**AP Studio Art (Drawing/2D Design):** Madison Central High School: Q1 Work 2016

**peter.edwards@madison.kyschools.us**

**http://mchsartdepartment.weebly.com/ap-drawing.html**

**Sign up for AP texts:**

**To receive messages via text, text @apartmc to 81010.**

**You can opt- out of messages at anytime by replying, 'unsubscribe @apartmc'.**

**Trouble using 81010? Try texting @apartmc to (518) 512-0283 instead.**

**\*Standard text message rates apply.**

For lots more information and to see examples of student work, go to: **http://apcentral.collegeboard.com/apc/members/exam/exam\_information/2182.html#name6**

The following pages have a selection of summer assignments for you to choose from. As an AP studio artist, you are expected to submit quality artwork that is comparable to artwork produced at the college level. Your summer assignment involves a time commitment of about 2-5 hours a week. Summer assignments help alleviate the pressure during the school year of producing the many quality pieces needed for a successful portfolio (You will need a **minimum of 12 Breadth and 12 Concentration pieces** by the end of the year).

You are expected to create **3** high quality, well- thought out pieces of completed artwork throughout the summer and keep a sketchbook to document the progress and concepts behind your artwork. (If you can create more work, it will benefit you greatly when the year begins.) In addition to these finished works, you should have a sketchbook overflowing with ideas ready to go for the fall. This work will be due at the mid-point of First Quarter and will count for 4 large grades (3 finished pieces plus your sketchbook). Make sure you get it done!

**Pace yourself** - work consistently. Don't wait until the end of July/beginning of August!

**Helpful hints for completing your large pieces:**

**1.** **Draw directly from life** instead of using reference photos, whenever possible. If you must use a photo, take your own and use it as reference. Attach the photo to the back of the work. The AP Readers (Judges), as well as art schools love to see a drawing made from life.

**2. Use quality materials** for your art and treat them well. Nothing ruins a nice drawing like creased and tattered paper. Do **not** work on printer paper. If you need paper, please come and see me! Consider getting a portfolio or large folder for storing work.

**3. Use standard sizes.** Finished pieces should be no smaller than 9" x 12" and no larger than 18" x 24", so that these pieces can be used for the quality section of your portfolio.

**4. Use a sketchbook to plan your artwork** (preferably spiral bound). Make several thumbnails, jot down notes, glue in reference images, and do color studies when needed.

**5. Use a variety of media**, even combining them for mixed media.

**6. Use a complete range of values**. All drawings should have dark darks, light lights and everything in between!

**7. Apply the elements and principles of design** to all of your artwork – if you don’t know them, you need to learn them for the first day of class!

**8. 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.

**9. Visit the AP Central website** and check the drawing portfolio to see examples and to become familiar with requirements. **http://apcentral.collegeboard.com/apc/members/exam/exam\_information/220194.html**

**10. Look at good art**! Visit local art centers, galleries, art museums, and art festivals. Take your sketch book with you, and render the work you see there as well as writing down 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.

**11.** **Read about art!** Check out books about famous artists in the library. Study the images in them.

**12.** **Search the Internet** for artists dealing with the same subject as you. Study their work, life history, and influences.

**Sketchbook**

Your sketchbook should be your “new best friend” this summer. You need to carry it with you every day, everywhere! Open it up first thing in the morning and last thing at night and many times in between. Draw in it, write in it, scribble in it, paint in it, glue things into it, cut the pages, tear the pages, change the way it looks to make it *your* book. At the end of the summer it should reflect YOU and your experiences throughout the summer. Your sketchbook is the perfect place to try a variety of concepts and techniques as you develop your own voice and style.

**RULES for working in your sketchbook:**

**1. DO NOT make “perfect” drawings.** Make imperfect drawings; make mistakes; make false starts.

**2. FILL the page you are working on.** Go off the edges whenever possible. Do not always make tiny little drawings in the center of the page. Make every square inch count for something.

**3. Do not start something and abandon it.** Go back later, change it, and make it into something else. Being able to rescue bad beginnings is the sign of a truly creative mind.

**4. Always finish what you start** no matter how much you don’t like it.

**5. Fill at least half your sketchbook before school begins.**

**6. Put the date on every page you finish.**

**7. Avoid drawing from photographs, magazines, etc.** The use of published photographs or the work of other artists for duplication is plagiarism. Draw from observation. Learn to translate the dynamic three-dimensional world into a two-dimensional world. If you need to use a photo, tape a copy into your sketchbook so you can make reference to it later if needed.

