

ART 2 Summer Homework:

Dear Art 2 Students who have taken Art 1 for high school credit in middle school. In order to ease the transition to high school and make sure you are prepared to be in an upper level art class the following packet has been prepared for you. It contains just some of what is covered in the first semester of Art 1 at Bellaire. Some of it may be review for you and some of it new information.

If you are expecting to take Art 2 for 5.0 credit next year you really need to complete it. It is required and a major part of your grade! Even if you plan to be a regular student you should review and do it as it is stuff I expect students to already know and be able to perform when they walk in the room.

If a lot of this information is familiar, GREAT! Really show what you can do in the places more freedom is allowed like the drawing of your cities, cups, and rooms, painting your owl and cat, and so on. Where it allows in the directions take the exercise to the next level and create a finished work of art that shows all you are capable of! I am excited to see how amazing you are!

All of these assignments assume a 9"x 12" sketchbook. You may use any similarly sized paper or to complete the assignments if you do not have a sketchbook.

The entire packet will be divided up into sections to grade, but the total packet will be worth about 250 – 300 points(or about two and a half to three project grades). This makes it very important for your first six weeks grade that it be turned in as complete as possible!

If you have questions about the packet, or what you need to do contact:

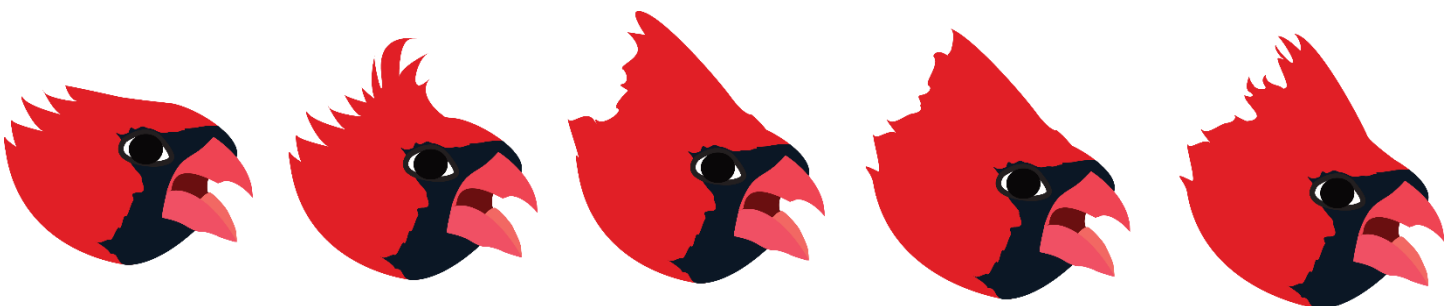
Meredith Donahoe

mdonahoe@houstonisd.org

or

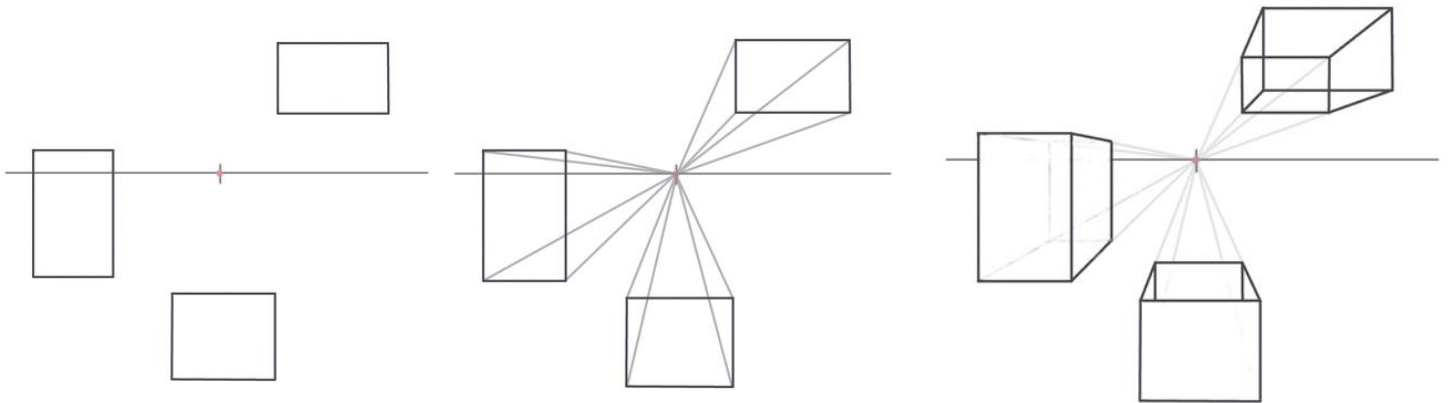
Mary Rogers

Mr Rogers1@houstonisd.org



1 POINT PERSPECTIVE HOMEWORK

Use the slideshow at <http://drawsketch.about.com/od/perspective/ss/1ptperspective.htm> to learn about perspective and to help you draw 3 boxes. One at eye level, one below eye level & one above eye level. Then follow the instructions for leaving 2 of the boxes open. Be sure to note vocabulary: vanishing point, horizon line, etc...

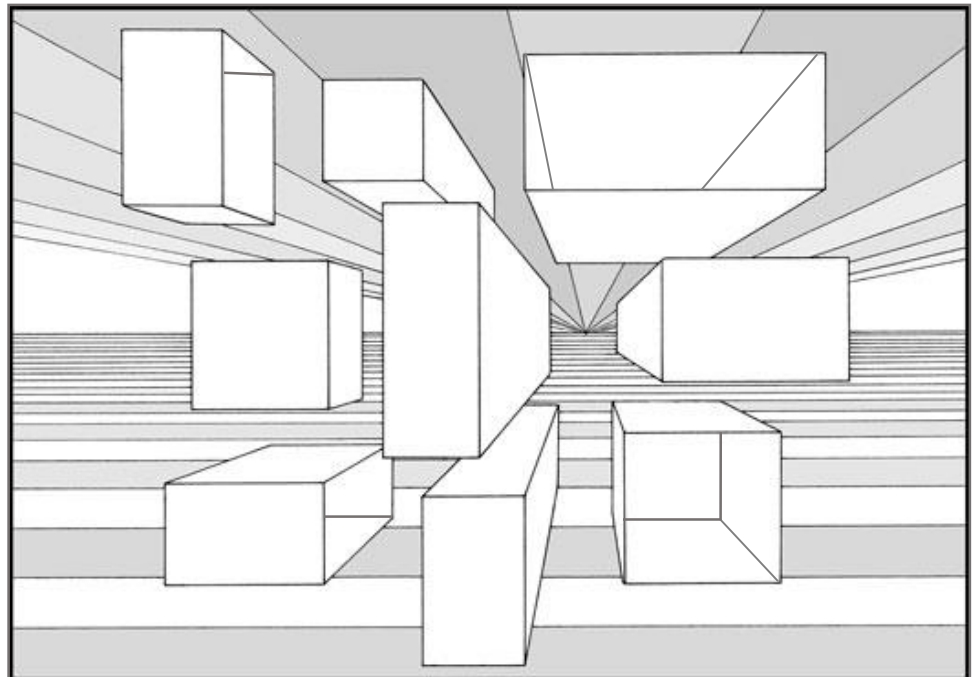


Be aware that the box will change in appearance with its relationship to the vanishing point. Notice how the boxes you draw are different from each other.

At least 2 of your boxes will be drawn to appear open. When you draw in the back surface.... Draw the entire back of the box in like you see in the box above the horizon. Erase out the part that is covered by the side you want to close in. You can see that the box on the bottom has no lines remaining in the surface facing front.

Draw 4 more boxes for practice to create a design like that below. Put in a background if you desire.

**ALL LINEAR PERSPECTIVE
ASSIGNMENTS ARE TO
BE COMPLETED WITH A
RULER!**



Follow the directions on the right for making the 3 shapes 3D using 1 point perspective. Use a Ruler!

Draw a horizon line with a single vanishing point in the center.

Then, draw these 3 shapes exactly as you see them. Make sure the square edges are true 90 degree angles.

Draw from the corners of your objects to the vanishing point. You need only do the lines shown.

