

Term 3

Explanations of assignments

(If you are in class, you would get more detailed explanation with powerpoints, demonstrations, examples and other methods of learning.)

Categories:

Assignments are in Blue

Turn in the in-shelf when you finish

Sketchbook entries are in Green

Turn the entire sketchbook to the turn in shelf on 02/08 & 02/09

Projects are in Purple

Turn in the in-shelf when you finish

Charts are in Orange

Glue them near the back of your sketchbook

Extra Credit is in Pink

Tape an extra credit form to the extra credit & turn into the shelf.

Charts

- **Informal assessments:** You can get a form in class. These forms are to help you stay focused during class and assess yourself on your progress of the goal for the day. At the end of class, I will ask you if you met the daily goal and rate yourself according to: 5=definitely, 4=mostly, 3=somewhat, 2=not much, 0=not at all. I will initial stating that I discussed your progress with you, but you rate yourself.
- **Cleaning:** At the end of class, you will ask another peer to observed that you cleaned your desk/mess and that you helped clean the class somehow; they will write their name in your chart for that day.

Extra Credit

- Go back to the website and click on extra credit options
- You can ONLY do the extra credit that is listed on the website.
- You can only earn up to 200 points extra credit
 - If I offer a specific assignment at the very end of the semester, that will not count as the 200 points.
- Approximately 1 minute of effort = 1 points.

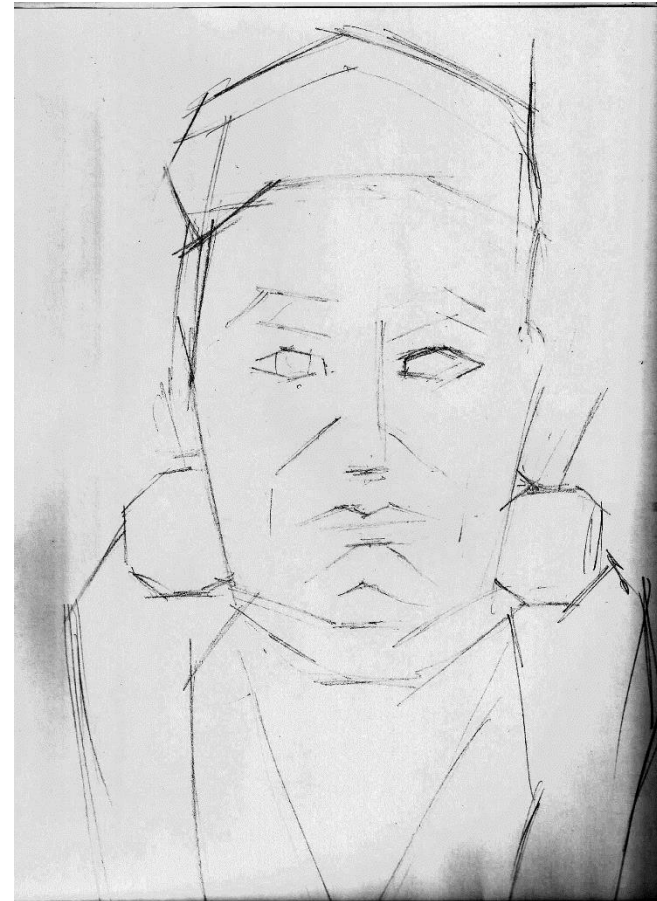
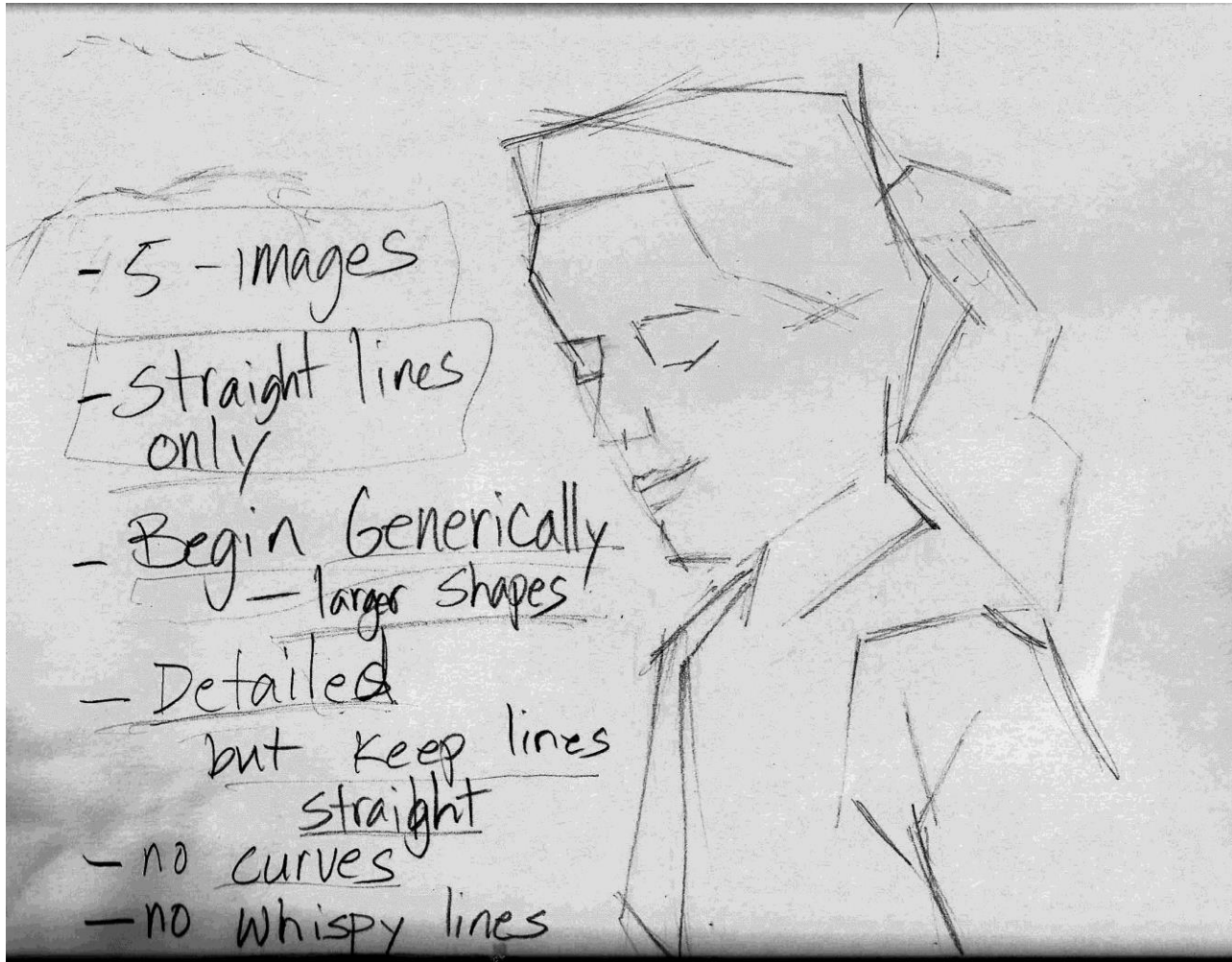
Get your disclosure signed and turned in

