Sketchbook

The sketchbook you received 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 look like your own book. At the end of the summer it should reflect YOU and your experiences throughout

the summer. Work in your

sketchbook is an ongoing process that will help you make informed and critical decisions about the progress of your

work. 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:

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

2. ALWAYS FILL the page you are working on. Go off the edges whenever possible. Do not make dinky 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. DO NOT DRAW FROM PHOTOGRAPHS, magazines, etc. The use of published photographs or the work of

other artists for duplication is plagiarism. Draw from observation, things you see in the world. Learn to translate

the dynamic three-dimensional world into a two-dimensional world. If you are going to use a photograph, please

tape/paper clip a copy of it to the page.

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

9. NO CUTE, PRETTY, PRECIOUS, ADORABLE images. This is a college-level art class, not a recreation program

to make pretty pictures to hang in your house. Expect your ideas about what makes good art to be challenged.

10. Don’t be boring with your work.

11. Avoid showing your work to others unless you know they are going to understand what you are trying to do in

your sketchbook. You don’t need negative feedback when you are trying out new ideas or experimenting. This is a

place for risk taking.

**Ideas for you sketchbook:**

Outside vs Inside Linear Line

Drawing of Organic Objects

All that and a bag of chips Jim Dine: TOOLS Pile of pillows

One of these things are not like the other

Yesterday: Reflective Identity A cluttered place close-up

Less than an inch (small objects in

repetition)

I hate these things! Drawing with Sharpie(weighted line)

Drawing with colored paper

Do you dream in color?

Collage Design only, no other media. Merge 10 objects that express who they are)

Dots to Drawing: Only a pencil

eraser and ink

How it works: Inner workings of a

Machine

Draw on top of an old drawing

Masking tape patterns and color

Oops, Wrong Color?

More than meets the Eye

Messiest vs cleanest

Warped: Nightmares

Insects Fact or fiction

Man made vs natural Food .. You are what you eat It's not easy being green

really small or really big. Close up to abstraction Music to my ears.

The seasons Hot and cold

The senses A chair as a self portrait Pairs

Opposites collage Exaggeration Extreme light source

The skeleton of a small animal or

bird

All that glitters... 5 Drawings on top of each other

Accidents: random acts of art Home is where... Numbers: How many ways

Refuge So transparent Geometric COLLAGE: Organic

A grouping of seashells Anatomy Painting or drawing in an artists

style

Contour drawings of insects like a

bug

Every night for I week draw the

same object in a different media on

neutral ground paper

Draw buildings and man-made

structures with character bridges

the interior of old churches or old

theaters.

Landscapes with and without manmade

structures.

Botanical drawings especially pine or

spruce twigs w/pinecones.

Interior: Non-traditional, no

buildings....more like the inside of a

purse

Fill bottles with colored water and

use in a still-life.

A shiny Christmas ornament and the

view it reflects

Draw small architectural, mechanical

things tiny may be very small

drawings only 3 or 4 inches

Five views of the same object or

objects.

Black and White & red all over Mechanics of an object: create a

drawing as a designer would have

first drawn it

Everything in my backpack A single flower with all its leaves,

etc.

A pile of dishes sitting on the sink

A magnifying glass and what it is

magnifying as well as the space

around it that is unmagnified

A single object of choice drawn from

several views with significantly

different light sources in each view

Fabric with a pattern - negative

space Only, Hanging or suspended

Draw a chess set set-up and

partially played do the same with

other board games use your favorite

game from childhood.

Your favorite food with the wrapper Looking from an interior space to an

exterior space (ie: a doorway)

a figure drawn in an unusual

perspective

Your digital camera with the last

image showing

A close up set of 3-5 pieces of

popped popcorn

Where is Waldo? Students take one sketchbook page and fill it in with miniature drawings of everything that

relates them and their lives: gum, braces, football jersey, soccer and footballs, e

Ballpoint pen only!!

Shoes!.. as a personality

Habits