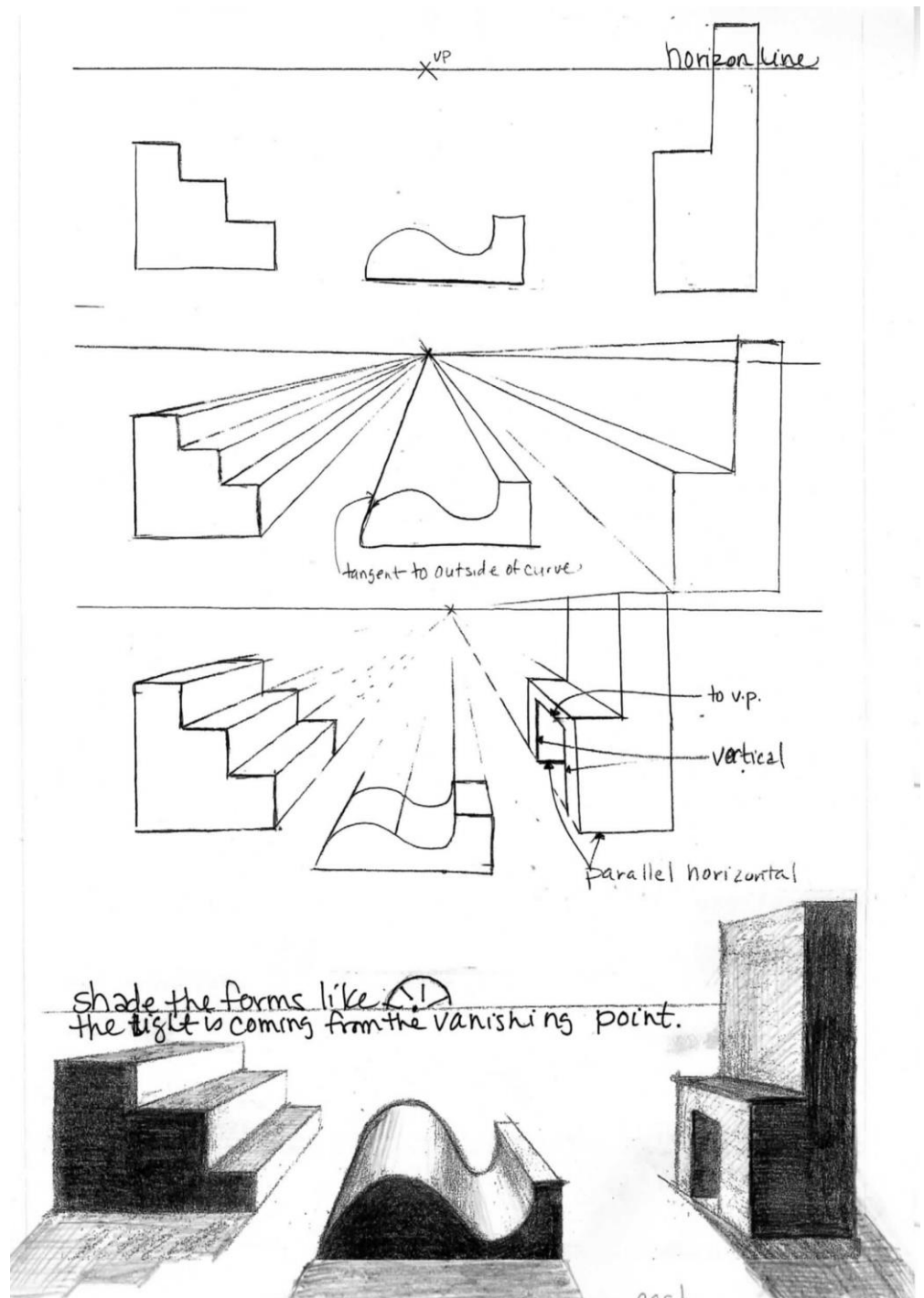
For the curved edge of the center shape you will draw a tangent line. Put one side of your ruler on the vanishing point and line it up with the outermost part of the curved edge.

Draw in the back edges of the objects. Between each line to the vanishing point you have a line segment. Your line in back should match what is drawn in front. For example, the top of the first stair is horizontal so you will draw a horizontal line between the two lines that go to the vanishing point from the corners of the top of the stair.

The form on the right also has a hole cut in the side. Please follow the directions in the picture to do this.

