

Grade 12 Sketchbook Assignments

1. Do a fully rendered pencil drawing of your hand in 3 different poses.
2. Do a fully rendered pencil drawing of drapery (even if it is just a t-shirt on a doorknob) Pay special attention to the values you see.
3. Do a fully rendered coloured pencil drawing of drapery.
4. Ask a friend or family member to pose for you. Do a fully rendered pencil drawing of the person sitting down. Pay attention to scale, drapery and the pose. This drawing should take about 30 minutes, so make sure you tell your 'model' ahead of time that they will have to hold the pose for at least that amount of time.
5. Draw a fully rendered pencil drawing of a room in your house. Pay attention to perspective, value and texture. This drawing should take a whole page in your sketchbook and be very detailed.
6. Make a fully rendered pencil drawing of a landscape (any outdoor landscape will do, even the view from a bedroom window) You can either do it from looking outside or take a picture and recreate the scene from the picture. Do NOT get an image from the internet!!! This should be a very detailed intricate drawing. Do your best work.
7. Create your **own original** cartoon character (just the face is okay).
 - A) Draw the character in pencil to show the facial features.
 - B) Draw the character using a coloured pencil to show the colour and texture of the character.
 - C) Draw the same character again in pencil showing him in the following moods (please note- one drawing for each mood) ANGRY, SAD, HAPPY & SUPER EXCITED.This assignment constitutes 6 full drawings in your IWB.
8. Draw a portrait of a friend of a family member. Make sure the proportions are right. (Go back to your grade 11 notes if necessary) Try to make this drawing as realistic as possible. You may use pencil, charcoal, conte, or pastel for this assignment.
9. Ask a friend of family member to pose for you. You will create a series of quick 'gesture' drawings of this model. A gesture drawing is a quick sketch that tries to capture the action or movement of the subject so the model will need to pose in interesting positions so you can try to capture the shape and movement. (this will be demonstrated in class)
10. Create a non-objective sketch (a completely abstracted piece) that communicates strong emotion. Choose the emotion or feeling you want to communicate. Brainstorm ideas on a page in your iwb on which elements of art and principles of design you can use to help you communicate this emotion. Eg. The principle of repetition can communicate boredom. Or the principle of movement can communicate excitement. Then create your work on a separate page. That way I can see your preliminary work before I see your finished drawing. You may use whatever medium you like to create this drawing.