

WEEKLY SKETCHBOOK ASSIGNMENTS FOR DRAWING AND PAINTING 2

The objective of this weekly assignment is to practice and increase the quality of your observation and drawing skills and to be creative.

Sketches must...

- be drawn in pencil unless otherwise stated
- be large enough to fill the page (no small objects in the middle of the page)
- include a background
- be drawn from an actual observable object/s or photo(if using a photo personalize it to create your own composition)
- be shaded (value must be assigned to every square inch, observing and recording the paths of light and dark)
- represent a significant amount of time
- utilize a well thought out / interesting composition
- **be turned in every Monday, No late sketches accepted**
- **Please date, sign and title each sketch assignment**

All sketches must be neat and done to the best of your ability!

Sketches must not be traced!

Late sketches will not be accepted unless you were absent.

Sketches are homework and may not be worked on in class.

Sketchbook Assignment 1

Draw two sets of hands. Focus on actual size and texture in your hands.

Sketchbook Assignment 2

Draw another two sets of hand and look for details and make them appear to be three dimensional by adding value.

Sketchbook Assignment 3

Look at yourself in a spoon - draw the distorted image. Draw in graphite pencil and remember to fill the whole page.

Sketchbook Assignment 4

Free choice. Make it the best drawing yet!

Sketchbook Assignment 5

Draw a portrait of your pet. Don't have one? Draw the pet that you WISH that you had. Use VISUAL TEXTURE (directional lines) to show how it feels. Can be done in color.

Sketchbook Assignment 6

Illustrate "What makes your heart beat".

Sketchbook Assignment 7

Free choice. Make it the best drawing yet!

Sketchbook Assignment 8

Draw a large jar and fill it up with something (candy, toys, rocks, etc.).

Sketchbook Assignment 9

Combine two or more animals into one new creature and draw it in its environment. Name it.

Sketchbook Assignment 10

Draw a still life, use objects that can be found in your purse, pocket or backpack.

Sketchbook Assignment 11

Draw a plant with as much detail as possible using line contour and line variation.

Sketchbook Assignment 12

GAME PIECE – select a playing piece from any board game. Draw it larger than life – filling the page.

Sketchbook Assignment 13

LETTER - Make an arrangement of your first initial (first or last name), using kitchen utensils, or any other tools. Then draw what you have arranged.

Sketchbook Assignment 14

FAUCET- choose a faucet in your house. Draw it using high contrast (darks and lights). Include the handles and all or part of the sink.

Sketchbook Assignment 15

Make a detailed drawing, of three square inches of a dollar bill. Use a graphite pencil for this drawing.

Sketchbook Assignment 16

Draw gesture faces of your whole family.

Sketchbook Assignment 17

Free choice. Make it the best drawing yet! Then write a full page in your sketchbook reflecting on your sketchbook assignments and the progression you made in drawing.