

Summer Work

AP Studio Art

The following assignments are designed to help you prepare for the workload of AP Studio Art. After you complete these assignments, you should have six final drawings and/or paintings to turn in. All assignments will be due in the first week of class for a grade.

If you have any questions about these assignments, please contact me at chaan@rochester.k12.mi.us.

Drawing/Painting Assignments

- One still life drawing
 - Gather at least five objects, and arrange them together in a visually appealing way
 - Make sure you have good lighting!
 - Draw the still life, with as much detail as possible
- Perspective drawing
 - Choose an indoor space that you would like to draw
 - You should draw the space from observation, and use 2 point perspective
 - Draw the space with as much detail as possible
- Mark making tool
 - Choose any mark making tool that is not a pencil or paint brush
 - Mark making tool examples:
 - Hair comb
 - Sponge
 - Feather/quill
 - Fingers
 - Sticks/twigs/branches
 - Find one (or more) tool to do a drawing with, and complete one final drawing using the tool
- Alternative drawing surface
 - Choose one material to draw/paint on that is NOT plain drawing paper
 - Drawing surface examples:
 - Plastic wrap
 - Book pages
 - Brown paper bag
 - Newspaper
 - Fabric
 - Choose one material do draw/paint on, and complete a final drawing on the material

- One drawing inspired by an artist
 - Research artists online to find an artist who inspires you
 - Identify what specific style/technique/materials the artist uses
 - Choose something that the artist does that makes their artwork unique, and complete a final drawing/painting using that specific technique
- One drawing/painting of your choice- can use any medium that shows your skill
 - Choose one artistic technique that you feel confident in doing, or one that you would like to practice to get better at
 - Plan out how you want to use that technique in a new way
 - Complete a final painting/drawing that shows your specific technique and skill set