

Fall Dates 2009-2010 Sketchbook Requirement (10 % of overall grade)

Please tape this information sheet inside your sketchbook. Your sketchbook is a place for you to practice your drawing skills. You are required to do a minimum of 8 pieces of subject matter that are your own choice in your sketchbook by the end of each semester. You should spend at least 1 full hour (or more) on each of these pieces. This will make a total of 8 hours of outside class time drawing for each semester. Date, number and write the amount of time you have spent on your drawing in the bottom right hand corner of drawing. Do not tear the drawings out of your sketchbook. Keep them in sequential order. You should see a progression of skill in drawing from the beginning to the end of the school year. Drawings can be glued into the sketchbook but individual sheets of paper will not be counted as a completed sketchbook assignment. Make your sketchbook fun, show your humor and express your emotions visually on paper. Make the content of the sketchbook appropriate for high school and an acceptable risk, which means do not just copy someone else's designs or cartoons. You may not trace existing images for sketchbook credit.

*Acceptable substitutions for sketchbook assignment: You may keep a digital photography binder. The photographs must be done during the time period that 2-week sketchbook assignment period. No photos done at a pervious time period are acceptable. For each sketchbook assignment you must have printed out 4 digital photos on good paper. You may also do video editing for a sketchbook assignment. This must also been done during the semester in which you are currently enrolled in the art class. No work done for another class will be accepted.

If you finish the classroom assignment early, work in your sketchbook. I will give you suggestions or assignments for your sketchbook periodically. There will be times that I ask you to work in your sketchbook in class.

You may use pencil, pen, marker, pastel, paint, collage, ink, or charcoal. Pencil, charcoal and pastel drawings smear when they are in a sketchbook. I suggest that you spray a fixative on art materials that smear. You may not use fixative in the classroom. All fixing of art pieces must be done outside the room.

Here are the Friday deadlines (unless otherwise noted) for your sketchbook assignments:

Date	Piece number	Check off as completed
Sept. 4	Piece 1	_____
Sept. 18	Piece 2	_____
Sept. 25	Piece 3	_____
Oct. 9	Piece 4	_____
Oct. 23	Piece 5	_____
Nov. 6	Piece 6	_____
Nov. 20	Piece 7	_____
Dec. 4	Piece 8	_____

FINALS WEEK December 14-18

NO SKETCHBOOK ASSIGNMENT

Here are some ideas you may wish to choose from:

- 1) Draw something you love, respect or admire that is the full size of the page and fully rendered.
- 2) Draw what's on your mind. (Be honest and open)
- 3) Draw a living insect.
 - a. Give your insect a name
 - b. Return it, alive to the wild.
- 4) Draw your favorite shoe as though it were a home for small creatures.
- 5) Draw your own hand in a state of insanity
 - a. Wherever possible replace words with images
- 6) Draw a suit of armor for the nineties
- 7) Draw your dream vehicle.

- 8) Draw a pig that flies.
- 9) Draw the negative space around your hand, a plane or any other object of your choice.
- 10) Draw the wind.
- 11) Draw shadows.
- 12) Draw a reflection in water.
- 13) Create a symbol for inner peace
- 14) Create a symbol for inner strength.
- 15) Draw a plate of your favorite foods.
- 16) Draw a plate of your favorite foods come to life!
- 17) Pick any assignment and do it again but make it even better!
- 18) Draw your favorite place in the world.
- 19) Draw any mythical beast of your choice
 - a. Dragons, hippogriffs, sea serpents, gargoyles etc.
- 20) Draw any Halloween type scary monster of your choice
 - a. Vampires, werewolves, Zombies etc.
- 21) In a single drawing create an image of love
- 22) Draw a representation of your dreams
- 23) Draw your home
- 24) Draw what you believe in
- 25) Draw the inhabitants of the planet Venus
- 26) Draw your image of heaven
- 27) Draw your image of hell
- 28) Draw what you trust
- 29) Draw your support system
- 30) Draw a personality trait you would like to be know for
- 31) Draw your personal symbol.
- 32) Draw an emotion you are feeling
- 33) Memorize and recite a poem or prayer to your self-Make a visual interpretation of that poem or prayer
 - a. Haiku, love, five senses etc.
- 34) Draw an image of something in a state of decay.
 - a. Fruit, leaves, plants, grandparents etc.
- 35) Draw something that is growing.
- 36) Draw a tree.
- 37) Draw a favorite sport
- 38) Draw a map of our world.
- 39) Draw a map of your mind
- 40) Draw a map of your body.
- 41) Draw the career of your choice
- 42) Draw your dreams.
- 43) Draw a vehicle created to harvest the wind, water and or fire.
- 44) Draw an image of death
- 45) Draw an image of life or eternal life
- 46) Draw your pet mutated into a monster
- 47) Draw our hands as hideously deformed claws
- 48) Draw what you want.
- 49) Draw what you are.
- 50) Draw what happens to food as you eat it.
- 51) Draw your body as a machine
- 52) Draw your mind as a computer
- 53) Draw a hot rod for children
- 54) Draw a metallic fish
- 55) Draw a favorite memory from early childhood.
- 56) Draw an image of your favorite poem or prayer
- 57) Draw an image from a favorite book or story
- 58) Draw a favorite tool
- 59) Design a tool the world has never seen
- 60) Practice perspective drawings on any subject matter
- 61) Draw a mask filled with emotion and energy
- 62) Create your own superhero
 - a. List special powers
 - b. Give it a personality
 - c. Create a background story
 - d. Create arch-villains
 - e. Give it an environment
- 63) Draw an image of Berkeley and the Bay
- 64) Draw a full strip from your favorite daily comic
- 65) Design a cartoon strip
- 66) Draw a simple flip-book animation
- 67) Draw the worms living quarters inside the apple
- 68) Draw your favorite teacher, brother, administrator, cafeteria worker, custodian etc on campus.

