

AP STUDIO ART 2-D Art and DESIGN/Drawing SUMMER WORK 2020

AP Studio Art 2-D Art and Design and AP Studio Art Drawing are college level courses requiring a 2-part portfolio. In order to meet the demanding portfolio requirements, it is important to create and investigate artwork during the summer. These summer assignments help alleviate the pressure during the school year of producing the many quality pieces needed for a successful portfolio. You will need to dedicate a substantial amount of time to this. **DO NOT PUT IT OFF UNTIL THE END OF THE SUMMER!** All summer assignments are due the first week of school.

The 2-D Art and Design portfolio is based on mastery of Design ELEMENTS (space, line, shape, form, value, color, texture) and PRINCIPLES (unity, variety, balance, emphasis, contrast, rhythm, movement, repetition, proportion). The AP Drawing portfolio is based on mastery of mark-making skills (how you use your medium to show the elements) as well as how effectively you use the Design Elements and Principles. Look at the AP website:

Design:

<https://apcentral.collegeboard.org/courses/ap-studio-art-2-d-design/portfolio/past-exam-questions?course=ap-2-d-art-and-design>

Drawing:

<https://apcentral.collegeboard.org/courses/ap-studio-art-drawing/portfolio/past-exam-questions?course=ap-drawing>

You should be able to see the difference. While there IS overlap, you should be able to pick up which portfolios reflect more Design and which ones reflect more Drawing. Where does your style fit it? At the end of this document you will find a handout defining these design basics. Refer to this as you plan, create, and complete the assignments.

AP STUDIO ART 2-D Art and Design and AP STUDIO Drawing PORTFOLIO REQUIREMENTS:

- Sustained Investigation - 15 pieces of artwork exploring a single visual theme in depth. These will show investigation and growth.
- Quality - 5 original pieces of artwork. They should be your very best and will be selected from the pieces in your Sustained Investigation portfolio. No smaller than 8" x 10" or larger than 18" x 24" (including mat).

Now the fun part, you get to make art over the summer! One of the goals for your summer assignments is to keep you thinking visually, and to get you to experiment and try stretching your range of experiences and expressions. Your summer assignments should be high quality

and demonstrate strong technical skills. Pace yourself but work consistently. DO NOT WAIT UNTIL AUGUST!

Feel free to email me during the summer with any questions and show me your progress with pictures of your work. rwilliams@vikingmail.org

PART 1: RESEARCH (25 points each = 50 points)

1. Gallery or Art Exhibition Review. Go look at some good ART!
 - Visit TWO art exhibitions over the summer. They can be art galleries, local art centers, museums, art festivals. Due to closures you will use the Internet. Think about it...you can travel the world! This is a great website to start your journey:
<https://artsandculture.google.com/>
 - List the TWO exhibits you visited: Name of gallery, museum, festival, etc., Title of exhibit, Location of gallery, museum, festival, ect. 5 points
 - In your sketchbook answer the following questions for each exhibit: What did you see? Choose your favorite artist in the exhibit. Describe the issues they explore in their art. What do you like about their work? Did the work affect you in a positive way or a negative way? Why? Describe the subject matter, style, etc. of their work. 10 points Choose one artwork from your two visits and draw a picture of it in your sketchbook. Include the artist's name and title of the work. 10 points

PART 2: COMPLETE AT LEAST 2 PROJECTS FROM THE FOLLOWING LIST. 50 POINTS EACH = 100 POINTS DUE THE FIRST WEEK OF SCHOOL!

*You are welcome to create more than two. As you work, begin to think about things/issues you're interested in. What could be a theme for your Sustained Investigation?

Artworks should be no smaller than 8" x 10" and no larger than 18" x 24" in size. These pieces can be used for the Sustained Investigation section of your portfolio. Remember: the assignments are about QUALITY not quantity!

1. Create a nontraditional portrait of someone you know (can be a self-portrait). Create the portrait using the Neo-Impressionist style (think Georges Seurat or Paul Signac) BUT instead of using paint, use an unexpected material to create the colors. Only use one material to create cohesion. You can use M & Ms, rubber bands, colored paper clips, pieces of color balloons, buttons, etc.

