

# AP Art & Design Summer Assignments – JP Taravella High School



- Summer assignments are an important part to the growth of an art student. Your skillset sharpens, your experience widens, and it helps you maintain a growth mindset because learning is a continuous process.
- Completing these assignments gives you a head start on your work during the year and can possibly be included in your portfolio.
- Treat these assignments like it's your job. If you do not complete the summer work, you will be stating, in essence, that you are not ready for this course. Consequently, you will be dropped from the class and placed in honors portfolio development or elsewhere contingent on your academic track.
- This is due the first day we meet in the classroom. Late work will not be accepted.
- Read the assignment based on the medium or course section you plan to pursue during the 2020-2021 school year.

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## Summer 2020 Assignments – 2D Design

My goal is to assist students in developing their compositional skills, self-expression, and creativity by providing knowledge, experiences and requisite assignments. The program is rigorous and students are held to high expectations. High-quality artwork requires dedication, determination and the ability to meet deadlines.

The main purpose of this class to help students develop a body of work investigating a strong underlying visual idea that grows out of a coherent plan of action and investigation. The second purpose of the program is to guide the student so that he or she will have the needed skills and experiences to pass the AP examination to attain college credit.

**Note that the summer assignments are due on the first day we meet in the classroom and that no late work will be accepted.**

If you do not complete the summer work, you will be stating, in essence, that you are not ready for this course. Consequently, you will be dropped from the class and placed in Portfolio Development or elsewhere contingent on your academic track.

If you need to contact me over the summer, I may be reached at [colby.degraaf@browardschools.com](mailto:colby.degraaf@browardschools.com) or via Remind (and the join code is @e22h78h).

## REQUIRED MATERIALS

½" binder with pockets to store loose leaf paper, 8" x 10" sketchbook (or something close to those dimensions), your own 2d art supplies.

## ABOUT 2D DESIGN

The College Board does not have a preference for any one particular medium when it comes to creating two-dimensional works of art. It does not matter if your work entails any combination of dry media like graphite, Prismacolor, oil pastel, acrylic paint, oil paint, or markers. All work must be in physical format with no dimensions exceeding 24 inches on any given side.

## COURSE BREAKDOWN

Your summer assignments are divided into two parts:

- Part 1: Medium-specific Creation
- Part 2: Sketchbook Exploration

## PART 1: MEDIUM-SPECIFIC CREATION

Artwork must be at least 9" in width by 12" in height. No work may exceed 18" x 24". You have the freedom to do 5 different assignments or all 5 may be the same assignment done in a different way. Each work must be a finished piece that shows a range of value, tones and shades. Any dry or wet medium may be used. Note that you are NOT allowed to draw from photographs. Choose 5 assignments out of the list below:

1. Create a portrait or self-portrait that expresses a specific mood/emotion: anger/rage, melancholy/loneliness, happiness/joy, etc., in a composition. Work with lighting, values, and color to enhance the psychological atmosphere. Consider the environment/setting.
2. A close-up of an object from an unusual angle and not just a side view.
3. Still-life arrangement of at least 3 reflective objects.
4. Draw an unusual interior like a closet, cabinet, refrigerator or under a car hood.
5. An extreme close-up of food that is almost to the point of abstraction.
6. Combine text with art and collage other elements.
7. Create a colorful design for a handbag, clothing, or chair.
8. Create an album cover for a musician/music group that does not exist in real life.
9. Drape a person in clothing with lots of folds. A sheet works well too. The point is to show the correct proportions of the figure and to carefully render the intricate folds. Including the subject will make this drawing even better.
10. Draw a contrast of textures. For example, place 3 eggs on a towel, cloth or crumpled paper (preferably patterned) to create an interesting composition.
11. Create a futuristic cityscape.
12. Do a drawing of your hands in a variety of poses. You must carefully plan your composition for the separate units to visually work together.
13. Create a self-portrait that mimics a famous portrait.
14. Explore mix media by creating a composition that involves at least three different types of mediums (e.g., a wet medium like acrylic paint, a dry medium like using a Sharpie and clippings of text from a magazine).
15. Create a movie poster for a movie that has never existed. Note: you must create your own title and characters that have never existed before. In other words, do not create a new Star Wars or Marvel movie poster.