Pretest #1 Art Foundations:

- You are a professional artist. Choose a career that you are interested in.
 - Cartoonist, production artist, illustrator, package designer, logo/letterhead designer, digital imaging, industrial designer, photographer, graphic designer, sign designer, web page designer, fashion designer, painter, sculptor, print maker, mixed media artist, photographer, graphic designer, engineer, marketing, industrial designer, draftsman, Special effects-TV, Animation, advertiser, video game designer, inventor, glass designer, architect, web designer, interior designer, furniture designer, landscaper, teaching artist, gallery careers, art historian
- Write a specific assignment down of what the employer is interested in hiring an artist for.
- On other side draw:
 - Create a storyboard, or sketch of an idea that would inspire an employer to hire you
- You only have 35 minute

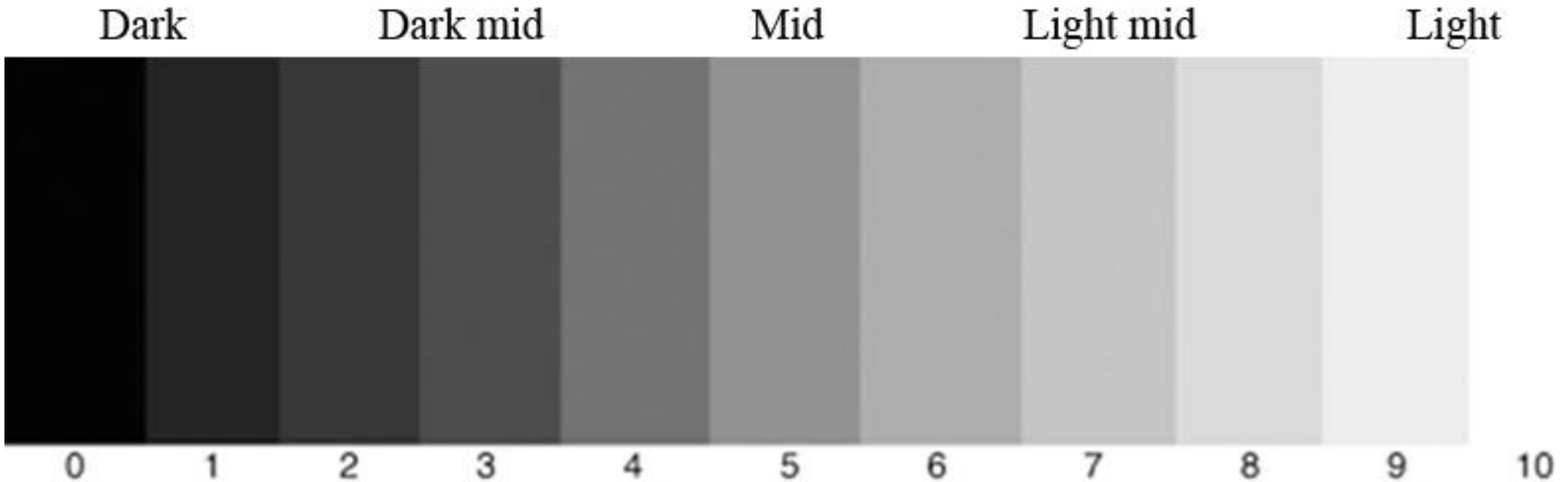