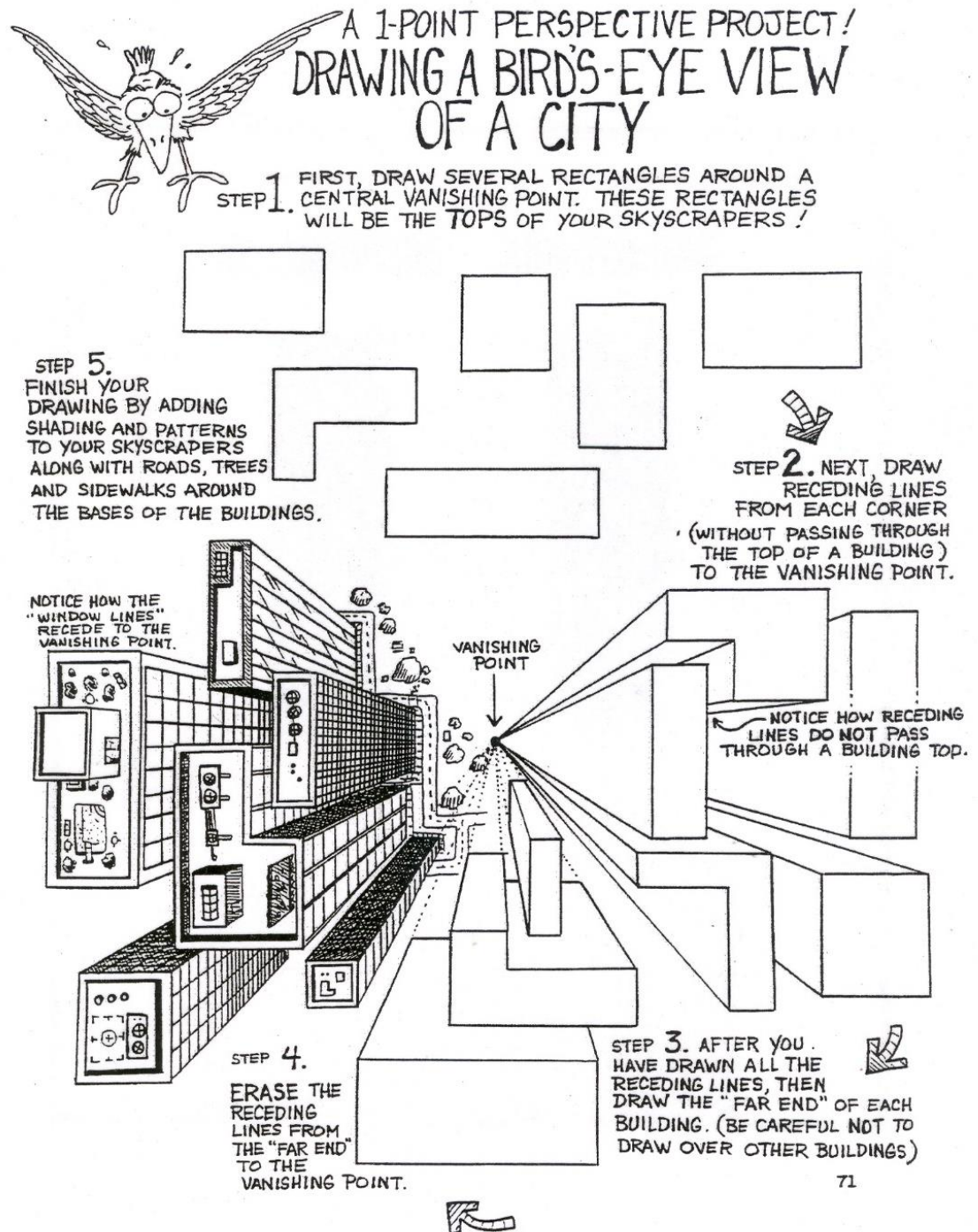
Last, use the vanishing point as a light source and shade the forms with pencil.

Shade as neatly and evenly as you can! Flat surfaces have flat value. This means that a flat surface only has one value across its entire surface. The value changes only when the direction of the surface changes. Only the curved surface of the center object should have any gradual change of value since it changes direction gradually. Also, shading should agree across the drawing. All surfaces that are facing the same direction with regards to the light should be the same value.



Bird's Eye View:

Use the method you see on the right to create a bird's eye view of a city. The directions go clockwise. Use a ruler to make a neat and refined drawing.

