

AP ART Summer Assignments are DUE ON 1ST DAY OF SCHOOL: August 30, 2017! Summer work is due by the first day of school or you WILL BE OUT of the course-day one, no questions asked. This is an administrative order. You will be given a grade for the work listed below. Contact me anytime! steinwayp@gilbertschool.org Send me photos of your work for feedback!

AP is a college level class. Summer assignments help alleviate the pressure during the school year of producing the many quality pieces needed for a successful portfolio. There are 3 assignment categories: Sketchbook Assignments (10), Life Drawings (3), and Projects (3). Completing more these pieces than required will only put you that much further ahead when school starts.

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 standard sizes. Stay within the 8" x 10", 12" x 18", 18" x 24" size**, so that these pieces could be used for the quality section of your portfolio.
4. 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" x 11" Basic Canson book with acid free paper, which can be purchased from Barnes and Nobles, as well as art vendors.
5. **Use a variety of media**, even combining them for mixed media.
6. **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.
7. **Visit the AP Central website for the portfolio you are submitting** often to see sample portfolios and to become familiar with requirements.

<http://apcentral.collegeboard.com/studiodrawing>

<http://apcentral.collegeboard.com/studio2d>

<http://apcentral.collegeboard.com/studio3d>

Look at good art! Visit the local art centers, galleries, art museums, and art festivals. Take your sketchbook 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 sketchbook as well as draw in it.

Read about art! Read art magazines, such as *The Artist's Magazine*, *Art News*, *The New York Times/art section*, 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.

Search the Internet for artists dealing with the same subject as you. Study their work, life history, and influences.

Sign in to google classroom AP 18: o22amk

Find great resources;

The Art Guide has tons of ideas and examples. Look at the sketchbook examples. Great inspiration!

Links to AP sites that show portfolios and grading rationale. Look for the concentration statements to see their sustained investigation idea.

Links to Museums: Metropolitan Museum of Art, etc.

1.Part One: Life/Observation Drawings

Complete at least 3 of the following observational drawings.

The AP Readers (Judges), as well as art schools love to see a drawing made from life. Use charcoal or pencil (2hb and 4b). Spend the time needed to complete the work. Don't just draw a contour. Use a full range of values, with deep

shadows and bright highlights to create form and depth. Use the entire page, placing your focal points in the sweet spots, and running of the edges with your composition. Fill the paper up, using more positive than empty space.

1. A **self-portrait** that expresses a specific **mood**. Think about the effects of color and how it conveys the individual mood. You may use any style (realism, cubism, expressionism, etc.). Research online to study various artists self-portraits and their styles and techniques. Check out **Van Gogh, Frida Kahlo, and Rembrandt, Chuck Close, Alice Neel, Francis Bacon** and any other artists that you can find on an art museum web site like: moma (museum of modern art) The Metropolitan museum of art in NYC.

2. Still life that consists of 3 or more **reflective** objects. Set up the objects on a table, cover it with cloth, and place a lamp near it to create dramatic lighting. Your goal is to convey a convincing representation. Render as accurately as you can.

3. A drawing of an **unusual interior** – for example, looking inside of a closet, cabinet, refrigerator, inside your car, under the car’s hood etc. Include as many details as you can.

4. A still-life of your family members’ **shoes**. You should include at least three shoes - go for interesting shapes, design, texture, color. Place them in different positions,

5. A close-up drawing of a **bicycle/tricycle** from an unusual angle. Don’t just draw the bicycle from the side!

6. **Buildings** in a landscape: Do a drawing on location. Look for a building or spot in your neighborhood that is part of your neighborhood’s identity. It could be a firehouse, restaurant park, church or any other building or place that you would miss seeing if it were torn down..

7. **Expressive landscape**: locate a landscape near your home or use a photograph that **you** have taken of a landscape. Or, you can also use multiple sketches or photos of different landscapes to create a unique one. It is best to work from an actual subject, so draw outdoors while looking at the actual landscape. Use expressive color to draw. Check out the Fauvists or the Der Blaue Reiter to see expressive use of color at work.

8. Create a **self-portrait**, using your **reflection** in an unusual surface, something other than a normal mirror. This could be a metal appliance (toaster, blender), a computer monitor, a broken or warped mirror, a car’s rear view mirror, or tinted windows.

