

Dear AP Studio Art 3D-Design Students and Parents,



Welcome to AP Studio Art!!! I am so excited for next year! I have some upfront information for you all. First, please know that we, at Everett High, do not any student to feel like they can't participate in the AP program, art or otherwise due to financial barriers. If you feel, for any reason, funding is getting in the way of your full participation, including the portfolio review which costs \$80.00, please contact me. We have options. Also, if you need to borrow art supplies for your summer homework, I have a "check-out" process and you are welcome to take home materials for the summer. If at this time you can't afford a sketchbook please come see me and I will get you set up.

In addition to this packet, our summer assignments are listed on my website: www.everettsd.org/ehs-aleggett. Select AP Summer Homework from the left sidebar.

This summer EHS is hosting an AP Institute for next year's AP students, this is you! We will be available to work with you on your summer homework, you can meet other AP students and learn about helpful skills as an AP student. We will feed you pizza! Please attend!! There will be a total of 3 sessions in the EHS Career Center:

Wednesday, June 20

(8:00-11:00 am)

Tuesday, August 21

(8:00-11:00 am and/or 1:00-4:00 pm)

I am so excited for next year! please contact me here at EHS during Nesika or after school or email. Have a wonderful summer

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AP STUDIO ART: SUMMER HOMEWORK

1. Review the AP Studio Art Website and Generate a Page of Notes/Questions

Get acquainted with the AP Studio Art portfolio by reviewing the expectations on the [AP website](https://apstudent.collegeboard.org/apcourse) (<https://apstudent.collegeboard.org/apcourse>). Take notes in your sketchbook.

- Describe in your own words the three sections of the portfolio: Breadth, Concentration, Quality
- Review [sample portfolios](https://apcentral.collegeboard.org/courses/ap-studio-art-2-d-design/portfolio/2017-studio-art-2-d-complete-portfolio-sample) (<https://apcentral.collegeboard.org/courses/ap-studio-art-2-d-design/portfolio/2017-studio-art-2-d-complete-portfolio-sample>) to better understand the different sections
- Also, include 5 unanswered questions in your sketchbook about the course/portfolio...

2. Inspirational Artist Web Research and Notes

In you sketchbook, record information and images of 7 new 3D artists that inspire you. Please stick to sculptors .

Research Requirements:

- Research new artists using the following research tools
 - [artsy.net](https://www.artsy.net)
 - <http://www.thisiscolossal.com/>
- Select 7 or more artists and document the following
 - Artist's Name, Date of Birth, Country of Origin (if not listed research online)
 - 5 reasons this artist inspires you
 - 3 images of their work (printed and collaged into sketchbook)

3. Andy Goldsworthy Inspired Installation or Sculpture

Create an installation (a work of art that uses the environment as part of the art itself) inspired by the work of Andy Goldsworthy. Photograph the installation in a variety of ways and from a variety of angles to showcase your work.

Requirements

- Research Andy Goldsworthy and his art
- Design a site based artwork (installation) in your sketchbook
- Build your installation making the ENVIRONMENT a key component of your project
- Document your project
 - 5 or more photographs from a variety of angles and vantage points
 - 3 or more photographs incorporating human interaction
 - 3 or more photographs taken from different times (hours or days later) to showcase change
- Save your images in your google drive in a folder titled: Goldsworthy Inspired Installation

4. Bonus Projects!!

Start your year off right by getting a headstart on your portfolio!! Choose a sketchbook prompt from the following list and translate it into a sculpture! Be creative, use any materials that inspire you and have fun!! Photograph your work!!

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SKETCHBOOK

PROMPTS



PEOPLE

- Draw someone you sit by in an odd pose.
- Draw family members with things that are important to them.
- Draw yourself (or someone else) painting toenails.
- Find a quiet place in a crowd. Draw the crowd.
- Draw a relative by the light cast from a TV/Phone/Computer or other screen.
- Make a portrait of yourself in twenty years. Or in fifty years. Or both.
- Draw a masked man (or woman) that is not a superhero.
- Draw the ugliest baby you can imagine.
- Draw two sports figures—one in a dynamic pose, one in a static pose.
- Draw two self-portraits with odd expressions.
- Draw something or someone you love.
- Draw hair. A lot of it.
- Take a picture of someone near you on a bus or in a car. Draw them.



