

# Sketchbook Assignments

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## General Art

Directions: All sketches are to be numbered and dated. The sketches are to fill the page and be filled with shading or color. The sketches are to be of high quality. Sketches are due on BLOCK DAY (unless otherwise instructed) and will be turned in at the beginning of the class period. Late turn in will result in a deduction of points or not accepted. FREE sketches are always paired with another sketch.

### Quarter 3

1. **Illustrated word:** Take a word that is important to you; make each letter look like something associated with that word.
2. **Walk a Mile:** select a shoe template; design your shoe to tell the viewer about YOU--show off places you have been and/or things you have done, your hobbies, etc.
3. **Fantasy landscape:** on earth, in space, or some other world. Consider plants, structures, gravity.
4. **FREE sketch:** your choice; must be school appropriate.
5. **Design your own superhero:** consider costume, logo, etc.
6. **In a box:** set an object in a box; draw the object and the inside of the box.
7. **Illuminated letter:** choose one of your initials; study various fonts and select one. Draw it large on your paper and add decoration, a border, etc.
8. **FREE sketch:** your choice; must be school appropriate.
9. **Pile of seashells:** they must overlap; minimum of 5 shells.
10. **A medal:** design one for the thing that you do best; use color.

### Quarter 4

1. **Kaleidoscope:** look through a kaleidoscope and draw what you see or design your own (think symmetry). Color with colored pencils.
2. **Dirty dishes:** draw a minimum of 5 dirty dishes. Draw from life.
3. **Size distortion:** change the relationship of two related items (baseball/glove).
4. **FREE sketch:** your choice; must be school appropriate.
5. **An object melting:** draw something that would NOT ordinarily melt.
6. **Refraction drawing:** draw an object seen through a glass.
7. **Crosslinks drawing:** combine two unrelated objects. Use color.
8. **Junk food with wrapper.**
9. **FREE sketch:** your choice; must be school appropriate.
10. **Coin in the hand:** place a coin under your paper and rub a pencil over it to create an embossed image. Then DRAW (not trace) your hand holding the coin.