## PART 2: SKETCHBOOK EXPLORATION

Complete 5 (five) pages of good, solid work in your sketchbook. Drawings must be fully finished and take up the entire page. You may do the sketchbook assignments in any medium. Choose 5 assignments from the following list:

1. Draw an object in daylight and then again at night by artificial light.
2. Fill 2 pages with a collage of images and words that appeal to you. You must add at least 2 hand drawn images that overlap.
3. Draw the interior of a mechanical object. Zoom in then focus on details and shading.
4. Come up with a new design or improvement to an object that currently exists. Think of something that you might use every day. How can you improve it?
5. Illustrate a dream that you have had.
6. Find a quiet place in a crowd. Draw the crowd.
7. Draw a piece of furniture in your house
8. Empty your wallet or purse and draw what you find.
9. Draw something using one continuous line. Put the pencil on the paper and do not take it off the paper until the entire drawing is finished.
10. Draw tools that belong to a certain profession.

## TIPS

Do not sign your name on the front of any artwork or place identifying marks on the front of any artwork per AP guidelines.

Fill up the entire compositional space. Never intentionally leave negative space around the person, place or thing in your composition.

Always give equal consideration to the background. Never focus on just the foreground. Consider the surrounding environment or create non-objective marks that underscore elements of art and principles of organization in your composition.

Summer grading is based on your ideas, craftsmanship, unity in compositions, and meeting the deadline. Remember, if you do not complete the summer assignment, you will be dropped from the course. Work hard, try your best and you will succeed! I am looking forward to seeing you grow as an art student. Good luck!

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## AP Art & Design Summer 2020 Assignments – Drawing

Mr. DeGraaf

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### REQUIRED MATERIALS

½" binder with pockets to store loose leaf paper, 8" x 10" sketchbook (or something close to those dimensions), drawing supplies.

### ABOUT AP DRAWING

Drawing centers around physical mark-making as a part of the process in your production. The College Board does not require you to only use dry media like graphite pencils or vine charcoal. This means the use of wet media like acrylic or oil paint is just as acceptable as dry media.

### ASSIGNMENT BREAKDOWN

Your summer assignments are divided into two parts:

- Part 1: Medium-specific Creation
- Part 2: Sketchbook Exploration

## PART 1: MEDIUM-SPECIFIC CREATION

Artwork must be at least 9" in width by 12" in height. No work may exceed 18" x 24". You have the freedom to do 5 different assignments or all 5 may be the same assignment done in a different way. Each work must be a finished piece that shows a range of value, tones and shades. Any dry or wet medium may be used. Note that you are NOT allowed to draw from photographs. Choose 5 assignments out of the list below:

1. Draw an object submerged in water. You can submerge it in a clear container and view from the side, view it from above or have the object half in and half out of the water to observe the distortion.
2. Draw a still-life that contains at least 3 shiny objects. Make sure you consider the light reflection and images seen in the shiny objects.
3. Draw a piece that depicts an emotion. Try to have the colors or marks/brush strokes convey the emotion that you chose.
4. Draw a self-portrait (drawn from real life in a mirror - not from a photograph) that is drawn from an interesting angle.
5. Sit right outside your front door and draw what you see.
6. Draw something on anything but paper.
7. Draw a figure drawing of a person that is moving (running, walking, dancing, etc.).
8. Draw a landscape that includes a building or a group of buildings. You are very lucky to live where you do! There are many well-known artists that choose to live in this area for all the wonderful outdoor areas to draw. Be sure to consider composition and perspective when choosing your subject.
9. Draw a memory from your childhood.
10. Illustrate a song of your choice. Do not include any lyrics or words in the piece.
11. Draw the inside of something (like a drawer, your car, refrigerator, etc.).
12. Draw a pile of dishes before they get washed.
13. Draw a dark object in a light environment or a light object in a dark environment.
14. Draw three eggs and part of the carton with a strong light source.
15. Find a trashcan. Draw its contents.