9. **Public sculpture: design plans** for a public artwork. Make your project sketches similar to those that Christo prepares for his large-scale environmental installations. See his most recent project: “The Gates” in Central Park, NYC.
<http://www.christojeanneclaude.net/tg.shtml>

10. **Café drawing** (or any other local hangout): go to a place where you can sit and sketch for a long period of time. Capture the essence of this place (local eatery/café, bookstore, mall, etc.) by drawing the people and places you see.

11. **Action portrait**: have a friend or family member pose for you doing some sort of movement (jump roping, walking, riding a bike, walking down stairs, etc.). Capture the entire sequence of their action in one piece of artwork. How will you portray movement in your work?

Part Two: Drawing/2-D Projects:

Choose at least 3 of the projects listed below to create.

- You may choose any media or combination of media, including traditional painting and drawing media, collage, photography, or digital art. Photographs and digital art must be printed out.
- Start your project by developing each idea in your sketchbook.
- Plan your composition with big shapes, value/color contrasts, scale relationships, point of view, and lighting. Make use of the elements of art and principles of design with intentions.
- Plan it out!
- Solutions need to be fresh and unique instead of obvious, predictable, and trite. Do not do any full frontal portraits: ¾ views, different angles, dramatic point of views, etc.....

1. Create a series of 3 new artworks around a theme of your choosing. Consider this a **mini concentration**. Look at artists who worked in series, such as **James Ensor, Andy Warhol, Frank Stella, Mondrian, Matisse, and Picasso**.
2. Create a **drawing** about a social issue. All characters must be original. Include text and color. Create a **photomontage**, using Photoshop/collage if necessary. Research **Barbara Kruger**.
3. 3. Create an artwork that illustrates a story or a person from the Bible. Research contemporary artist **Kehinde Wiley's work, Rembrandt's many biblical scenes, and James Tissot's prophet series**.
4. 5. Create an **offbeat portrait** of a family member/friend using thick bold outlines and arbitrary colors, using paint and/or oil pastels. If you use a photo, draw on top of it with oil pastels. Research **Van Gogh, Gauguin, and Georges Rouault**.
5. Create a double thickness self portrait that investigates the theme inside outside. The first page acts as a door (outside) that hinges over an image of your inside.
6. TIP: Draw from life as often as you can but use **Photographs as resources for further development. details:** close-ups of faces, architectural details, textural surfaces, interesting lighting and compositions. Check out the photographers **Simon Lewis, Diane Arbus, and Annie Leibovitz**.

Part Three: Sketchbook Assignments

Complete **10 sketches** and spend approximately 30 minutes per idea.

Sketchbooks should display forethought, good composition, exceptional craftsmanship, have mature subject matter (avoid trite, overused symbols). **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!)

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

Don't like these ideas.....

More ideas: You will be assigned certain sketchbook assignments, but you have the freedom to make the assignment more interesting to you. For example if you are assigned to focus on reflective surfaces one week, you might choose #6, #37, #64 or #88. When drawing remember to use the entire page and spread to both sides of the paper. Objects can extend off the page! This creates a continuation of space!

1. Plant Drawing: Three Drawings of a Plant
 - i. Contour
 - ii. Shaded rendering
 - iii. Magnify/enlarge a section
2. Three Hands: Blind contour (do not look at paper). Concentrate on your subject. Make the drawings overlap each other at some points.
3. Two Feet: Modified contour (you may occasionally look at the paper). Make the drawings overlap each other slightly.
4. Shoes: Find a very old shoe and draw it from an interesting and exaggerated angle.
5. Number: Draw your lucky number and then keep drawing it over and over – Johns
6. Bunch of Keys: Group with a lot of variety and do a macro drawing of them. Give them dimension and focus on the sharp lines of the cuts.
7. Toothbrush & Toothpaste: Show the difference in textures and the angles of the toothbrush vs. a bulbous shape of the tube. Best if toothpaste is almost empty. What happens to lettering on a curved surface?
8. Inside a Drawer: Make a line drawing of the contents of a partially open drawer. The junk drawer in a kitchen would work well. Think Composition!
9. Egg Beater: Line drawing using techniques involved in drawing negative space.
10. Knotted Fabric: Tie a knot in a sock or dish towel, striped is best. Focus on the variation of line and shade to give the wrinkles form.
11. Coat hanging on the Corner of a Chair: Try to show the effects of gravity.

