



AP STUDIO ART SUMMER ASSIGNMENT

Mrs. Moseler

kimberlymoseler@thefirstacademy.org

You will complete 2 projects and 5 sketchbook assignments as your AP Studio Art-Drawing and 2D Design class preparation. These assignments will be due the first day of class.

An alternative to the Summer Assignment is to take a class at the Art Room in Windermere. An email will be coming with information on this alternative. If you decide to do the class at The Art Room please let me know. If you do this class there in no need to complete the Summer Assignments listed below. You will however be required to bring in your pieces from the class so that I can grade them and also for our critique the first week of school.

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 attached AP Scoring Guidelines before, during and after you create your projects, as all of your work will be evaluated based upon these AP criteria.

Projects:

Pick 2 projects out of the following suggestions. Final projects may be no bigger than 18"x24". You could do 2 different assignment or both 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 you draw in pencil, please do not "smudge" the pencil to create value, I 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:

Your sketchbook must be an OLD BOOK! Please find an old book that meets the following criteria:

No smaller than 6”X9” no bigger than 8 1/2”X11”.

Pages must be black and white ink on paper that is not shiny. They should mostly be text but can have a few illustrations. Do not pick a book with photos in black and white or color. You will be doing your sketchbook assignments on the actual pages of the book, over the actual text. You can find old book in lots of places: Libraries sometimes sell off or give away old books, used books stores, yard sales, flea markets, and your own house! Books usually contain nice paper and are much less expensive that buying a new sketchbook. Drawings must be fully finished and take up the entire page. You may do the sketchbook assignments in any medium. Please pick 5 assignments from the following list.

- 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.