## PART 2: SKETCHBOOK EXPLORATION

Complete 5 (five) pages of good, solid work in your sketchbook. Drawings must be fully finished and take up the entire page. You may do the sketchbook assignments in any medium. Choose 5 assignments from the following list:

1. Draw an object in daylight and then again at night by artificial light.
2. Fill 2 pages with a collage of images and words that appeal to you. You must add at least 2 hand drawn images that overlap.
3. Draw the interior of a mechanical object. Zoom in then focus on details and shading.
4. Come up with a new design or improvement to an object that currently exists. Think of something that you might use every day. How can you improve it?
5. Illustrate a dream that you have had.
6. Find a quiet place in a crowd. Draw the crowd.
7. Draw a piece of furniture in your house
8. Empty your wallet or purse and draw what you find.
9. Draw something using one continuous line. Put the pencil on the paper and do not take it off the paper until the entire drawing is finished.
10. Draw tools that belong to a certain profession.

### TIPS

Do not sign your name on the front of any artwork or place identifying marks on the front of any artwork per AP guidelines.

Fill up the entire compositional space. Never intentionally leave negative space around the person, place or thing in your composition.

Always give equal consideration to the background. Never focus on just the foreground. Consider the surrounding environment or create non-objective marks that underscore elements of art and principles of organization in your composition.

Summer grading is based on your ideas, craftsmanship, unity in compositions, and meeting the deadline. Remember, if you do not complete the summer assignment, you will be dropped from the course. Work hard, try your best and you will succeed!

I am looking forward to seeing you grow as an art student. Good luck!



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## Summer 2020 Assignments – 2D Design with focus in photography

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## REQUIRED MATERIALS

Camera(s), ½” binder with pockets to store loose leaf paper, 8” x 10” sketchbook (or something close to those dimensions), 2 USB flash drives (4 GB or larger), editing software (like Photoshop, Lightroom, Snapseed, GIMP, etc.)

## ABOUT CAMERAS

The College Board does not require you to use any particular type of camera. You are permitted to use the camera on your phone, digital or film SLR, medium format, large format, pinhole, twin lens reflex, folding, instant, disposable camera, etc., to capture a photograph. Digital images must be captured WITHOUT using third-party aesthetic-effects applications.

## COURSE BREAKDOWN

Your summer assignments are divided into three parts:

- Part 1: Medium-specific Creation
- Part 2: Sketchbook Exploration

### PART 1: MEDIUM-SPECIFIC CREATION

Photograph and turn in 7 out of the 15 compositional ideas:

1. Go somewhere without your camera. Then go back to that place and take a photo of something you noticed. Tip: Explore different camera angles.
2. Photograph something you don't understand. Tip: Do NOT include text anywhere in the composition.
3. Do a non-literal self-portrait. This means your face does NOT appear in the photograph.
4. Capture a mundane moment. Tip: Focus on something that normally goes unnoticed.
5. Photograph a pile of something using the Rule of Thirds. Tip: Don't place the "subject" in the middle of the frame.
6. Take a series of photos that present a social issue or something that you are passionate about. Be mindful not to gross anyone out or capture anything inappropriate.
7. Set up an interesting still-life of any related or unrelated items. Take a series of photographs as though you were a fashion magazine/home magazine photographer on assignment. Concentrate on texture, shape, composition, negative and positive space, and lighting.
8. Explore color. Try a primary, secondary or tertiary color scheme. Go for warms or cools.
9. Write down your own definition of "nothing." Photograph that.
10. Photograph something that deals with perspective. Think how you may lead the viewer's eye into the work's center of interest. Make sure it's creative and not cliché.
11. Experiment with different ways of 'framing' in your photographs such as diagonal compositions. Tip: Think in terms of minimalism or abstraction.
12. Research a famous art photographer. Take a photo in the style of that photographer of something that you believe could stand alone as "art." Tip: Avoid capturing documentation.
13. Capture a futuristic photo. Tip: Avoid photographing future modes of transportation.
14. Photograph rhythm/movement using pattern, line and repetition in architecture or nature.

15. Use at least 5 photos to create a montage or collage in Photoshop around a central theme of your choice. You may add text if it enhances or better communicates your theme.

## PART 2: SKETCHBOOK EXPLORATION

Complete 5 (five) pages of good, solid work in your sketchbook. This work consists of clippings (i.e., photos that you love or that inspire you) from magazines or other sources, old photographs, your ideas, thoughts, doodles, brain-storming lists, and sketches for ideas. Photographs or clippings should include information on why you chose those images you did and why you were drawn to that composition. Annotate the strongest compositional principles that you see. Investigate compositional styles of other photographers past and present.