- Think composition and exaggerate value in the folds, especially at top.
12. Clouds: Pick a day when the clouds are dramatic. Use expressive lines.
Show movement and drama without closing in any shapes.
 13. Hubcaps & Tires: Draw them so that they are elliptical and show any reflection.
 14. Street Signs & Lights: Draw a street sign as if it was an analytic botanical.
Write notes as to location, height and color. Think Albrecht Durer.
 15. Lamp Posts and Telephone Poles: Focus on negative space, then go in w/ detail.
 16. Lettuce or Cabbage Leaf: Look for the growth pattern, draw at $\frac{3}{4}$ view.
 17. Three packages of Food: Make them overlap, focus on texture and text.
Can you see the form of the food, is it pictured or named? Include shadows.
 18. Corner of a Room: Include a partial piece of furniture and use variation of line.
Lay on the floor so that a piece of furniture is highly foreshortened.
 19. Front of Your House: $\frac{3}{4}$ view
 20. Glass of water with a spoon in it: Focus on distortion caused by the water on the spoon.
Don't forget that the glass has dimension and distortion occurs on all edges.
 21. View of a Room from a Mirror: Show something as you do not usually see it.
 22. Machinery: Magnify a part that moves, try to show how it moves.
 23. Eyes: Draw 6 while either looking in a mirror or at someone's eye. Different angles.
 24. Noses; Draw 6 while either looking at your own or someone else. Different angles.
 25. Mouths: Draw 6 from observation, 4 of them open and showing teeth. Different angles.
 26. Animal: Draw from observation using gestural, simple and expressive lines.
 27. TV Shows: Draw gestures for 5 minutes of the show or 3 commercials.
Go in and add detail from memory after the show has ended.
 28. Movie: From memory draw your favorite scene.
 29. Logos: Glue or draw 10 logos that you think are exceptional in your sketchbook.
Write down your analysis of why they are successful and why they appeal to you.
 30. Illustration: Take a few lines from a poem or song and illustrate it.
Include only 1-3 words of the text.
 31. Balance: Cut out 12 or more words from the newspaper or magazine.
Arrange $\frac{1}{2}$ into an Asymmetrical composition and $\frac{1}{2}$ into a Symmetrical one.
 32. Overlapping Forms: Draw 5 overlapping forms from an extreme view.
Shade them in an exaggerated fashion so that the furthest is in sfumato.
 33. Repeated Motif: Use a shape and repeat it so that it could be used for textile design.
 34. Fast Food/ Take Out: Choose your favorite and draw it so the viewer understands just how tasty it is. Include text and packaging – think composition.
 35. Ants-Eye View: Draw something as if you were the ant. Extremely exaggerated.
 36. Bird's-Eye View: Draw something from an aerial perspective. Think fisheye lense.
Your drawing must be imagined from at least roof height. Don't get on the roof.
 37. Reflections: Draw the images that you see reflected in a chrome appliance.
 38. Fantasy: Draw a dream or "somewhere over the rainbow" scene with you in it.
 39. Old Masters: Choose an artist from the Renaissance and draw a study in their manner.
 40. Composition: Choose an image and crop it close. Draw it using only stippling.
Draw it using cross-hatching. Do not outline the forms in any way.
 41. Photo: Recreate a photograph using only + marks or a continuous line to render.
 42. Plumbing: Draw the underneath of a sink, a shower head or an outside spigot.
Draw using crisp lines and then draw no more than $\frac{1}{4}$ of it in extreme detail.