2. Create a self-portrait that expresses a specific mood/emotion. Mood/Emotions: anger/rage, melancholy/loneliness, happiness/joy, etc. Work with lighting and values. You can use pencil, colored pencil, charcoal, or pastel. Drawing must use a 5-point value scale (think back to Drawing and Painting) with a range of strong darks and lights. Strong lighting can be used to achieve this dramatic effect. Use color to enhance the psychological atmosphere. Consider the environment/setting. Go beyond a basic pose-think about a different point of view or zoom in, etc. Research portrait artists for inspiration.
3. Still life arrangement of at least 3 reflective objects. Reflective surfaces can be glass or metal. Something could be reflected IN the objects. Set up the objects on a cloth-covered table and place a lamp near it to create dramatic lighting. Render as accurately as you can. Research still lifes.
4. Extreme close-up of food, almost to the point of abstraction. Very detailed. Cut up fruits and vegetables and look closely at the insides for interesting abstract qualities. Use strong color and strong composition-how will you use all the space? Is there a focal point? Where will you place it?
5. Buildings in a landscape. Draw on location or take a variety of photos to draw from later. Old churches are great for this. Make sure the perspective is correct.
6. Nature close-up. Get outside and take your camera or sketchbook and do a series (at least 3) of nature close-up sketches. Select your best one to do a final render drawing in colored pencil. Show balance, a focal point, concentrate on values and textures. Must use a 10-point value scale.
7. Show action. Take a photograph of a person jumping rope, walking, riding a bike, walking down stairs, etc. Think about your point of view. Look at *Nude Descending a Staircase* by Duchamp, research Futurist artists like Giacomo Balla or F.T. Marinetti or study the photography of Eadweard Muybridge.
8. A drawing, painting, or mixed media piece depicting an unusual interior. Show the inside of a closet, cabinet, refrigerator, your car, under the car hood, or the interior of anything you choose. You may take some photos with your camera as reference to draw from. This should be very detailed.
9. Contrast of textures. Place 3 eggs on a towel, cloth or crumpled paper to create an interesting composition. You can choose other smooth objects if you don't want to use

the eggs. Use drawing pencils or colored pencils (layer your pencil alternating hatching/cross-hatching directions; Use a wide variety of values). Pay attention to the smoothness of the eggs/objects against the rougher quality of the towel, cloth or paper. You need a light source to help show the textures.

10. Surrealism. Research Surrealism (historical and contemporary artists). Read what the surrealist artists say about their artwork. Create a work in the surrealist style. You may want to do this as a mixed-media piece. Have fun with it!

AP STUDIO ART 2-D Art and Design and AP STUDIO Drawing TIPS

- Draw directly from life instead of using reference photos, whenever possible. **If you must use a photo, have it be your own or use a photo from the public domain.** Attach the photo to the back of the work. The AP Readers (Judges), as well as art schools, love to see a drawing made from life.
- Use quality materials for your art. Good materials make it easier to create good work. Use the coupons for Michael's or Hobby Lobby to help offset the cost. When choosing a sketchbook, consider one that either allows for multiple uses or has thick, quality drawing paper.
- Spend at least 5 hours on each piece. Most high quality pieces will take longer than this.
- Use a sketchbook to plan your artwork (thumbnail sketches, jot down notes, glue in reference images, do color studies, practice media options, etc.). All pieces should be complete...do not turn in studies. These process drawings can be included in your portfolio
- Use a variety of media, even combining them for mixed media.
- Use a complete range of values. All drawings must be complete with a full 10-point value scale (in Drawing and Painting we talked about a 5-point value scale, now you're moving forward to 10). Here's an example:



- Apply the elements and principles of design to all of your artwork-if you don't know them, you need to learn them for the FIRST DAY OF CLASS!
- DO NOT SIGN YOUR NAME TO THE FRONT OF YOUR WORK or place any identifying marks on the front as per AP Guidelines. Be sure to write your name ON THE BACK.
- Research art. Read about art, watch TedTalks on art/artists. Study the artworks. Search the Internet for artists dealing with the same subjects as you. Study their work, philosophy, life, and influences. Write their names and what inspires you in your sketchbook. You can reference this as you move through the class.
- Also, become familiar with the AP website. It's full of valuable information for you and your parents as well as lots of examples of student portfolios:

<http://apcentral.collegeboard.com/studio2d>

<https://apcentral.collegeboard.org/courses/ap-2-d-art-and-design?course=ap-2-d-art-and-design>

<https://apcentral.collegeboard.org/courses/ap-drawing?course=ap-drawing>

<https://apcentral.collegeboard.org/courses/ap-studio-art-drawing?course=ap-studio-art-drawing>

Here is the rubric I will use to grade your summer work. You are welcome to print the rubric and fill out 1 and 2 as you complete your two artworks.