**8. By the time school starts, your sketchbook should be twice as thick as it was when you got it.**

**9. This is a college-level art class**, not a recreation program to make pretty pictures to hang in your house. Stay away from commonly used symbols and imagery. Expect your ideas about what makes good art to be challenged.

**10. Your sketchbook does not have to be pretty, just full.** This is not necessarily finished work for exhibition, but a place to work through ideas. This is a place for risk taking.

**Sketchbook Ideas**

• Fabric with pattern

• Look up unknown words 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\_\_\_\_\_\_\_\_\_

• Non objective

• Oops, wrong color

• Contradiction

• Outside vs. inside

• Plugged in

• Extreme light source

• Refuge

• Extreme perspective

• Illustrate slang

• Social statement

• A tiny image repeated several times

• Café

• Park

• View from a car mirror

• What was for dinner?

• Laundry day

• Glass bottles

• Shoes

• Create a texture surface and draw on it

• Sink with dishes in it and soapy water

• Yourself in 15 years

• Abstract drawing of a building

• Opposites

• Conflict of interest

• Layer it on

• Anatomy

• Morphs

• The senses

• Fill a plastic bag with objects and draw

• Metallic objects

• Autumn forest floor

• Threads

• Partial Blind Contour

• Draw a Moving Object

Projects:

These assignments will be due for critique at the end of the first 9 weeks. Work should be between 9”x12” and 18”x24”, no larger, no smaller. These assignments are about quality, not quantity. Do NOT just fill sheets of paper to have something to turn in. Take time, make sketches, think about what you what to say and show as an artist. You may use any media, and are encouraged to mix media. Experiment, explore technique, and take risks. This work will most likely go toward the Breadth section of your portfolio, where you show variety of work. **Choose any three,** and do more if time permits. The more work you do over the summer the less stress you will have during the year.

1. **A self-portrait expressing a mood.** How can you use color to convey mood? What style will work best for you? Do some research and see how artists depict themselves. Use odd/extreme angles, interesting objects and locations and consider strong contrast in value and color.
2. **Create a drawing of an unusual interior**—for instance, looking inside a cabinet, toy box, refrigerator, inside your car... use your imagination!
3. **Do some exploration with mixed media.** Do a piece (portrait, self-portrait, landscape, or still life) in which you use at least three different media—i.e., a wet medium, a dry medium and some collage element.
4. **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 Marcel Duchamp, as well as the work of Futurist artist Giacomo Balla. Check out the photographic motion studies by Muybridge.
5. **Choose an object you use every day and draw it 30 times.** You can do this all on one paper or create a series. Vary the media used, perspective, drawing style and scale. This will push you to see a familiar thing in new ways.
6. **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.
7. **Silverware tied up with string.** Make a drawing composed of no fewer than 7 pieces of silverware tied together with a piece of string/twine/yarn. Focus on how objects overlap and the contrast between organic and geometric shapes. Be sure to pay special attention to reflections and highlights. Use white paper with pencil and/or ink.
8. **Drawing of Vegetation.** This drawing should make a close investigation of the structure of vegetation. Color variation is an important element to stress. Placement on the page and rendering are also principles to be employed. Use any colored media. Colored paper may enable a greater amount of success.
9. **Bicycle Drawing.** This is a well known exercise for the Rhode Island School of Design (RISD) application. The assignment is:

**Drawing #1** | *Observe and draw a bicycle.*

This drawing must be done using either graphite pencil or charcoal.

This is highly open to your interpretation, but you should be looking at an actual bicycle and drawing it in an interesting, inventive, skilled manner.

The goal of these assignments is to create interesting, well thought out, well crafted images. The goal here is **quality, quality, quality**. If you are just doing the bare minimum to fill the assignment you should rethink your participation in this class. Use your skills to create work that would hold up in a college art class.

Feel free to contact me over the summer, email images for input or critique, and ask questions. Periodically, I will send out texts that I will be in the studio at MCHS. When this happens, feel free to stop in to work, or discuss pieces you have made, or get in-person feedback on your art. Materials may also be checked out if needed. This summer studio time is not mandatory, but it could be very beneficial to your summer progress.

**Suggestions:**

**Set a goal of having a work of art done by a certain date and make yourself stick to it.** Then set a second goal. If you do not do this, you may find yourself at the end of the summer scrambling to create “something” to hand in when school starts. Not the best way to start an AP Portfolio. A little self-discipline goes a long way.

**Buddy up with another student taking AP Drawing and encourage/pester each other.** Having a peer to work with, bounce ideas off of, and cheer on will help get more, and more high quality, work completed over the summer.