43. Egg in Carton: Use value to show the smooth texture of the egg and rough cardboard.
44. Milk Carton or Condiment Container: Show the form and show texture.
45. What I did today: Make a diagram or floorplan to show how your day was divided.
Fill the rooms with representative objects
46. Old Hat: Use varying thickness of line and implied line to give it character.
47. Garbage: Draw an open garbage or recycling receptacle. Show that it is holding things.
48. Paper Towel or Napkin: Crumple it up and use value to show creases & shadows.
49. Hand Holding Something: Use contour lines to show that the hand is holding an object.
50. Person in a Chair: Use negative space to render someone sitting in chair.
51. Close up image of Popcorn: Make it look larger than life
52. Draw with an eraser: Cover the page with graphite or charcoal and erase light areas
53. Warped: This one is up to you to interpret.
54. Light & Object: A single object from different views with strong light source
55. Homework: Your school books stacked up on your desk or in your locker
56. Collection: What do you collect? Do a drawing collage of whatever they are.
57. Chess: Draw a chess set as though you were looking through the eyes of a pawn
58. Notes: Take an exam or notes you no longer need. Glue a page in and draw over it
59. Familiar Object: Draw 4 close-up views of a familiar object.
Zoom in so far that you wouldn't recognize it if you didn't know what it was.
60. Person talking on a Phone: Are they involved in the conversation?
61. Closet: Lots of lines and overlapping forms in a closet. Is it cluttered or neat?
Zoom in and make sure that you are drawing from an interesting point of view.
62. Looking Out: Look out a window and draw the scene, including the window.
63. Tree: Focus on its structure as an object.
64. Kitchen Stove: Draw from an extreme angle. Set up a still life with pots.
Focus on forms and make sure to get the burner covers and knobs in.
65. Pile of Shoes: There will be a lot of overlap, show the different lines and shoe laces.
66. Draw a Blind Contour Portrait of a Family Member: While drawing ask them to tell you a story. Write the story behind the drawing and go back into the drawing.
67. 2 Details & 1 Contour: Set up a 3 piece still life. Do a contour drawing using value on only two object and the background. Leave one object contour only – focal point.
68. Bag of Chips: Show the dimension and texture of the chips. Show overlap and depth.
69. 2 Versions: Draw a copy of an artwork that you admire. Then do a second version of the same work of art, but make it your own.
70. Favorite Photo: Draw 2 versions of your favorite photograph. One realistic, one abstract.
71. Birds: Draw a real bird – as much texture as you can. Then draw an abstract version.
72. Make sure that the abstract is recognizable as a bird.
73. Newspaper: Cut out a newspaper article with an image. Glue it in your sketchbook.
Draw and write your reaction to the article over it. Rauschenberg & Saunders
74. Remembering a Landscape: Draw a landscape from memory.
75. Alive: Draw something that is alive and then paint the same subject.
76. Your Room: Draw a scene in your room with dramatic lighting – chiaroscuro
77. Intersections & Overlap: Draw a colorful design with intersections of lines and overlapping shapes
78. Unguarded: Draw someone in an unguarded moment from observation. Make sure to use a sense of mood. Use pencil and color pencil. Hans Holbein, daVinci

79. Illuminated Manuscript: Create a page that mimics an illuminated manuscript, but the text is your favorite song or a letter that someone wrote to you.
80. Non-Objective: 1 non-objective and 1 asymmetrical composition using points of concentration (areas where there are objects grouped more tightly) for focal point.
81. Non-Drawing Tool: Drawing or painting using only non-art materials and non-art
82. mark-making instruments. Example: “Draw” with coffee using a stick.
83. Ballpoint Pen: Create a drawing using two different colors of ballpoint pens.
84. Art Nouveau: Create a page based on art nouveau techniques of line.
85. Off Hand: Draw objects of choice using the hand you don’t usually use or foot.
86. Collared Shirt on a Hanger: Get all of the details, overlapping lines and stitching in.
87. Solid turning into Liquid: Get creative and don’t draw ice melting.
88. Man & Machine Combined: Not Iron Man or a Transformer – Get creative!
89. Still Life composition that reflects you as an individual.
90. A realistic self-portrait
91. An abstract self-portrait
92. Hide an image within an image
93. Landscape from direct observation
94. Texture out of realistic context
95. Water bottles with colored water still life – white paper behind if too difficult
96. Metamorphosis from Nature to Man made
97. Objects floating on Water
98. Human & insect combined
99. Architecture from direct observation
100. Multiple frame sequential drawing
101. Object being sucked into or through something
102. Composition in which Movement is the primary focus
103. Human Figure from direct observation
104. Solid turning into a liquid
105. Zoom, zoom, zoom: Divide the space into 3 areas. Draw the same object, person or scene in each, but zoom in exponentially in each of the separate spaces.
106. Cubist Trace: Trace an object over and over until it covers the pages.
Go in and add depth and rhythm by shading in some areas.
107. Spools of Thread: Draw a grouping with overlap or repetition
108. Dishes: Draw dishes in the sink after a meal, include portions of the sink
109. Dishwasher: Draw the dishes or utensils in the dishwasher. Clean or dirty, your choice

