Dear AP Studio Art 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.

Your summer assignments are listed on my website: www.everettsd.org/ehs-aleggett. Select AP Summer Homework from the left sidebar. All of your summer assignments focus on your sketchbooks. Your sketchbook will become your art playground!! It is where we try out new ideas, experiment with new media, practice our skills, write, collage in and develop your practice. On the homework page of my website I have included links several videos showcasing sketchbook work.

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 2/3 sessions in the EHS Library:

Friday, June 23 (8:00-11:00 am) Tuesday, August 22 (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, through REMIND (instructions are on your homework page) or email. Have a wonderful summer

Aimee Leggett (B211) aleggett@everettsd.org

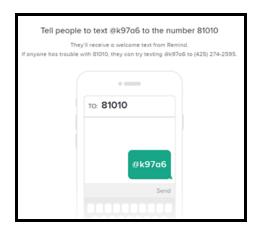
AP STUDIO ART SUMMER HOMEWORK

Sign up for Remind

Date Assigned: 05/10/2017 Date Due: 07/01/2017

Sign up for our class Remind account. From here you can text me questions about your summer homework and I also will have a

way to share resources and reminders with you.



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

Date Assigned: 05/10/2017 **Date Due:** 09/06/2017

Get acquainted with the AP Studio Art portfolio by reviewing the expectations on the AP website. In your sketchbook, outline what you understand about the Breadth Section, Concentration Section and Quality Section. Also, include 5 questions, listed in your sketchbook, about the AP Studio Art course AP Studio Art Webpage (https://apstudent.collegeboard.org/apcourse/ap-studio-art-2-d-design)

Inspirational Artist Web Research and Notes

Date Assigned: 05/10/2017 Date Due: 09/06/2017

Explore the research tools in the sidebar of my webpage. Find at least 10 NEW artists, print/past or copy information about these artists into your sketchbook. If possible, print an image of their work and past it into your sketchbooks. Use your design knowledge and art skills to make these pages creative and interesting.

10 or more Sketchbook Pages

Date Assigned: 05/10/2017 **Date Due:** 09/06/2017

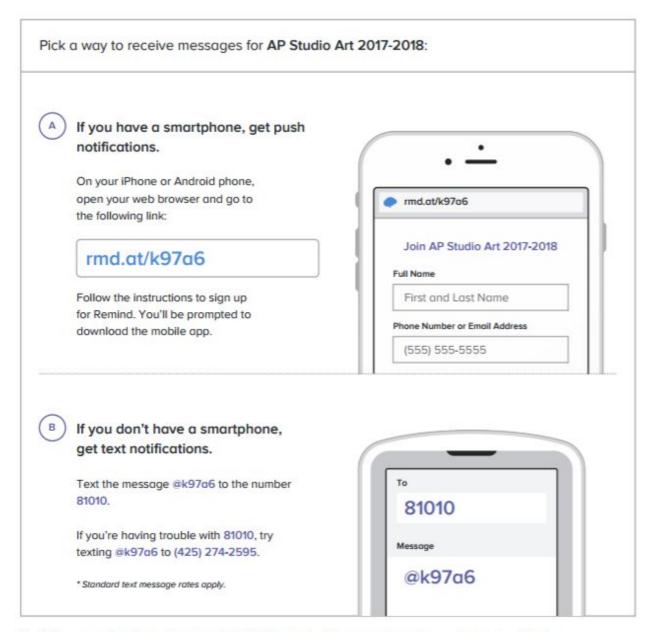
Fill at least 10 pages in a sketchbook using various art materials. Review the attachment for ideas on how to approach your 10 pages. Also, watch the below video illustrating the difference between working in a sketchbook and creating a finalized work of art. They are VERY DIFFERENT!!!

100 Sketchbook Ideas (incase you need inspiration)



Sign up for important updates from Ms. a. leggett.

Get information for Everett High School right on your phone—not on handouts.



Don't have a mobile phone? Go to rmd.at/k97a6 on a desktop computer to sign up for email notifications.

100 SKETCHBOOK



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.



- 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. o 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.