

Summer Assignment for
Advanced Placement Studio Art

Mary M. Grace NBCT
Visual Arts Instructor
NMAEA Co-Conference Chair 2018
m.grace@laschools.net
505 220 5245

Summer assignments help alleviate the pressure of producing the many quality pieces needed for a successful portfolio, during the school year.

Remember.....Completing more than what is required will only put you that much further ahead when school starts.

Resources needed to complete assignments

- A sketchbook: 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. Any sketchbook will due in a pinch, but you need one!!!!
- At least size 8.5" x11" 80 lb drawing paper. You may use a bigger size, but no smaller
- Other art supplies as needed.

Suggestions:

1. Set a goal to have a work of art done by a certain date and then make yourself stick to it. Then set a second goal and so on.
(If you do not do this you may find yourself at the end of summer scrambling to create something that turns out, you know, "a not so good.")
2. Buddy up with another student/artist/friend

Helpful hints while actually working:

1. When ever possible, **draw directly from life**, instead of using reference photos!!!!
2. 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.
3. 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.
4. Do not go bigger than 18" x 24" size, that way; your pieces may possibly be used for the quality section of your portfolio.

5. **Use your sketchbook to plan your artwork. Make several thumbnail sketches, (if you don't know what those are...look it up), jot down notes, glue in reference images, and do color studies when needed. Some of your best ideas/work will come out of your sketchbook. It should be the gateway to your creativity!** Reference: <https://www.studentartguide.com/articles/art-sketchbook-ideas>
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.
8. **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.**
9. 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.
10. Search the Internet for artists dealing with the same subject as you. Study their work, life history, and influences.

There are 4 assignment categories:

**A minimum of 9 completed projects and your sketchbook need to be handed in The end of the Third Week of School Returning.
NO EXCEPTIONS, NO EXTENSIONS!!!!!!**

Life Drawings (3), + Projects (1), + at least (5) sketchbook assignments + your overall sketchbook (1)

Part One: Life Drawings

The AP Readers (Judges), as well as art schools love to see a drawing made from life!
NOT FROM A PHOTOGRAPH, NOT TAKEN OFF OF THE INTERNET!
IF IT MUST BE FROM A PHOTOGRAPH, MAKE SURE YOU HAVE TAKEN THE PICTURE!

Use the following guidelines for your life drawing, and know your grade is dependent on not just your creativity, but also on how well you follow directions:

- Use charcoal or a variety of different graphite pencils and mediums.
- 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 off the edges with your composition.

- Fill the paper up, using a variety of positive than negative space.
- NO empty space
- Spend the time needed to complete the work.

Complete at least THREE of the following observational drawings.

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 and 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 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 yours, or family members' shoes. You should include at least three shoes - go for interesting shapes, design, texture, color. Place them in different positions.
5. An EXTREME 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. You should checkout 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: Look at the work of Joan Miro, Claes Oldenburg, Louis Bourgeois, Barry Flangan, Auguste Rodin, David Smith and more, for ideas of sculpture and installation art in the environment. See large-scale public art. *Make your project sketches similar to those that Christo prepares for his large-scale environmental installations.*
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? *Look at "Nude Descending a Staircase" by Dada artists Marcel Duchamp, as well as the work of Futurist artists Giacomo Balla or F.T. Marinetti. Check out the photographic motion studies by Muybridge.*

Part Two: The Projects

Use the following guidelines, and know your grade is dependent on not just your creativity, but also on how well you follow directions:

- 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.
- Start your project by developing after developing ideas in your sketchbook.
- Plan your composition with big shapes, value/color contrasts, scale relationships, point of view, and lighting.
- Make sure to 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.

Complete at least ONE project from the following:

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, Stella, Mondrian, Matisse, and Picasso.
2. Create a comic strip about a social issue. All characters must be original. Include text and color.
3. Create a series of 3 photomontages, reflective of the artist Barbara Kruger. Use one or a combination of the computer or magazines and or drawings. Research Barbara Kruger.

Part Three: Sketchbook Assignments

Sometimes breadth pieces come from sketchbooks. You must complete 5 sketchbook assignments from the following. Spend approximately 60 minutes per idea. Your choice of Medium, meaning how you create it, and what you use is up to you.

Pile of pillows
Insects up close
View from a car mirror
Fabric with pattern
Nonobjective
What was for dinner?
Draw on top of an old drawing
Contradiction
Laundry day
Man vs. Nature
Outside vs. inside
Glass bottles
Close up of an object making it abstract
Plugged in
Foreshortened view
Yourself in 15 years
Extreme light source
Opposites
Transformation
Refuge
Anatomy
Negative space only
Extreme perspective
Incorporate the senses
Look up words you do not know and illustrate them
Chinese proverb
Metallic objects
Social statement
Threads
Glass Bottles
Fill a plastic bag with objects
Create a textured surface and draw it
Non-objective

Part 4: The Sketchbook itself

[Sketchbooks](#) are an amazing opportunity to draw, visualize, write, thumbnail, or fill countless hours doodling and relaxing. Part of the problem with sketchbooks is that artists see them as the enemy. They are white pages that command a perfect image. Consider using your sketchbook as an extension of your personality as well as continuing to improve your artistic skills.

1. **Use your sketchbook to plan your artwork. Make several thumbnail sketches, (if you don't know what those are...look it up), jot down notes, feelings and emotions, and glue in reference images. Do color studies when needed, doodle scribble create! Some of your best ideas/work will come out of your sketchbook. It should be the gateway to your creativity!** Reference: <https://www.studentartguide.com/articles/art-sketchbook-ideas>

Good Luck everyone! Have fun! Create!

And feel free to contact me with questions, or concerns, comments or whatever you need to be successful!!!!

I believe in your creative spirit!
Turn it on, and let it shine!