

# AP Studio Art Summer Assignment 2019-2020

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AP Studio Art  
Summer 2019 Assignments – 2D Design

Mr. DeGraaf

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

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**Note that the summer assignments are due at the beginning of class on Thursday, August 15, 2019 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 @g77c6a).

#### REQUIRED MATERIALS

½" binder with pockets to store loose leaf paper, 8" x 10" sketchbook (or something close to those dimensions), drawing 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, even photography. You must follow decide whether each piece is in a physical format or digital format. See me if you have never taken photography or digital art.

## 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, 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

Always incorporate a range of value.

Draw from observation and not from published photographs.

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 2019 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 MARK-MAKING

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.
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10. Draw tools that belong to a certain profession.

### TIPS

Always incorporate a range of value.

Draw from observation and not from published photographs.

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!

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## Summer 2019 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: Elements and Principles Investigation
- Part 2: Medium-specific Creation
- Part 3: Sketchbook Exploration

### PART 1: ELEMENTS AND PRINCIPLES INVESTIGATION

Investigate the elements of art (line, shape, form, space, color, value, pattern and texture) and principles of organization (unity/variety, balance, emphasis, contrast, rhythm, repetition, proportion/scale and figure/ground relationship) found in nature and man-made environments using your camera. Remember to use variety in perspective, camera angles, proximity to subject, composition, and lighting to create impact in your compositions. Choose the best 5 photographs for this section of the assignment.

### PART 2: MEDIUM-SPECIFIC CREATION

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

1. Study people's faces this summer. Take “character” portraits of someone whose face really speaks to you. Do NOT simply photograph someone posing with a smile.
2. Do a series of photos experimenting with motion. Use a variety of long shutter speeds, panning to show motion, and/or freeze the action of your subject.
3. Do a non-literal self-portrait. This means your face does NOT appear in the photograph.
4. Photograph night scenes. Try some long exposure “light painting” or time-lapse photography.
5. Work with silhouettes (by shooting your camera into the light). Try a series by improving your composition with each new photograph.
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. Think outside the box. Go to a (safe) weird location or find some strange angles to a seemingly normal situation or subject. Photograph it. Use juxtaposition.

10. Photograph something that deals with perspective. Think how you may lead the viewer's eye into the work center of interest. Make sure it's creative and not cliché.
11. Experiment with different ways of 'framing' in your photographs. Try a series of different creative devices (hands, bicycle wheel, hair, etc.).
12. Try using a screen or reflective surface in your work.
13. Work with people, people, and more people! Try posed shots in different lighting, informal street portraits, group portraits and people in positions where the background helps explain the photo. Use different light sources or backgrounds to vary the mood.
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 3: 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.

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## Summer 2019 Assignments – 2D Design with focus in digital media

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## REQUIRED MATERIALS

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## 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

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### PART 1: MEDIUM-SPECIFIC CREATION

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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.
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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

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5. Illustrate a dream that you have had.
6. Find a quiet place in a crowd. Draw the crowd.
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## TIPS

Always incorporate a range of value.

Draw from observation and not from published photographs.

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.

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