APSA Summer Art Making Rubric

50 points

Name _____

Title of Artwork _____

1. Identify the driving idea(s), materials, and processes used (100 characters maximum including spaces):

Grade 1 3 5

2. Describe how your work demonstrates your 2-D or drawing skills. (100 characters maximum including spaces)

Grade 1 3 5

1=basic 3=proficient 5=advanced

3. Creation of artwork that demonstrates technical knowledge of the elements and principles of design.

10=basic

15=proficient

20=advanced

5. Creation of artwork that demonstrates creativity and a unique perspective of the subject matter.

10=basic

15=proficient

20=advanced

Part 3: MINIMUM OF 50 PERSONAL STOCK Photographs 50 POINTS:

Stock photography is a collection of images that artists might purchase to use for their work in lieu of hiring a photographer. You will be both photographer and artist.

****You must have as many original images as possible for this class.**

Quality is important. These photos will be used to inspire or guide future Sustained Investigation works. Push yourself to take exciting photos that are expressive and unique so that your portfolio shows a high level of creativity. The more variety, the better!

Use the lists below in any combination to inspire/ inform your photos. Repeat prompts if necessary although work towards a wide range of photos. You may use any photographic device you like that will produce quality photos.

Create a Folder in your Viking Google DRIVE that you can save photos to. Organize the photos based on subject matter. This will make it easier for you to reference what you want.

DIGITAL PHOTO PROMPTS:

Design: Consider overall composition so that you have a clear focal point and interesting composition

1. Directional line	6. Reflection	11. Intersecting lines	16. Abstract
2. Extreme Contrast	7. Transparency	12. Extreme bird's eye view	17. Close-up and cropped
3. Unusual Texture	8. Movement	13. Radial design	18. Geometric
4. Symmetrical Balance	9. Impossible scale/ proportion	14. Extreme worm's eye view	19. Foreground, middleground, background
5. Pattern/ Rhythm	10. Overlap	15. Emphasis	20. Organic

Subject Matter: Explore a variety of subjects. Push yourself to a surprising or new approach to the subject and consider the feeling you can express (scary, funny, odd, serious, etc)

1. Portrait	6. City scape	11. Architectural	16. Water/ Liquid
2. Landscape	7. Seascape	12. Vintage	17. Hands or feet
3. Unusual Object	8. Mechanical	13. Abandoned	18. Toys
4. Human figure	9. Urban	14. Common object in	19. In a closet

		odd setting	
5. Animal	10. Pathway	15. Pathway	20. Insects

Idea: Consider the expressive nature or feeling you can create by the way you capture or portray a subject. Push yourself to be expressive and show your viewers something new!

1. Close up	6. Hot	11. Peaceful	16. Night/ Day
2. Far away	7. Cold	12. Retro	17. Sad
3. Slow	8. Big v. Small	13. Young	18. Scary
4. Fast	9. Clutter	14. Nostalgic	19. Dreams
5. Symbolic	10. Love	15. Inside/ Outside	20. Secrets

Supply List

AP Studio Art 2-D Art and Design and AP Studio Art Drawing

The following materials are REQUIRED for the AP Studio Courses:

<p>1. Hardcover sketchbook Minimum 8.5" x 11" or 9" x 12" Spiral bound is best, but hard bound is fine too.</p>	<p>This is your Sketchbook/ Visual Journal which you will use to take notes, sketch ideas, brainstorm, experiment, and reflect. *A used sketchbook is ok!</p> 
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2. Portfolio carrying case

24" x 36" or larger

The sturdier it is, the longer it will last- it is a good investment! The vinyl ones with the zipper will last forever!

[Like this vinyl portfolio on Amazon](#) or [this cardboard one](#)

(\$15-25)

*A used portfolio is ok!

**If this is too great of an expense, please plan to stay after school Week 1 to make a portfolio from cardboard with Mrs. Williams



You will store finished works here for the EXAM in the Spring.

If you have drawing pencils PLEASE use them for your summer work and bring them the first week of class. A variety of H and B pencils will help you achieve the desired range of tones. If you have any questions about other art media and brands to use, please email me.

ELEMENTS OF ART

Line



Different tools make different kinds of lines.

Shape



Shapes come in many types and sizes.

Color



Every color can be bright, dull, dark, or light.

Value



Value refers to dark and light in painting or drawing.

Form



Form is three-dimensional, and takes up space.

Texture



Texture is how a surface of something feels or looks.

Space



We use illusions to make space in art.

PRINCIPLES OF DESIGN

Balance



Balance is the comfortable arrangement of things in art.

Contrast



Contrast is the difference between elements in an artwork.

Emphasis



Emphasis is the creation of a focal area in a work of art.

Movement



Movement is how we get around in a work of art.

Pattern



Pattern decorates surfaces with planned, repeated units.

Rhythm



Rhythm is the repetition of shapes, lines, and forms.

Unity



Unity means that all is in harmony. Variety adds interest.