Line: Angles

- Draw 5 images with straight lines only



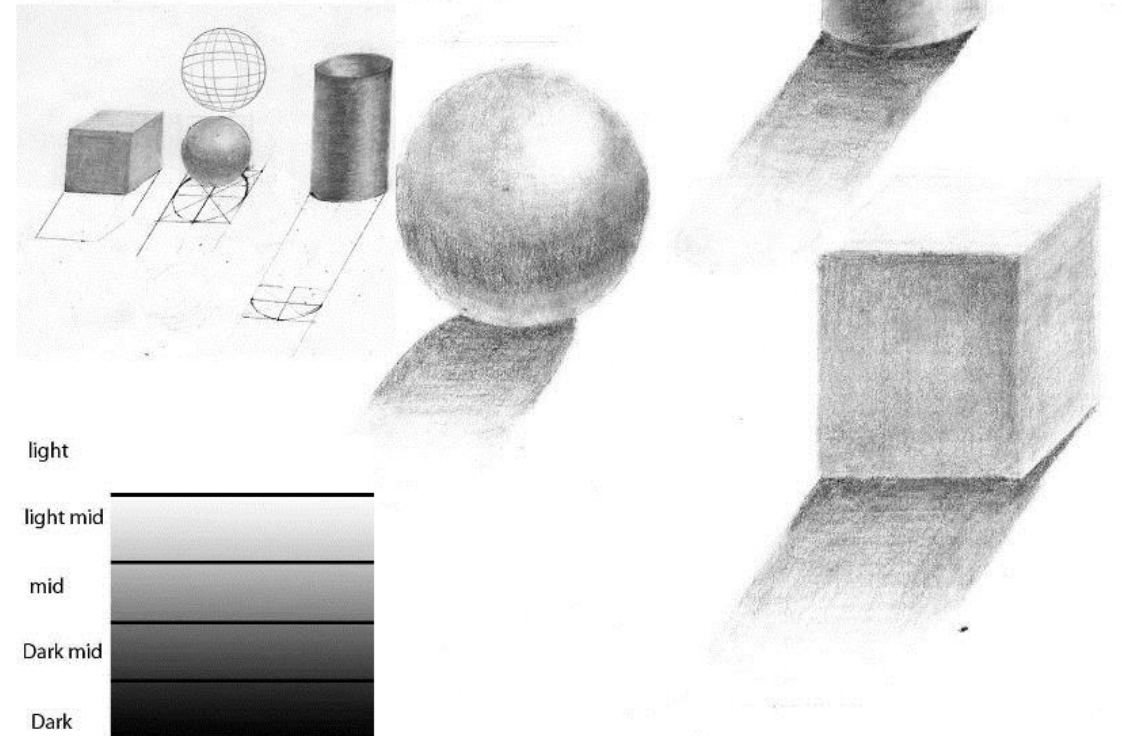
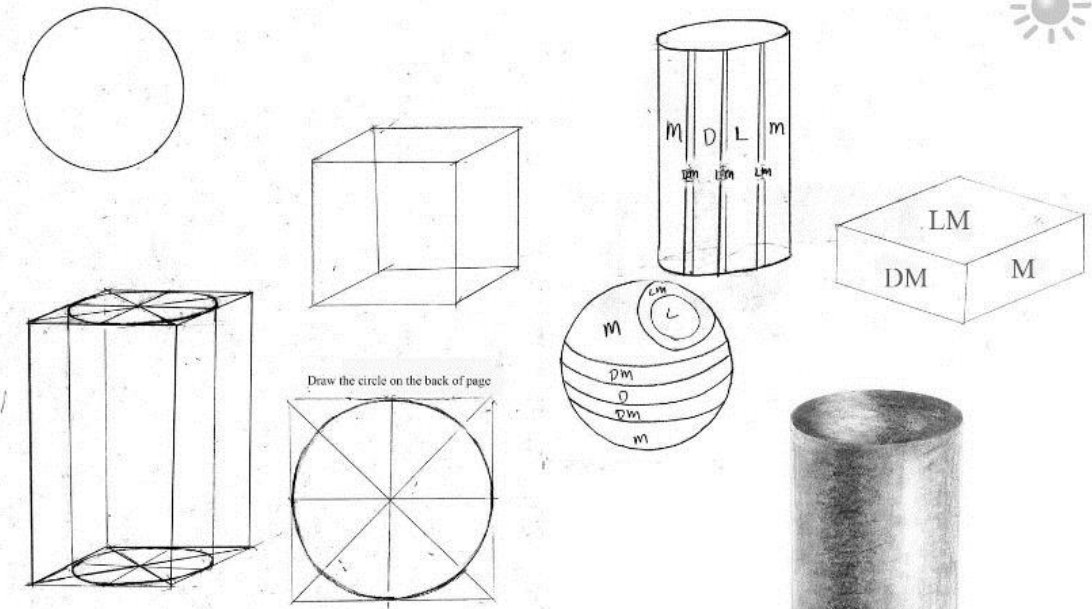
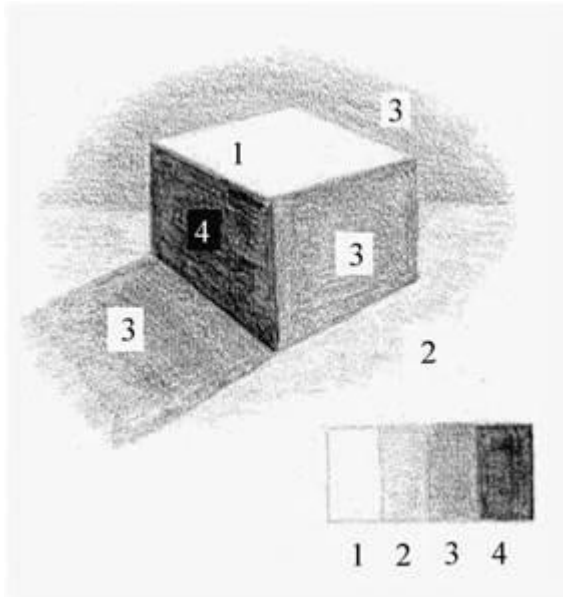
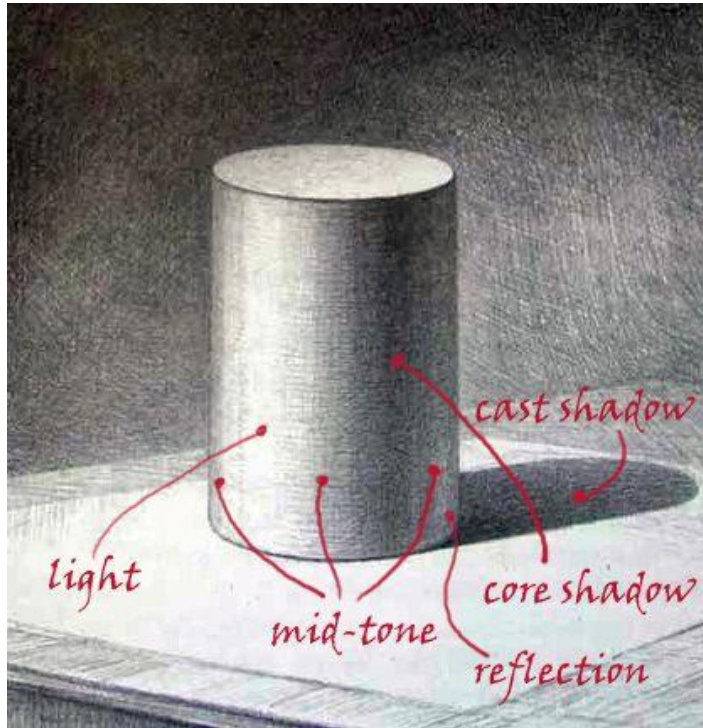
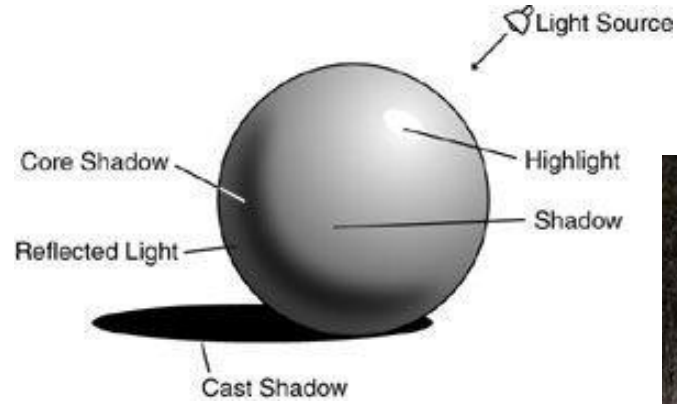
#1 Value scale

- Draw and shade a value scale with all 10 variations
- When observing it is best to think of values in a simplified way:
 - dark, dark mid-value, mid-value, light mid-value and light.



#2 Form cube, sphere, cylinder:

Draw a sphere, cube and cylinder and shade them in the correct way.



#3 Form: concaves/convex

1. Draw a cloth generically first
2. Begin with straight angles
3. Curve your lines
 - Shade in line direction of form
4. Shade the darks
5. Shade all else mid-value
6. Blender (cross lines)
7. Erase the lights
8. Blend edges of what you erased and/or blend with a scratch paper
9. Darken the very darkest