ANIMALS

- Draw an animal eating another animal.
- Draw your art teacher in a fight with an animal.
- Draw an animal playing a musical instrument.
- There is an animal living in one of your appliances. Draw it.
- Draw a dead bird in a beautiful landscape.
- Draw something from a pet's point of view.
- Draw an animal taking a bath.
- Draw an animal taking a human for a walk.
- Combine 3 existing animals to create a completely new creature.
- Draw a family portrait. Plot twist: It is a family of insects or animals.
- Draw an animal playing a musical instrument.
- Draw the most terrifying animal you can imagine. Or the most adorable.



FOOD

- Draw a pile of dishes before they get washed.
- Tighten a C-Clamp on a banana. Draw it.
- Draw a slice of the best pizza you have ever seen.
- Draw junk food and the wrapper.
- Draw your favorite food.
- Create your own restaurant. Draw the restaurant, your executive chef, and a 12-item menu.
- Draw the ingredients or process of your favorite recipe.
- Draw salt and pepper shakers.
- Draw fresh fruit or vegetables, or something fresh from the oven.
- Draw a salad.
- Draw the oldest thing in your refrigerator.
- Draw a piece of fruit every day until it becomes rotten.
- Draw everything on a restaurant table.



OBJECTS

- Draw what is in the rearview mirror of the car.
- Draw moving water. Draw still water.
- Draw an object floating.
- Make a drawing of all of your drawing materials.
- Find a trash can. Draw its contents.
- Draw tools that belong to a certain profession.
- Draw three objects and their environments. One of the three should be in motion.
- Draw the interior of a mechanical object. Zoom in, focus on details and shading.
- Create three drawings of messes you have made.
- Draw five objects with interesting textures: wood grain, floors, tiles, walls, fabric, etc.
- Draw a collection of purses, wallets, or bags.
- Draw your favorite well-loved object or childhood toy.
- Draw a watch or another piece of jewelry.
- Draw something hideous that you keep for sentimental reasons.
- Draw something with a mirror image.



TECHNICAL SKILL/SKILL DEVELOPMENT

- Draw all the contents of your junk drawer with one continuous line.
- Make a detailed drawing of a rock.
- Draw a dark object in a light environment.
- Draw a light object in a dark environment.
- Make a detailed drawing of five square inches of grass.
- Draw a transparent object.
- Draw a translucent object.
- Do several studies of eyes, noses, and mouths in a variety of poses.
- Draw an interesting object from three different angles.
- Value Studies-Draw three eggs and part of the carton with a strong light source.
- Draw three metallic objects that reflect light. Focus on highlights and reflections.
- Refraction-Create two drawings of separate objects partially submerged in water.
- Make three drawings (your choice of subject) using materials with which you are not familiar.
- Draw a piece of patterned fabric with folds.
- Draw a bridge and all of its details.



CREATIVITY/ORIGINALITY

- Draw yourself as an original superhero.
- Make a drawing that looks sticky.
- Draw a mysterious doorway or staircase.
- Draw an empty room. Make it interesting.
- Draw a flower. Make it dangerous.
- Draw an object melting.
- Draw an imaginary place, adding all kinds of details.
- Draw a gumball machine that dispenses anything but gumballs.
- Danger! Draw yourself in a dangerous situation.
- You are on the back of the bus. Figure out who is with you, where you are going, and why. Illustrate and explain.
- Draw what's under your bed (real or imagined).
- Draw the most incredible game of hide-and-seek you can imagine.
- Create a new sport. You can improve an existing sport, combine two existing sports, or come up with something completely new.



OPEN-ENDED THEMES

- Make a drawing that is totally truthful.
- Make a drawing that lies all over the place.
- Make a drawing that is completely and utterly impossible.
- Story Illustration: Fix a story that you don't like, or reflect/improve upon one you do.
- Let someone else choose your subject and tell you what to draw.
- Draw your greatest fear.
- Use song lyrics, quotes, or poetry to inspire a drawing.
- Find the three most useless objects you can and draw them.
- Draw an interesting form of transportation.
- Draw something for which you are thankful.
- Go somewhere new and draw what you see.
- Draw something that can't be turned off.
- Draw something soothing.
- Draw something you think sounds or smells incredible.
- Draw something that needs fixing.
- Draw something you've always wanted.
- Draw something out of place.
- Draw something that should have been invented by now.
- Draw something you keep putting off, or something that causes you to procrastinate.