## ABOUT SKETCHING

Photographers sketch too! Drawing may or may not be one of your strongest skills but that does not absolve you from sketching. *Every* art student needs to sketch to flesh out ideas.

## TIPS

You should photograph a minimum of 10 images for each theme/assignment. Most successful students shoot at least 20-30 shots for each assignment and turn in the best shots.

Snapshots of your vacation will not be counted. Snapshots are great for your scrapbook and memories; they are not acceptable for this class. If you are taking your camera on vacation and plan to shoot some assignments, make sure you are focused on a theme that goes beyond sunsets or beach scenes. If you who love nature and scenic shots, you will need to think of shots that create images that cause the viewer to look at the scene in a new/different way.

Get familiar with your camera and use aperture and shutter speed purposefully for the desired effects that you want in your compositions. If you're using a mobile device, check out apps that have those features like ProCamera, for example.

In Photoshop, always edit your final images. Use levels and other basic adjustments to make ALL your images reach their full potential. You may turn images to black and white if they have more impact in grayscale rather than in color.

Summer grading is based on your ideas, craftsmanship, unity in compositions, and meeting the deadline. Remember, if you do not complete the summer assignment, you will be dropped from the course. Work hard, try your best and you will succeed!

I am looking forward to seeing you grow as an art student. Good luck!

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## Summer 2020 Assignments – 2D Design with focus in digital media

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## REQUIRED MATERIALS

½” binder with pockets to store loose leaf paper, 8” x 10” sketchbook (or something close to those dimensions), 2 USB flash drives (4 GB or larger), editing software (like Adobe Illustrator, Corel Painter, Autodesk Sketchbook Pro etc.). I do not have tablets, laptops or desktops available for use in the class. You must provide your own computer hardware.

## ABOUT DIGITAL MEDIA

The College Board views works created using digital media as an electronic result of the mark-making process. However, you are not limited to creating digital-only works. Additionally, if at any time you are unable to start/finish an assignment due to technical reasons, you are required to complete the assignment using a physical medium (e.g., graphite on paper).

## COURSE BREAKDOWN

Your summer assignments are divided into two parts:

- Part 1: Medium-specific Creation
- Part 2: Sketchbook Exploration

### PART 1: MEDIUM-SPECIFIC CREATION

Artwork must be at least 8 ½" in width by 11" in height. No work may exceed 18" x 24". You have the freedom to do 5 different assignments or all 5 may be the same assignment done in a different way. Each work must be a finished piece that shows a range of value, tones and shades. Any dry, wet or digital medium may be used. Note that you are NOT allowed to draw from photographs. Choose 5 assignments out of the list below:

1. Create a portrait or self-portrait that expresses a specific mood/emotion: anger/rage, melancholy/loneliness, happiness/joy, etc., in a composition. Work with lighting, values, and color to enhance the psychological atmosphere. Consider the environment/setting. Research portrait artists for inspiration.
2. A close-up of a bicycle/tricycle from an unusual angle and not just a side view. You must include a shadow.
3. Still-life arrangement of at least 3 reflective objects. Something should be reflected in the objects.
4. Drawing of an unusual interior like a closet, cabinet, refrigerator or under a car hood.
5. An extreme close-up of food that is almost to the point of abstraction.
6. Combine text with art and collage other elements.
7. Create a colorful design for a handbag, clothing, or chair.
8. Create an album cover for a musician/music group that does not exist in real life.
9. Drape a person in clothing with lots of folds. A sheet works well too. The point is to show the correct proportions of the figure and to carefully render the intricate folds. Including the subject will make this drawing even better.
10. Contrast of textures. Place 3 eggs on a towel, cloth or crumpled paper (preferably patterned) to create an interesting composition.
11. Create a futuristic cityscape.
12. Do a drawing of your hands in a variety of poses. You must carefully plan your composition for the separate units to visually work together.

13. Create a self-portrait that mimics a famous portrait.
14. Explore mix media by creating a composition that involves at least three different types of mediums (e.g., a wet medium like acrylic paint, a dry medium like using a Sharpie and clippings of text from a magazine).
15. Create a movie poster for a movie that has never existed. Note: you must create your own title and characters that have never existed before. In other words, do not create a new Star Wars or Marvel movie poster.