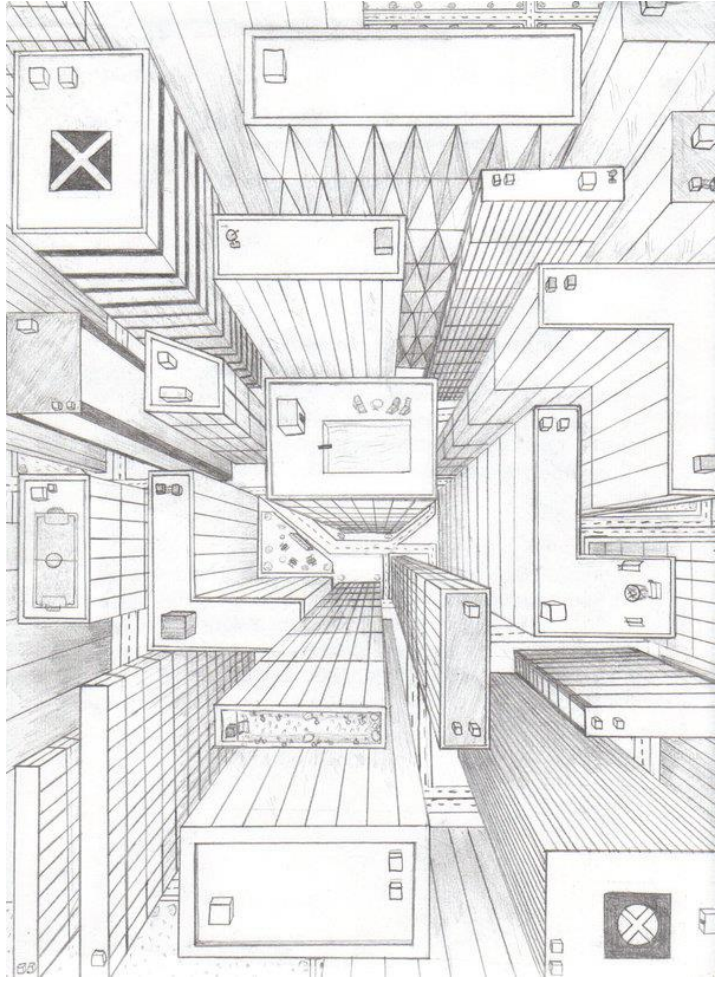
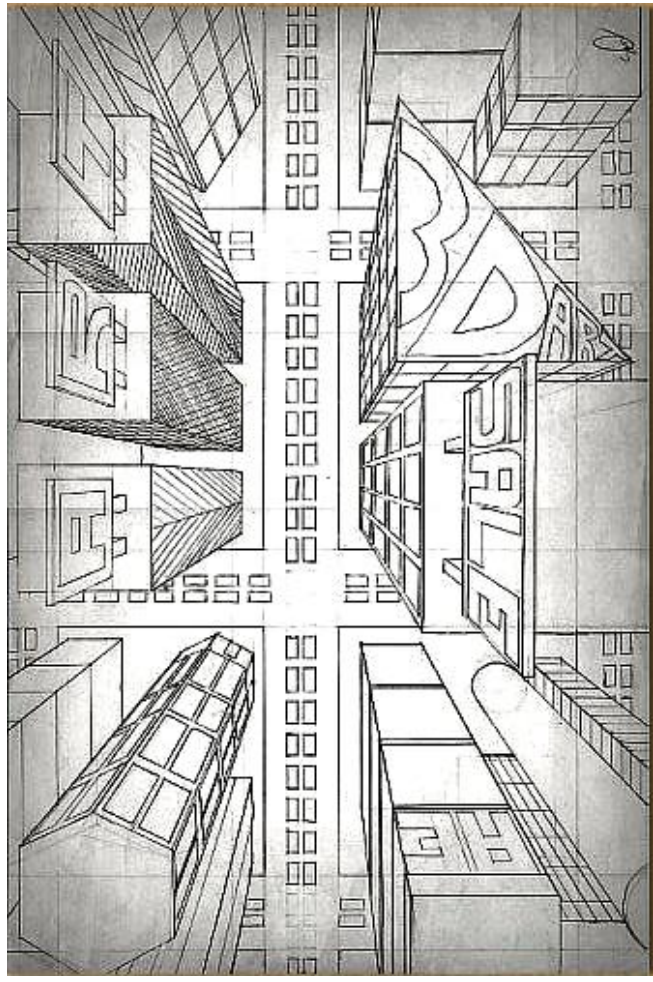
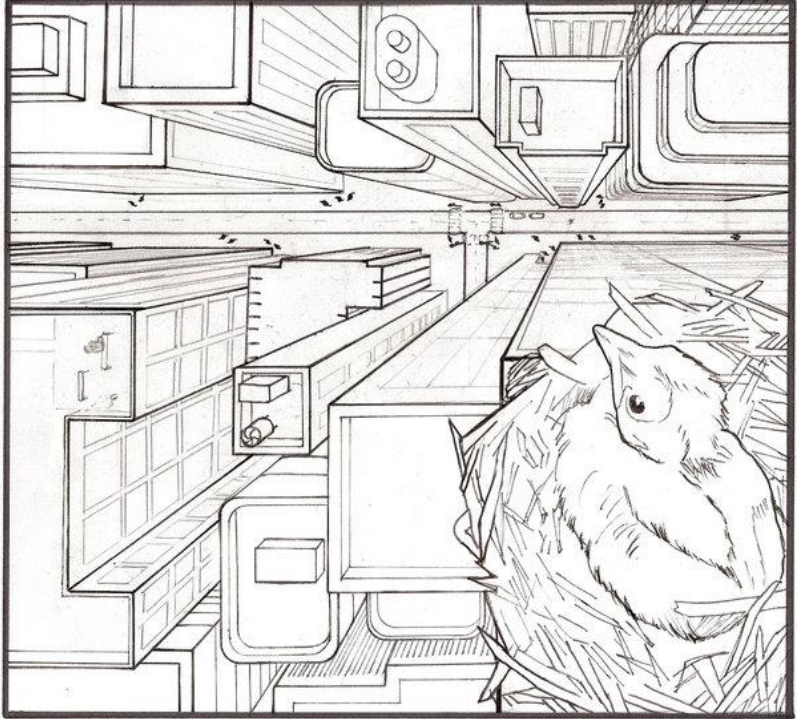
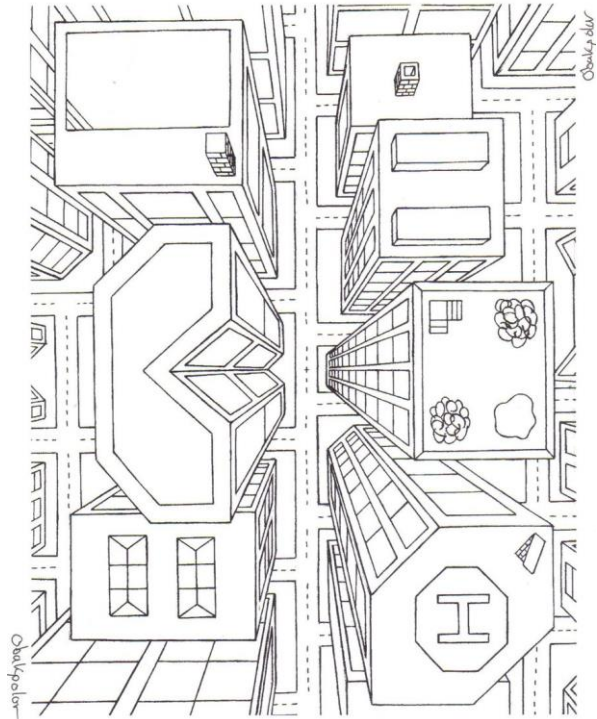


