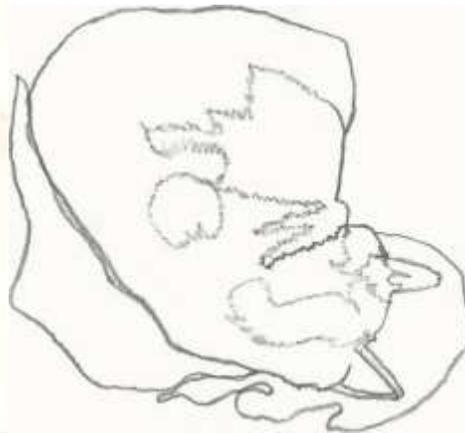


## LINE Project

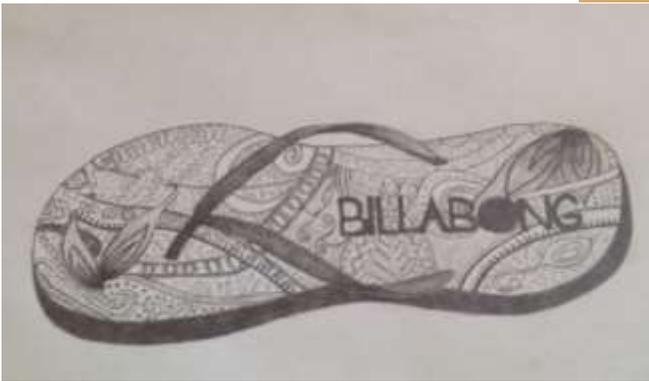
- Do a continuous line drawing.
- Render your subject with one, long, unbroken line. Your process will be similar to an etch-a-sketch or "drawing" with a sparkler in the air. Do not pick up your pencil or erase any of your work. If you need to pick up your pencil, put it back down at the point you left it. You may retrace lines you've already drawn. Do not "shade in" your drawing.
- You can use this photograph of bamboo (the only plant that has thrived under my care) or find your own object to use as reference.



Student Examples: These are some exceptional projects done by previous students!