## PART 2: SKETCHBOOK EXPLORATION

Complete **5** (five) pages of good, solid work in your sketchbook. Drawings must be fully finished and take up the entire page. You may do the sketchbook assignments in any medium. Choose 5 assignments from the following list:

1. Draw an object in daylight and then again at night by artificial light.
2. Fill 2 pages with a collage of images and words that appeal to you. You must add at least 2 hand drawn images that overlap.
3. Draw the interior of a mechanical object. Zoom in then focus on details and shading.
4. Come up with a new design or improvement to an object that currently exists. Think of something that you might use every day. How can you improve it?
5. Illustrate a dream that you have had.
6. Find a quiet place in a crowd. Draw the crowd.
7. Draw a piece of furniture in your house
8. Empty your wallet or purse and draw what you find.
9. Draw something using one continuous line. Put the pencil on the paper and do not take it off the paper until the entire drawing is finished.
10. Draw tools that belong to a certain profession.

## TIPS

Do not sign your name on the front of any artwork or place identifying marks on the front of any artwork per AP guidelines.

Fill up the entire compositional space. Never intentionally leave negative space around the person, place or thing in your composition.



Always give equal consideration to the background. Never focus on just the foreground. Consider the surrounding environment or create non-objective marks that underscore elements of art and principles of organization in your composition.

Summer grading is based on your ideas, craftsmanship, unity in compositions, and meeting the deadline. Remember, if you do not complete the summer assignment, you will be dropped from the course. Work hard, try your best and you will succeed!

I am looking forward to seeing you grow as an art student. Good luck!

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AP Studio Art  
Summer 2020 Assignments – 3D Design

Mr. DeGraaf

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#### REQUIRED MATERIALS

½” binder with pockets to store loose leaf paper, 8” x 10” sketchbook (or something close to those dimensions), graphite or #2 pencils, your own 3D art supplies.

#### COURSE BREAKDOWN

Your summer assignments are divided into two parts:

- Part 1: Medium-specific Creation
- Part 2: Sketchbook Exploration

## PART 1: MEDIUM-SPECIFIC CREATION

Limit the size of your sculpture to 15” in any direction. Use any sculptural media of your choice to create an original work that addresses your interpretation on one of the following prompts:

Motion and emotion  
Rhythm of life  
Juxtaposition  
The unnatural world  
Transitions

Chairs  
Inward versus outward  
Stability and dynamic tension  
Psychology of dreams

## PART 2: SKETCHBOOK EXPLORATION

Research the art of three to five sculptors/architects/ceramics artists; craftspeople whose work you admire. By this time, you may have an idea of the nature of your own portfolio and what direction you plan to take. Therefore, research appropriately to your field of interest. Search out more than just a few of these artists. Select works by these artists, print them in “thumbnail” format and apply them to your sketchbook. Written critique notations: Address how each artist has utilized the art elements of mass, volume, color/light, line and plane, and the design principles of proportion/scale, rhythm, occupied/unoccupied space, repetition, balance, unity/variety, and contrast.

The following is a link to the new AP Studio Art and Design course and exam description. Please read and familiarize yourself with the information section on 3-D Studio Art and Design Portfolio Exam information (starting on page 37). Read all information in this document related to the 3-D Design portfolio.

<https://apcentral.collegeboard.org/pdf/ap-art-and-design-course-and-exam-description-0.pdf?course=ap-studio-art-3-d-design>

Look at samples of student portfolios in 3D design from the AP CollegeBoard website, in the Concentration/Sustained Investigation and Quality sections. Note what defines the differences between a score of 5, a score of 4, a score of 3, and so on.

Begin with researched imagery that you would use as visual inspiration. Sketch your ideas (at least 5) as thumbnails in color, or black ink, or both. Explain your concept in written form with your sketches.

Media suggestions:

Paper/tagboard  
Wood doweling  
Basket reed  
Plaster/plaster gauze  
Wire/sculpture wire

Modeling compound/sculpey  
Clay  
Plaster  
Color tissue paper  
Plastic/Styrofoam

Yarn/string/threads  
Stained glass  
Nails  
Fabric/stuffing  
Nails/metal/tooling foils

This sculpture, along with all summer research, should be ready to present by our return date to school.

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