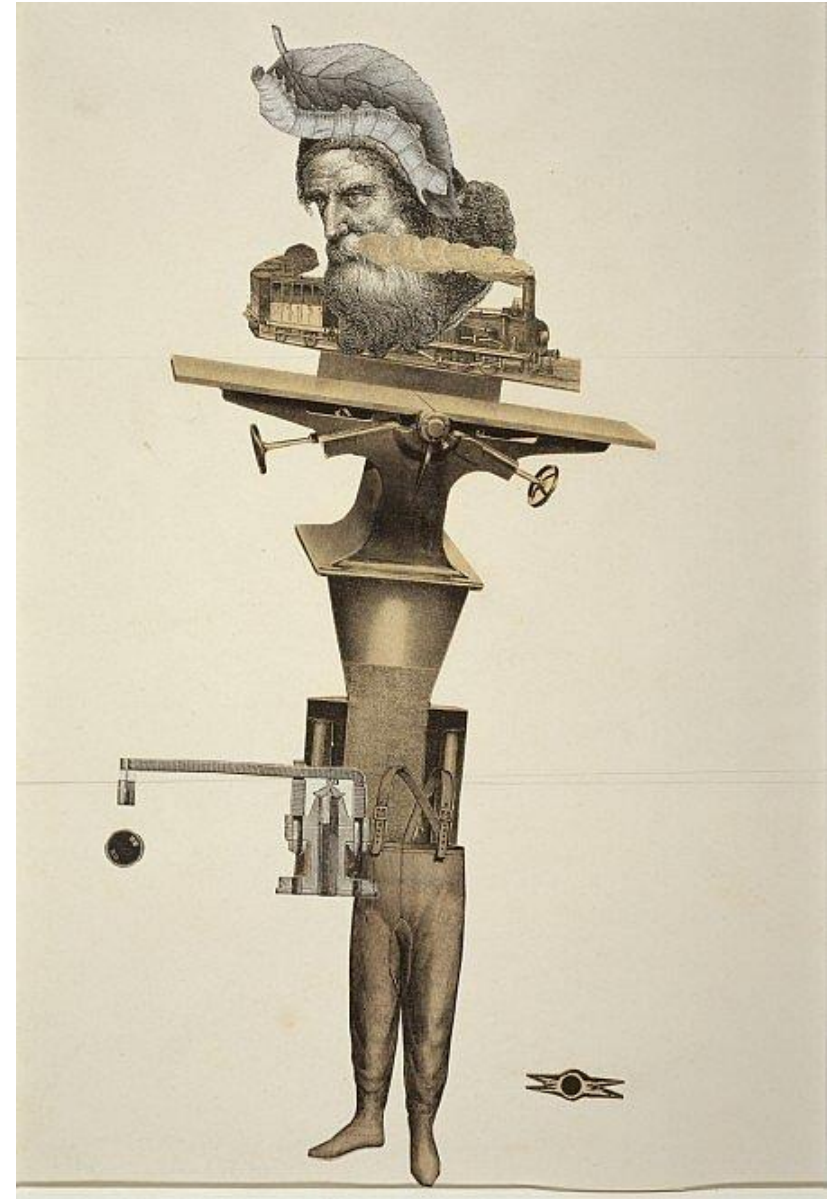
#4 Photo value shapes

1. Draw a photo in shapes of different values according to the shapes of values in the photo.
2. Begin by folding photo in half vertically and horizontally
3. Measure and divide page in half vertically and horizontally, pressing very lightly with your pencil.
4. Draw straight lines for the angles of your image.
5. Draw details later
6. Draw shapes on your photo separating different values from each other
7. Draw those shapes onto your outline drawing and shade the shapes according to the values in your photos.
8. Glue/tape the photo to the back of your drawing when you are finished.



Project: Exquisite Corpse

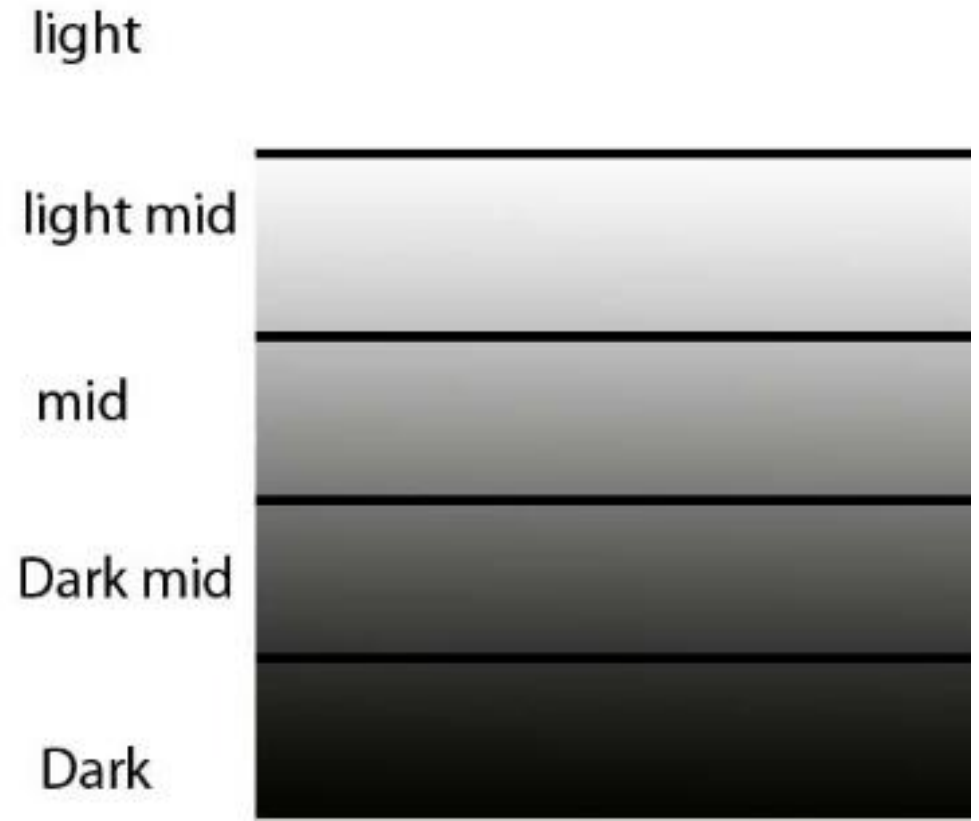
1. Create a creature with 3 different sections by mixing a variety of photos.
 - You can use photoshop, or a magazine
2. Fold your collage in half vertically and in 3 sections. Divide your paper with lightly drawn lines in the same way.
3. Draw your collage by beginning with straight lines only. Draw generically at first.
4. Shade the darks
5. Shade all else mid-value
6. Blender (cross lines)
7. Erase the lights
8. Blend edges of what you erased and/or blend with a scratch paper
9. Darken the very darkest
 - Shade in line direction of form



Yves Tanguy

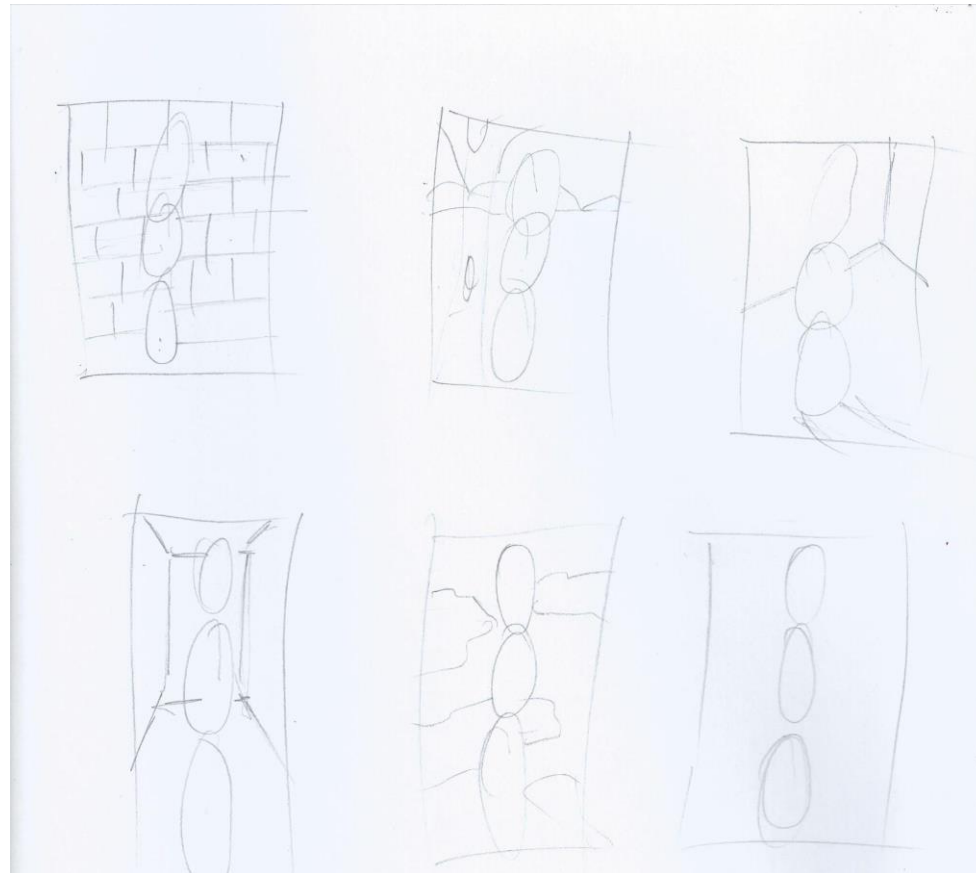
#5 Value scale reminder:

- Simplify it in your brain when you are observing different values.
- Draw a 5 minute small value scale to remind yourself of the variations of value scale when you are observing the photos for the exquisite corpse project.



#6 Thumbnail Sketches of 6 Background ideas

Your first idea is not always the best idea. Coming up with many quick ideas can help you eliminate bad compositions and bad ideas. Through elimination, you are able to choose the best idea. This is why thumbnail sketching is so important to begin projects with. Draw 6 thumbnail sketches of ideas you can put for your background on your exquisite corpse drawing project

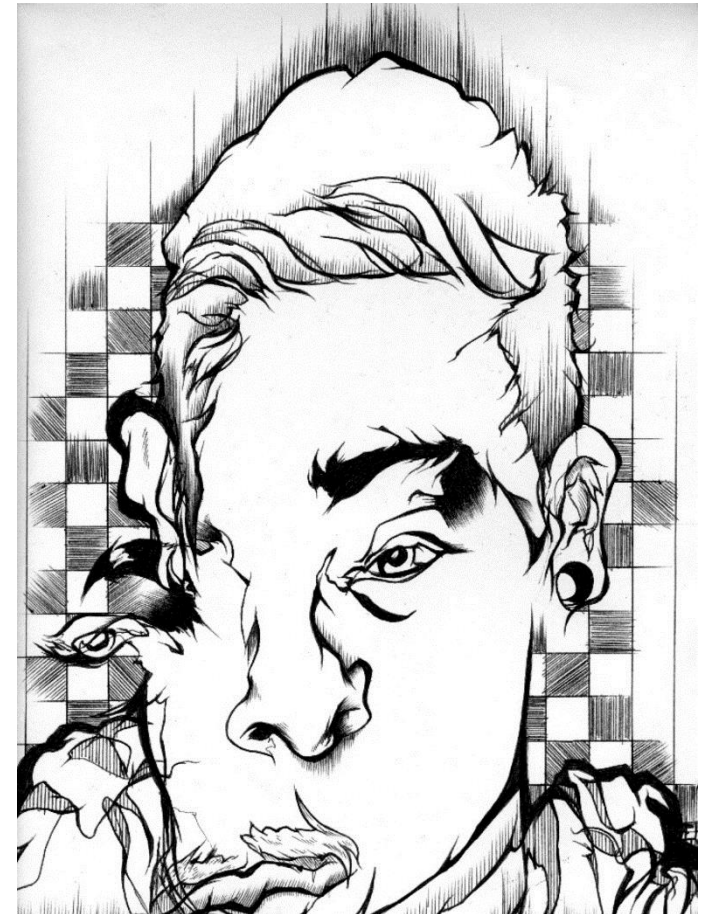


#7 line: blind contour & then get creative with it

1. Look at a person's face and make many observations of the important parts of the face
2. Draw lines on your paper of those observations **WITHOUT LOOKING** at your paper

