

Advanced Placement Studio Art Summer Assignments for the 2-D Design Portfolio

To help alleviate the pressure during the school year of producing the many pieces needed for the AP Portfolio, there will be summer homework for the course that AP students must complete. Completing more pieces than required will put you that much further ahead when school starts. ☺

Helpful Tips:

1. **Whenever possible, draw directly from life, not photographs or other reference images. Do attach any picture sources to the back of the work.**
2. Spend an afternoon at one or both of our two libraries. Both of them have many, many books on artists and art techniques. Find some artists and master works you like and start studying them for ideas.
3. Read all you can about the elements of art and principles of design by visiting the library, bookstore, or internet.
4. *The Artist's Magazine* and *International Artist* are both great magazines showcasing contemporary art and artists, as well as good at describing techniques.
5. Use good quality drawing paper, watercolor paper, or other art supports. (Do not use typing or computer paper.) Print photographs on glossy, satin, or inkjet fine art paper, like Canson.
6. You may use any media you think appropriate for the subject--this is always an important consideration.
7. **USE YOUR SKETCHBOOK TO PLAN YOUR ARTWORK—EVERY TIME!!** Make several thumbnail sketches to determine a strong composition. Even if your medium is photography, do a few thumbnails unless it is a candid shot. Do a color study if applicable.
8. Always draw a format around your support before you start to take into account space that will be lost when matting your piece.
9. **Do not sign your name** or put any identification on the front of any work (AP guidelines).
10. Work for quality so that some of these may be included as finished pieces in your portfolio. No work may be larger than 18" by 24" for the quality section (you will have to send 5 actual artworks), but you can work larger than that and photograph it for your breadth or concentration sections.
11. Use a viewfinder (small rectangle cut out of an index card) to help you compose the picture and see the shapes of the negative spaces if you need to. Use your camera viewfinder to explore your options for shooting your image.

"Lord, grant that I may always desire more than I can accomplish." – Michelangelo

It is vital to think about what constitutes original artwork. Original comes from your own mind and spirit, and any reference photos should also be taken by you, or whoever took them gives you explicit permission to use them. When planning your work, if you go with your first thought, be advised that it is most likely obvious and someone else has probably already done it. Think of some more solutions that are not so literal, obvious, or predictable!

Here's what the AP guide says about using other references; it is also a guiding principle in the art world: "Any work that makes use of other artists' work (including photographs) and/or published images must show substantial and significant development beyond duplication. This may be demonstrated through manipulation of the formal qualities, design, and/or concept of the original work. **It is unethical, constitutes plagiarism, and often violates copyright law simply to copy an image (even in another medium) that was made by someone else.**"

Part One: Life Drawings

Do at least TWO of the following observational drawings. The AP Readers (Judges) love to see drawing from observation, as do art schools. You may use charcoal or graphite (pencil - a 2B or 4B pencil is recommended). Use strong values and a range of four to five values. You may use your sketchbook if you wish, as long as the drawing is at least 8" x 10", or you may draw across both pages.

1. Find an interesting area in your house (the inside contents of a drawer, a closet, a shelf, medicine cabinet, car, refrigerator) or a section of your home and draw what you see. Emphasize surface texture of objects.
2. Draw two or more reflective objects (glass, metal, shiny fruit, etc.) together in a still life of your making. Your goal is to convey a convincing representation. Make use of different-value shapes, reflections, and cast shadows.
3. Draw a self-portrait from an unusual angle. Work from life – no photos! - by sitting in front of a mirror and use natural daylight or a lamp to create a strong light source (you may even use a flashlight shining up from below). Use graphite, pen and ink, charcoal, or marker. Fill up the space with the figure; it can be just the head and shoulders, the whole torso, or the whole figure. You may use props like hats, glasses, scarves and/or costumes, if you wish. Do some research online or at the library about different artists' self-portraits and the styles and techniques they used to create them.
4. Draw the animal(s) in your life.

Part Two: Projects

Choose at least TWO projects to create. You may use any media or combination of media, including traditional painting and drawing media, collage, photography, or computer-altered art. Photographs and computer-altered art must be printed out.

1. Create a series of 3 new artworks around a theme of your choosing. Consider this a mini-concentration. Research Christian artist Makoto Fujimura (www.makotofujimura.com) for inspiration.
2. Create a comic strip or mini-billboard about a social issue. All characters must be original. Include color and text as needed.
3. Create a photomontage focusing on a single visual theme. Photographs may be "photoshopped". Research Barbara Kruger.
4. Using media of your choice, design a CD cover for a made-up musician or group, or for any that you personally know. It must be totally original and be packaged in a plastic CD case.
5. Research and create a Pop-inspired work incorporating personal symbols or words. Research Andy Warhol, Robert Indiana and Ed Ruscha – also their photography.

6. Create an artwork that illustrates a story or person from the Bible; perhaps use contemporary people to illustrate it. Research contemporary artist Kehinde Wiley's work, Rembrandt's many biblical scenes, and James Tissot's prophets' series.
7. Create an offbeat portrait of a family member/friend in an environment using thick bold outlines/contours and areas of color; or if taking a photograph, draw or paint the outlines/areas of color on the printed photograph. If you like, try oil pastels. Research Georges Rouault and Van Gogh.
8. Create a new, artsy label for a real can of food with a social issue as the theme. Take the original label off and glue your artwork label on AFTER photographing it for your portfolio. Research www.artandsocialissues.cmaohio.org/ to start. Think of other issues where Christians are involved.
9. Create a colorful design for a handbag or other accessory, or for an item of clothing. Research Trina Turk.
10. Photograph a still life of objects – the Farmer's Market in CW or Yorktown, or a local fruit/vegetable stand are great places for still life photos.
11. Photograph cityscapes featuring interesting architecture, textural surfaces, interesting lighting and compositions. Research Simon Lewis (www.simonlewisphotography.com)

Show your process by developing each idea (research, artistic influences, techniques practice, etc.) for each piece in your sketchbook. Plan your composition with big shapes, value/color contrasts, scale relationships, point of view, and lighting. Intentionally use the elements of art and the principles of design. Solutions should not be trite, obvious, or predictable. Refer to the AP Studio Art Poster often.

Think about your goals for AP:

What materials do you want to work in (media)?

What skills and strengths do you already have (weaknesses also)?

What subjects do you want to develop?

Why are you taking AP Studio Art?

What do you hope to accomplish by taking it?

Have fun creating!