

Sketchbook Guidelines

Keeping a sketchbook is a crucial part of an Artist's creative development. Sketchbooks should be a reflection of each individual student. Sketchbooks should include independent sketchbook entries, classroom notes and project thumbnails and anything else they find inspirational.

Sketchbook Assignments:

As an artist, you need to complete at least one finished sketchbook per week. The purpose of a sketchbook is to encourage you to look harder at things, use your imagination, and explore ideas and techniques that interest, challenge and stimulate you. In addition to weekly sketchbook assignments, you are encouraged to fill the rest with your own work and drawings of your choice. Use your sketchbook as a place to let your thoughts and creativity come to life on the page.

Each sketchbook assignment should take between 20 and 60 minutes. Feel free to complete sketchbook assignments on your "down time." Sketchbooks will be assessed on techniques, processes and individual growth. There will be periodic checkpoints for the instructor to assess where the student is in his or her growth in drawing.

YOUR DRAWING MUST:

- fill the entire sketchbook page
- include color or shading
- show great attention to detail and creativity
- not be traced
- be free of careless mistakes (finger prints, smudges, rips, stains, etc.)
- Weekly Sketchbook prompts should be labeled in the border with your Name, Hour and Week

Sketchbook Prompts – Semester 1

Week 1: Word Art: Your Name and 12 attributes that describe you. Make sure it fills the page and depicts twelve different things about you.

Week 2: Arrows : Create a full page composition using a combination of 3-dimensional and 2-dimensional arrows. Use overlapping to break up the spaces into interesting positive and negative shapes. Outline with felt-tip pen/sharpie. Think up an interesting color scheme and shade with colored pencil.

Week 3: Directional Lines: Unlike the expressive, directional lines are very precise. Lines should all be the same thickness. These lines look as if they are bending and overlapping. This is not "free" like expressive lines) but calculated constant, and even. Start anywhere on your paper. Move in a certain direction. stop and begin in a new direction. Keep lines in a group the same distance apart. Try to go in every direction at least once. This assignment may be done in color or in black and white – Artist's Choice☺

Week 4: Roller Coaster Contrast: You will be creating *at least six continuous* bands of color. (You can think of them as loop - like flat and really long rubber bands.) Each band must reach at least 2 sides of the paper. Each band must cross *or* be crossed by at least 2 other bands. Bands should be at least 1/4" wide, with consistent width. Bands should be drawn in pencil and colored in with colored pencil (no sharpie or markers). One path will appear to be above another at each crossing site (you'll have to plan, and erase one set of lines.) **Shading info:** Lighter on top / Darker beneath. Let's assume that things that are closest to us will get more light, and appear lighter, and that things further away from us receive less light, and are therefore darker. As we look at the bands you have drawn, bands passing under others seem far away from us, and bands on top seem near. To emphasize this, shade each band darker when it goes under another, and lighter where it passes above. (Layer combinations of colors to achieve best darks!

Week 5: Warm/Cool Colored segmented Drawing: DO NOT just color random colors. You may do the entire page in Warm or Cool tones or for a challenge, different items on the page may be done in warm or cool tones. You may NOT color an entire “item” the same shade. Neighboring sections of the image must be different shades or colors. There should be NO WHITE showing on the final page other than the background (non-segmented part of the image)

Week 6: Stained Glass: You will be DRAWING AND COLORING your own stained glass design. Use a Color scheme and DO NOT just color random colors. * DON’T FORGET YOUR BORDERS First draw the lines of the design in pencil. Color over lines with black marker to simulate the lead between the different colors of glass. Color in the “glass sections” with either colored pencil or marker. There should be NO WHITE showing on the final page inside the border. You should use a distinct Color Palette. You may choose from the following: Primary Colors, Secondary Colors, Complimentary Colors, Warm Tones, or Cool Tones.

Week 7: Optical Illusion 3D Hand: You will be coloring a *MAXIMUM of 3 colors*. DO NOT just color random colors. Choose one of the following: Primary, Secondary or Complimentary.

1. Trace your hand and a bit of your wrist in pencil.
2. Using **Marker**, draw a straight line across until you reach the pencil outline of your hand. Make a curve from one line to the next, then continue in a straight line.
3. Continue making lines until the whole paper is covered, always making the lines curve within the outline of the hand.
4. If necessary, when you're finished, touch up and fill in any white spots that you missed.

Week 8: Draw using only Circles: Don’t forget your borders. Make a drawing using only circles. You may use a tracing pattern or a compass. Circles should be perfect circles, not ovals or ellipses.

Bonus: Artist’s Choice: Create a full page sketch of your choice to replace your lowest formative grade.