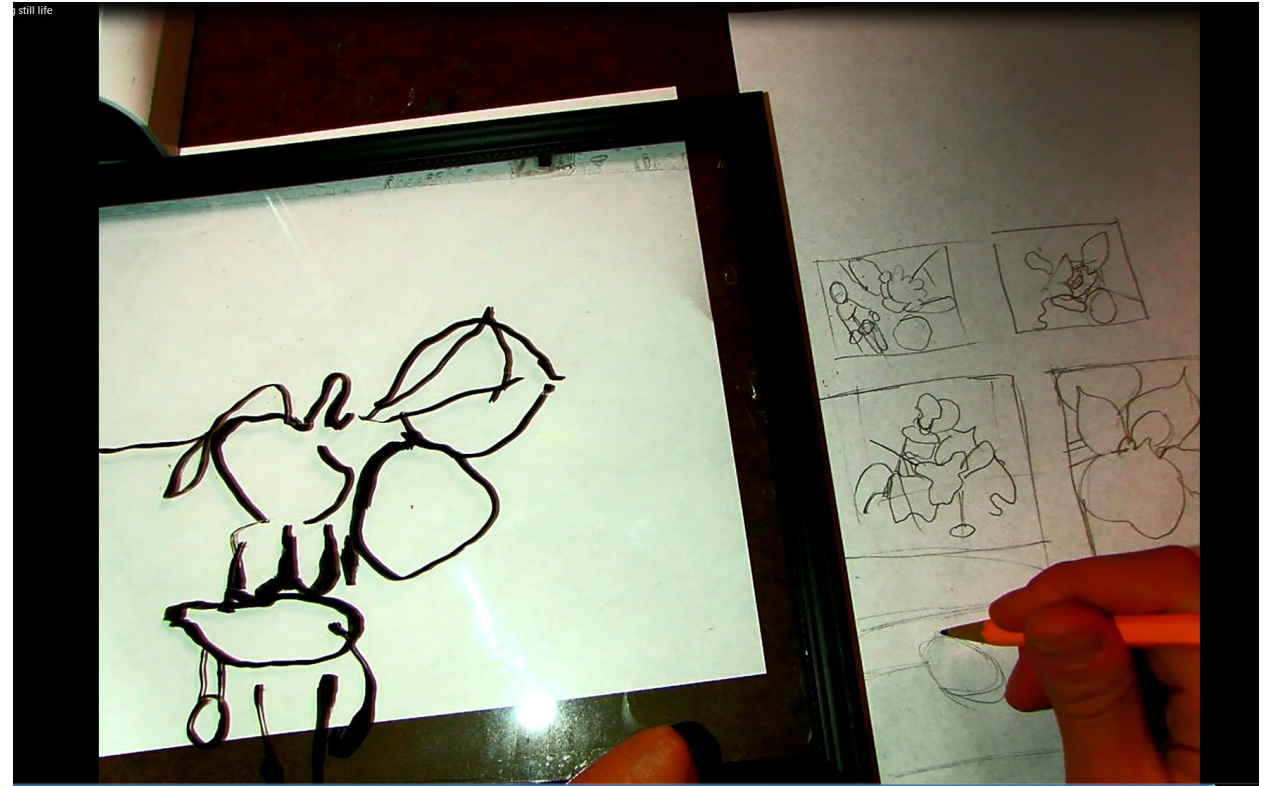
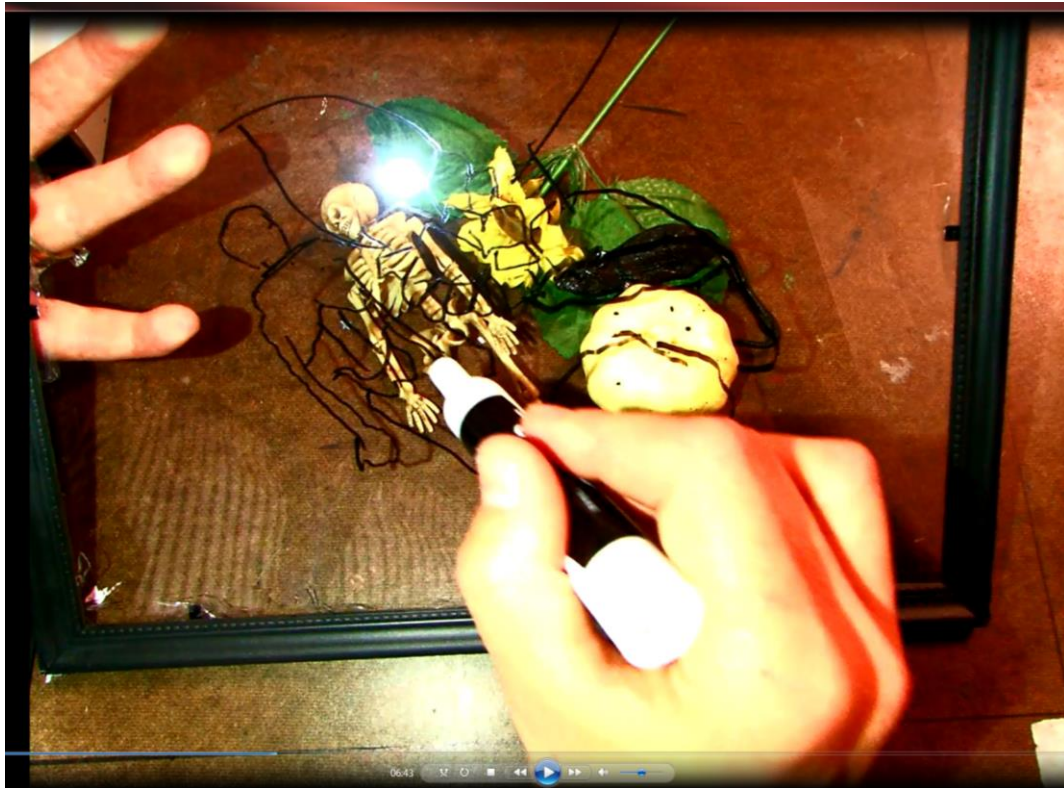


5. When finished look at it and get creative with it



#8 Draw 5 thumbnail sketches of possible compositions for your still life drawing

- Draw on glass with expo marker to trace your different placements of objects.
- Draw simple shapes in your sketchbook of your different compositions



Project

Still Life Drawing: Shading test

Demonstration videos & powerpoint shown during class
Show and tell

Bring objects that are meaningful to you. Write on the back of your project why the objects are meaningful to you.

Still life

Set them up with a nice composition.

Use your phone's flashlight to project light onto your objects

If you don't have a phone with a flashlight, you can use the spotlights

Project/Skill test

The lines should be correctly drawn

The shading should demonstrate the darks, mid-values and lights.

Everything in between should gradually change from dark, mid-value and lights.

Have the appearance of 3-Dimension

Steps:

1. Draw a few straight lines to put things in place where they will go on the page
2. Draw with straight lines only. Hold your pencil up to each angle
3. Shade the large dark areas
4. Shade all else midvalue
5. Blend
6. Erase the lights
7. Blend lights with a tissue
8. Tiny details



Mrs. Udink's drawing

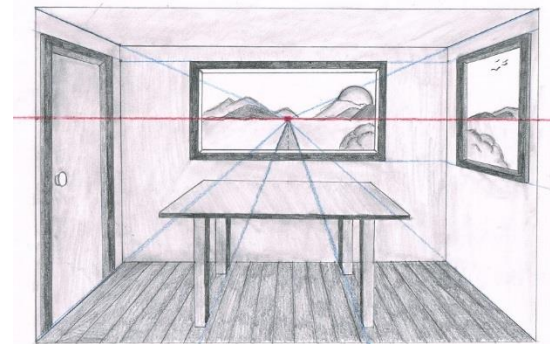
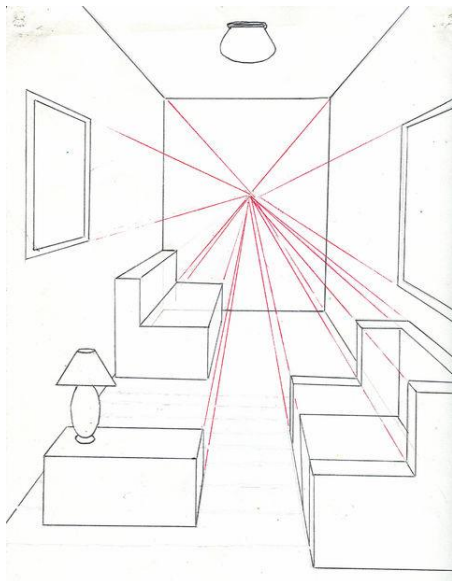
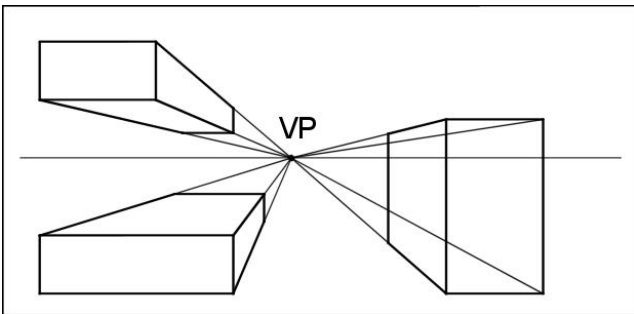
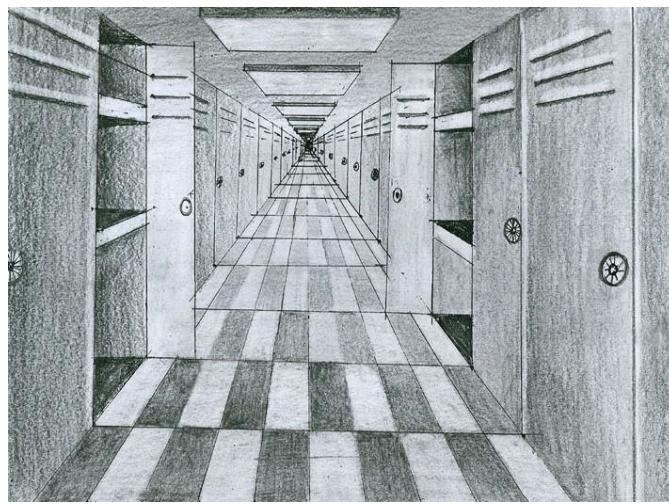
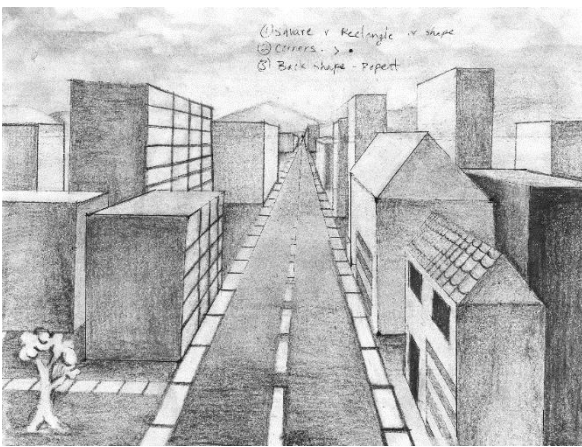
#9 one point perspective

