floor
- Threads

Helpful hints:

1. **Draw directly from life** instead of using reference photos, whenever possible. If you must use a photo, take your own or use a photo from the public domain. Attach the photo to the back of the work.
2. **Use quality materials** for your art. Good materials make it easier to create good work. Use at least 80 lb white drawing paper and stretched canvases for painting.
3. Use a **sketchbook to plan** your artwork. Make several thumbnails, jot down notes, glue in reference images, and do color studies when needed. The best sketchbook is the black hardbound 8.5”x11”Basic Canson book with acid free paper, which can be purchased from Barnes and Nobles, as well as art vendors.
4. **Use a variety of media**, even combining them for mixed media.

5. **DO NOT SIGN YOUR NAME TO THE FRONT OF YOUR WORK** or place any identifying marks on the front as per AP Guidelines. Be sure to write your name on the back.

6. **Visit the AP Central website for the portfolio you are submitting** often to see sample portfolios and to become familiar with requirements.

7. **Look at good art!** Visit the local art centers, galleries, art museums, and art festivals. Take your sketch book with you, and render the work as well as your response to it. It is a good thing to jot down your thinking process in your sketch book as well as draw in it.

8. **Read about art!** Read art magazines, such as *The Artist's Magazine* and *International Artist*. You will find these in local libraries. Check out books about famous artists in the library while you are there. Study the images in them.

9. **Search the Internet** for artists dealing with the same subject as you. Study their work, life history, and influences. In addition to using your sketch to plan your projects, when you do your **20 sketches, you want to** spend approximately 30 minutes per idea. Sketchbooks should display forethought, good composition, exceptional craftsmanship, have mature subject matter (avoid trite, overused symbols).