

Summer Assignment for  
ART

# ART Summer Assignment

## DUE ON 1<sup>ST</sup> DAY OF SCHOOL!

1. **Complete 2 Observational Drawings (pg.2 )**
2. **Create 2 Projects (pg. 3)**
3. **Complete 10 Sketches in Sketchbook or Journal, etc. (pg.4)**

**\*\*Contact me anytime! rcruzen@psd1.org\*\***

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 (2), and Projects (2). 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 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 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.

**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.

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

# 1. Part One: Life/Observation Drawings

## Complete at least 2 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, Frieda Kahlo, and Rembrandt.
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 your 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 fire house, 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?

## 2. Part Two: Projects

### Choose at least Two 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. 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, Stella, Mondrian, Matisse, and Picasso. Create a **comic strip** about a social issue. All characters must be original. Include text and color. Create a **photomontage**, using Photoshop if necessary. Research Barbara Kruger.

1. Using media of your choice, design a **CD cover** for an imaginary musician or group, or for any local band that you personally know. It must be totally original and be packaged in a plastic CD case.
2. Research and create a **Pop-inspired work** incorporating personal symbols or words. Research the art of Andy Warhol, Robert Indiana and Ed Ruscha, as well as their photography.
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. Create a **colorful design** for a handbag or other item of clothing. Research Tina Turk's bags, as well as the psychedelic art movement.
5. Create an **off-beat 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.
6. Create a new, artsy label for a real can of food. Use a **social issue** as a theme. Visit the website <http://artandsocialissues.cmaohio.org/> to see how other artists dealt with social issues.
7. **Photograph details**: close-ups of faces, architectural details, textural surfaces, interesting lighting and compositions. Check out the photographer Simon Lewis, Diane Arbus, and Annie Leibovitz.

**Check this link out:  
(Copy link and paste in address bar)**

<http://teacher2.smithtown.k12.ny.us/needles/needlesapart.htm>

### 3. 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