## MASS to SHAPE Project

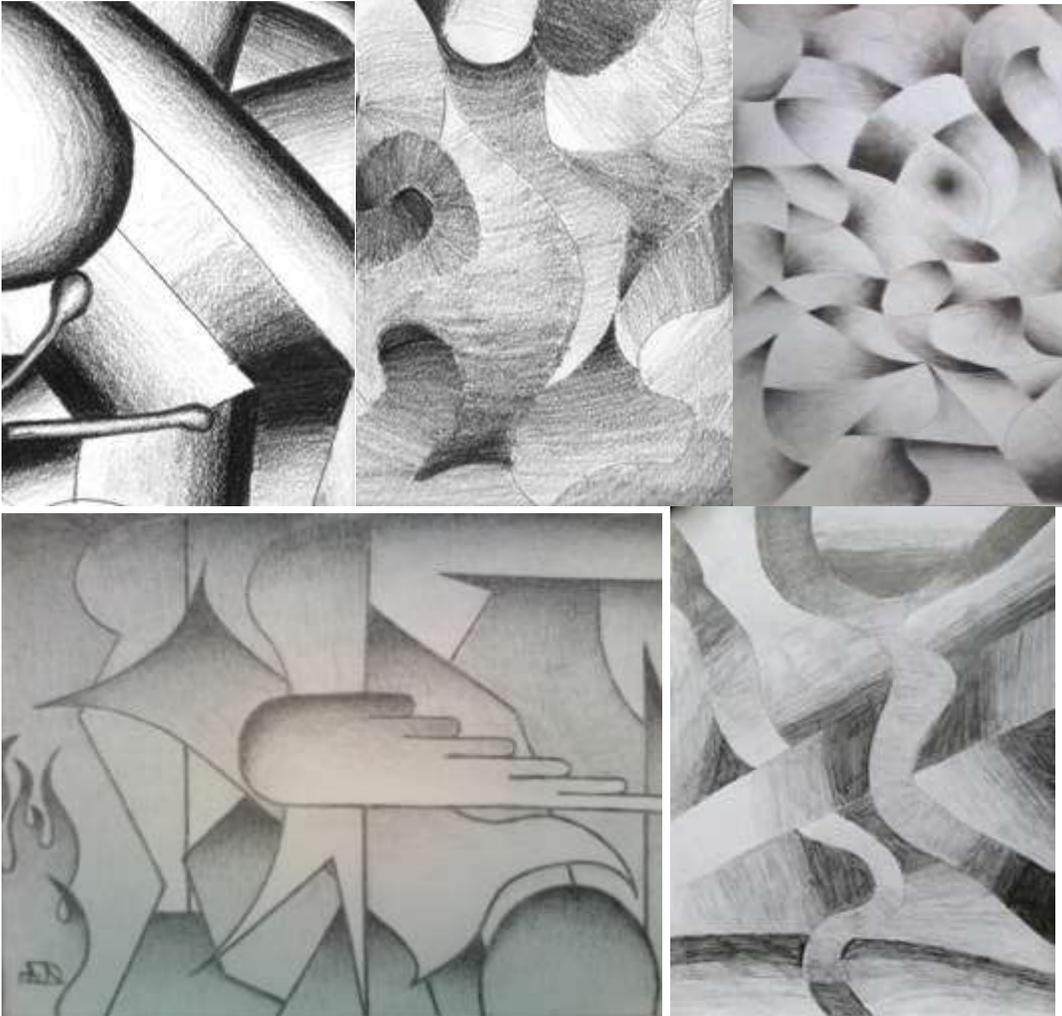
- Shoes make can make interesting subjects because they tend to develop unique character as they are worn. You no doubt have a pair of shoes that have become as individual as your fingerprint. One really has to closely examine the shape/ mass of a well-worn shoe because it is so unique and unlike any other.
- Draw one of your shoes, looking at the three-dimensional mass and translating on paper to two dimensional shapes.



Student Examples: These are some exceptional projects done by previous students! (Andy Warhol started his career by drawing shoes . . . this could be your first step to fame and fortune!)

## **LIGHT Project**

- Use lines to divide your whole paper into separate shapes.
- Practice gradual shading within each enclosed shape.
- Each shape should have one area you leave the white of the paper transitioning to an area of the darkest value you can achieve.



Student Project Examples: These are some exceptional examples from previous students!

## **COLOR Project**

- Experiment with the color by rendering a piece (or two) of fruit with little marks – try dots, crosses, or small lines.
- You may use the fruit shown here for reference or any fruit you may have on hand.



Here are some great examples from former students.

## **TEXTURE & PATTERN Project**

The surrealist artist, Max Ernst, used various techniques to create visual textures. He would create images from texture rubbings (he called this technique "frottage").

- You can also create a drawing using a texture rubbing technique. You will need to find textured surfaces in your environment – wood, cloth, a football, etc. Place a piece of paper over the texture(s) and rub over it with your pencil. Create a new context for the texture by erasing, enclosing shapes and adding lines.
- Notice how actual texture becomes two dimensional patterns of light and dark that read as implied textures.



Here are some exceptional student examples to inspire you!

## SPACE Project

- Overlapping is the most basic way to achieve the effect spatial depth in a drawing.
- Draw a still life using several objects in your environment. Be sure to create overlapping by placing some items in front, so that they block the view of the objects behind them. Or, you may choose to draw the still life in the reference photo below.



These are some exceptional projects done by previous students using the reference photo shown here!

## TIME & MOTION Project

- The images in the poster below are from the Summer Olympics in Beijing, China. The artist needed to effectively communicate which sport was taking place on signs, maps, and event locations without relying heavily on written language.
- It is amazing how simple but effective these figures are using just a few lines and shapes.
- Draw a figure in motion in the style shown in the examples shown below.