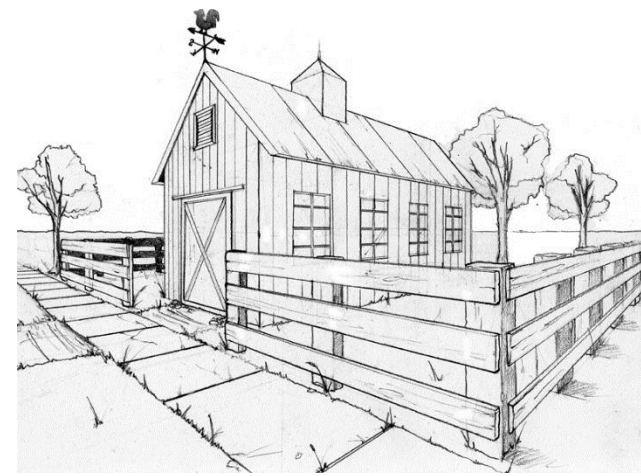
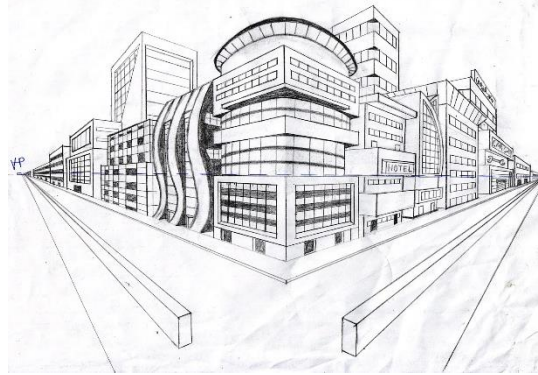
- Demonstration is shown during class.

- Draw your version of 1 point perspective

- Steps:

1. 2-D shape
2. corners go to the vanishing point
3. draw 2-D shape in the back





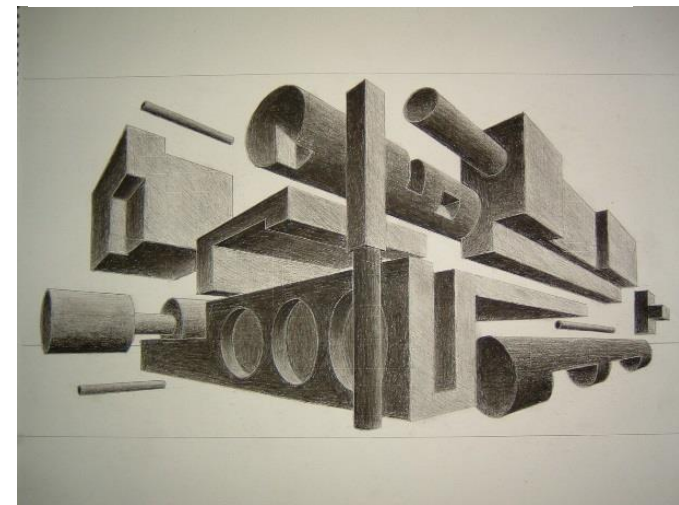
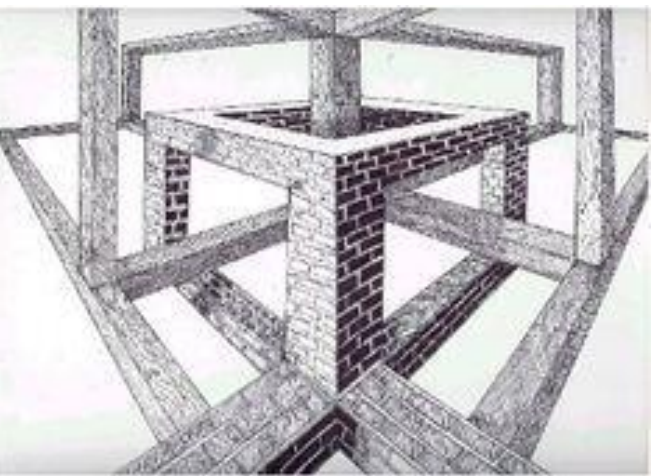
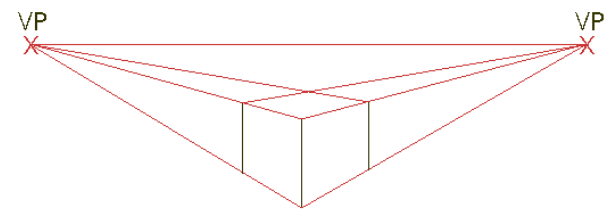
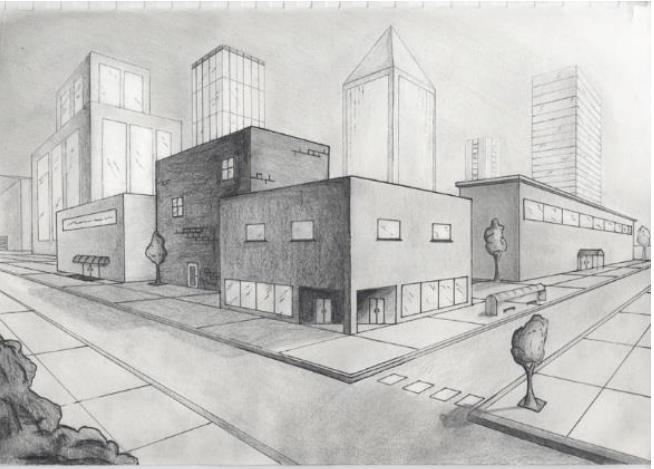
#10 Two point perspective

