

Summer Assignment for Advanced Placement Studio & 2D Art

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 (20), 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>
8. 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.
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.

Part One: Life Drawings

Complete at least TWO 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 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 fire house, restaurant park, church or any other building or place that you would miss seeing if it were torn down. Consider going downtown Raleigh or one of the many old fashion main street towns in NC.
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. Go to the National Mall in DC to see the Sculpture Gardens at National Gallery of Art and the Hirshhorn. 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. Or, go to Port Warwick, City Center, the Airport, and Mariners' Museum in Newport News to see large scale public art. 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? 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: Projects

Choose at least Two of the projects 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.

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 photomontage, using Photoshop if necessary. Research Barbara Kruger. 3
4. 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.
5. 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.
6. 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.
7. Create a colorful design for a handbag or other item of clothing. Research Tina Turk's bags, as well as the psychedelic art movement.
8. 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.
9. 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.
10. 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.

Part Three: Sketchbook Assignments

In addition to using your sketch to plan your projects, you must complete 20 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_____
- Nonobjective
- Oops, wrong color
- Contradictions
- Outside vs. inside
- Plugged in
- Extreme light source
- Extreme perspective
- Social statement
- A tiny image repeated several times
- Park • View from a car mirror
- What was for dinner
- Laundry day
- Glass bottles
- Sink with dishes in it and soapy water
- Abstract drawing of a building
- Opposites
- Conflict of interest
- Morphs
- The senses
- Fill a plastic bag with objects and draw
- Metallic objects

2D Design Assignments

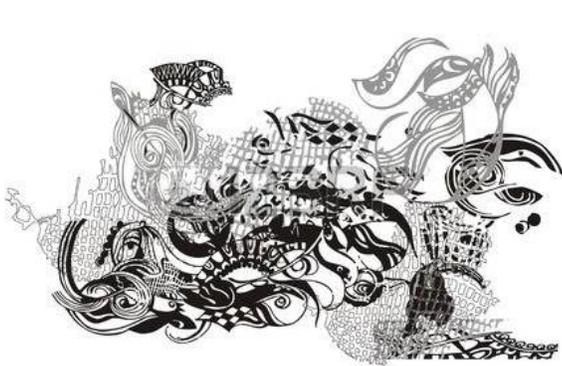
If you are considering creating an AP 2D Portfolio, computer designed and altered images, photography and more graphics based art work please use both the assignments above and below. If using photography for any assignments, you should take multiple photos and multiple approaches for each assignment (20 photos of each sketchbook assignment and more for projects) AP drawing students can use/adapt assignments below too as long as it is about drawing and painting and not collage.

1. Line variation / asymmetrical composition

Using Ultra-Fine, fine and fat line marker, india ink and quill pen ink wash lines using watercolor brushes.

Goals: Various thicknesses of lines, a dynamic (not static) arrangement of lines at various angles; visual paths of movement; depth of field, and balance of design. Make several rough drafts of ideas. Inspiration may come from a variety of sources—machinery, shells, architecture, maps, topographical maps, old computer circuit boards, pipes and plumbing, etc. Varying the line thickness can come later. Work with both curved lines and angular lines. Block in your composition lightly with a pencil on hot press paper. Refine your design, looking at directions that the line leads your eye to make decisions, NOT proportions or perspective. For this reason, an abstraction of a subject is preferred. Use black markers in several widths (Sharpie ultra-fine and fine will be most valuable,) you may also use India ink for more fluid use of line. Carefully go over the pencil lines. You may also use dotted lines and other types of broken lines, zig zag, scribble, wiggles, and varied line widths within each line. Some use of color is permitted, but the dominant element should be LINE, not color. Some lines may appear to project forward while others recede back into the background. Some of your lines may create the illusion of three-dimensional things. You can also include pattern as a way to address the space as well.

Examples from the Internet

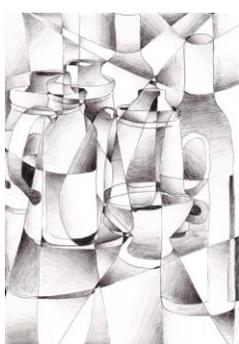


2. Fragmentations of a Still life

(Choose any of these media: oil pastel on paper, chalky pastel, watercolor on heavy weight hot press or cold press paper, or acrylic paint on gessoed heavy weight paper).