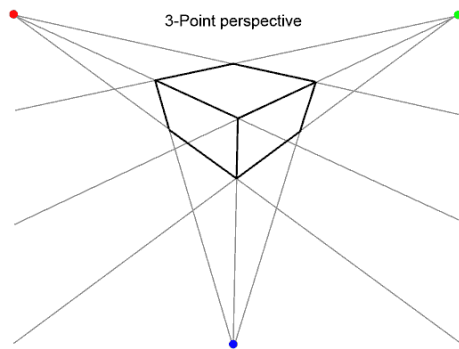
• Demonstration of 2 & 3 P-Perspective: <https://wsd.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=90cce17c-0cc5-4efe-903b-fb97d948be20>

• Draw your version of 2 point perspective

• Most lines should either be vertical, or line up to the vanishing point

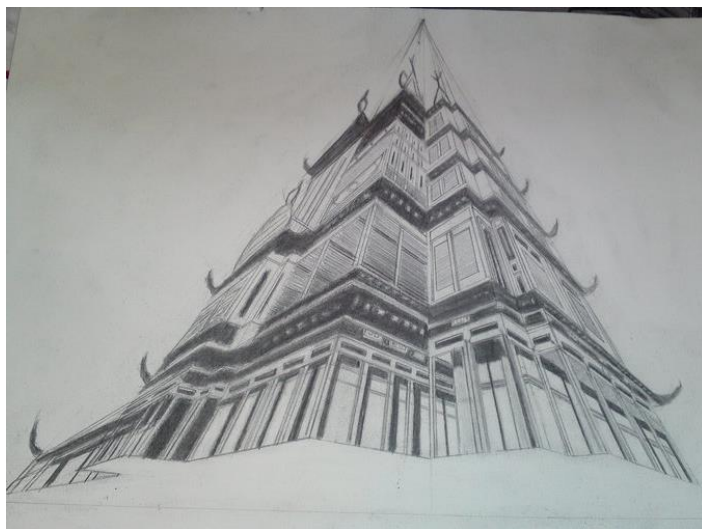
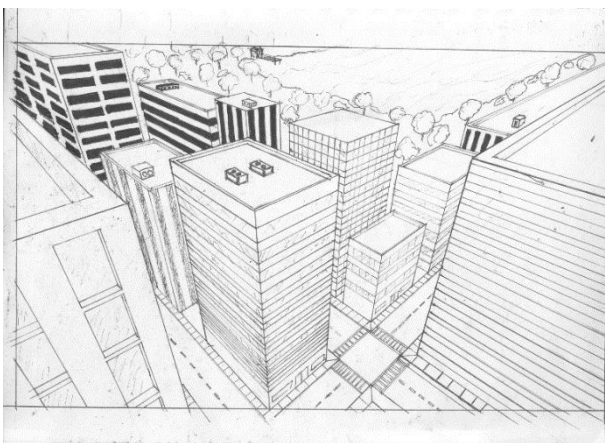
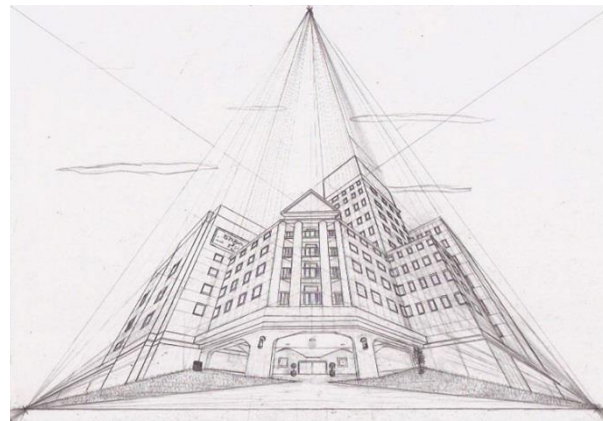
- Steps:
 1. Draw a stick figure.
 2. The arms and legs line up to the vanishing points
 3. Connect arms and legs
 4. Corners line up to the vanishing points



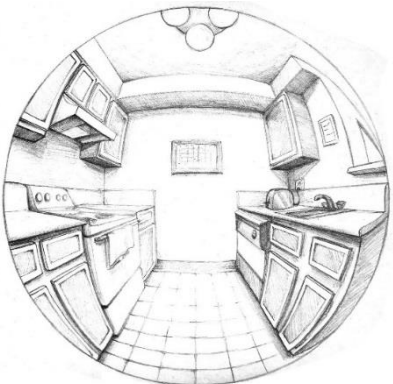
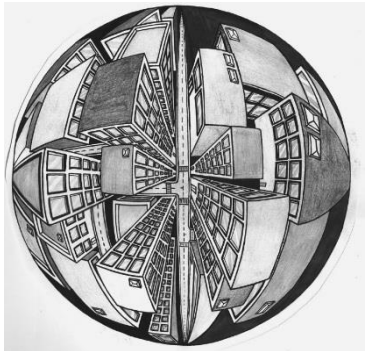
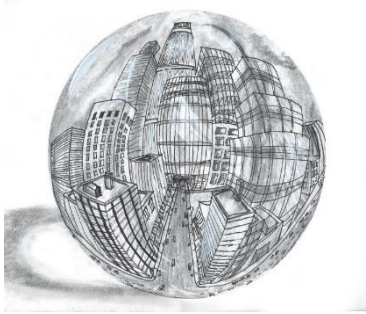


#11 Three point perspective

- Demonstration is on previous slide.
- Draw your version of 3 point perspective
- Most lines should either be vertical, or line up to the vanishing point
- Steps:
 1. Draw a stick figure
 2. The body lines up to the dot below
 3. The arms and legs line up to the vanishing points on the horizon lined
 4. Connect arms and legs
 5. Corners line up to the vanishing points
- Most lines should go to the dots



#12 Five point perspective



- Demonstration:
<https://wsd.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=676976ea-fea4-4675-9f79-499579215e36>
- Draw your version of 5 point perspective
- Most lines should either be vertical, or line up to the vanishing point
- Steps:
 1. Draw a circle
 2. Draw a + in the center for dot placement
 3. Draw a football in the center vertically and horizontally; the rest of lines follow
 - Most lines should go to the dots

Perspective lines, Emphasis, Renaissance & Atmospheric perspective Project

- **Choose one type of perspective:** 1, 2, 3, or 5 point perspective
- The previous 4 slides refer to this project
- Choose an image emphasis of a symbol that represents you. Draw it coming off the page, like the Mona Lisa
- Draw a detailed drawing of perspective in the background; you can choose 1,2,3, or 5 point perspective.
- Look at your own photo, or another's photo/drawing to reference & a renaissance painting , but change it to make it your own creativity
- Demonstrations were done during class, but if you are at home you can look at these videos:
 - <https://www.youtube.com/watch?v=QZILbgAD35s>
 - <https://www.youtube.com/watch?v=yNq78n02fMQ>
 - https://www.youtube.com/watch?v=qmSg_F4P5yU
 - <https://www.youtube.com/watch?v=BUKj81Hy5Pc>
 - <https://www.youtube.com/watch?v=wwcldMKlzjg>
 - <https://www.youtube.com/watch?v=w5-6-zvSZNg>
- We will paint it with watercolor (outline & add textures with pen is optional). Don't do this until we have gone over watercolor & color.
- It is graded with a rubric