Goals: Complex groupings of shapes fragmented from a still life, Emphasis is on figure / ground relationships and color relationships. Study the Cubists such as Georges Braque's *Man with a Guitar* and Picasso. Note the way that the cubists shattered the fixed viewpoint required for traditional perspective drawing. Notice how the figure and ground merge and shift, activating the dialogue between figure and ground relationships. Begin by selecting a still life of larger objects in a corner of a room. (Objects, such as musical instruments, chairs, a person posing etc.) Look for objects of contrasting colors. Cut and rearrange or deconstruct each drawing, merging or reconstructing the three drawings into one fragmented image. Pay attention to the angles at which you cut the fragments. The shapes may be irregular triangles, trapezoids, etc. Create a separate final artwork of the reconstructed image.

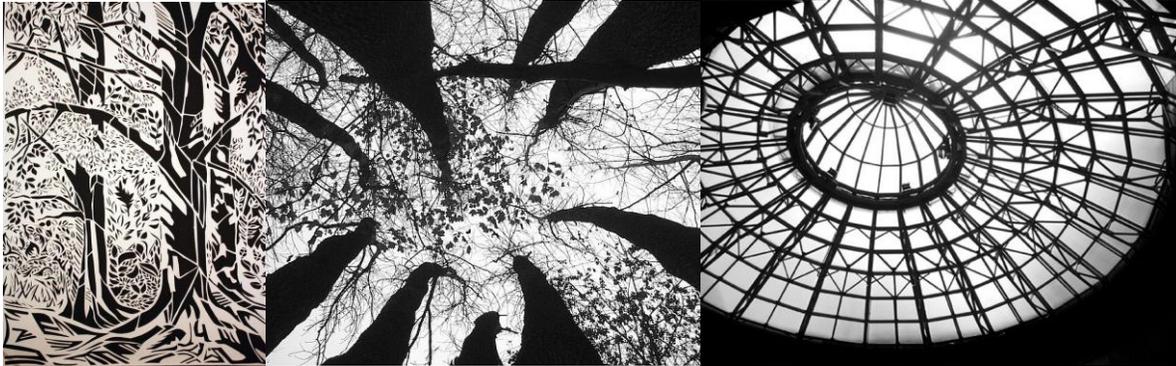
Examples from the Internet



3. Positive / negative space reversals

Choose any of these media: ultra-fine sharpie marker and large sharpie marker on heavy weight hot press smooth paper, black and white acrylic paint on canvas, or xacto knife cut out paper spray mounted onto black matboard.

Goals: A white complex positive shape that is derived from tree or plant forms (repeated with enough variation for interest) on a black background. You may sometimes flip the positive / negative space. There should be approximately equal amounts of positive and negative space. Make several negative space drawings of plants or trees. Choose an interesting plant with a lot of variety. Be observant of slight detail and variation in the outlines. Pay special attention to complexity of shape as you create this shape drawing. Repeat with variation the leaf or branch design. Growth patterns of the plants should emerge. Fill in the negative areas with marker or black acrylic paint. You may occasionally change or reverse the relationship for more visual interest and balance *Optional but encouraged: For unique artistic voice, choose a complex subject Examples could include things such as an upward view of a city of sky scrapers, warped perspective of a house of doorways and stairs, still life as a landscape of rocks and valleys, crowds of people walking around outdoor concerts, etc. Center your artwork on a central theme of your choice and go with it.



4. Multiple Medium/style Self-Portrait

Various materials minimum life size.

Divide the portrait into 4 sections and develop each quadrant of the self-portrait using multiple mediums and or art movement styles in the different sections.

5. Self-portrait w/projected image

Computer/software, digital camera and traditional materials

Take a picture of yourself with an image projected onto your face. Alter this image in photoshop to enhance colors. Print and re-create using paint, marker or colored pencil

6. Single Letter Design

Create an abstract Design composition using a single letter or number printed out large from a computer. Paint composition large scale using acrylic paint. Use a variety of fonts sizes filters etc.

7. Romare Bearden inspired portraits

Found images and gluesticks gel medium

Make a self-portrait using magazines and collaging them together with gel medium.

8. Time

Fruit, colored pencil computer/software

Draw a piece of fruit 4 times, taking bites out of it as you go to illustrate the progression it makes. Render with colored pencil. Eat an apple and draw the core on 4 different settings noting the aging of the core.