Look at the next page to see examples of finished drawings. I also have some links to tutorials on YouTube where you can watch birds' eye views be drawn. Be creative! Make something you can be proud of!

<https://www.youtube.com/watch?v=fnhWlZZ-Gw>

<https://www.youtube.com/watch?v=tWwMGvDai6Q> (Here you may wish to fast-forward to where he begins the buildings.)

Examples:



DRAWING A CITY (OR CITY BLOCK) IN 1 POINT PERSPECTIVE:

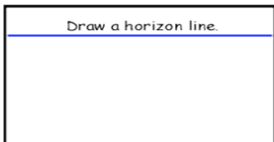
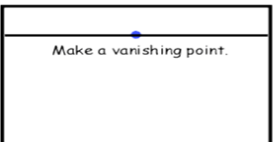
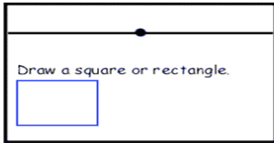
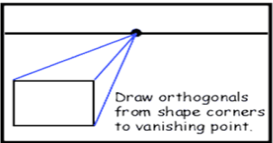
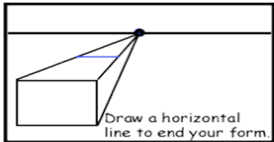
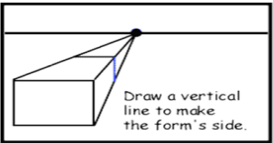
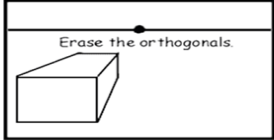
Follow the instructions to learn how to draw a city block in perspective then, draw a block from a city of your own using the instructions.

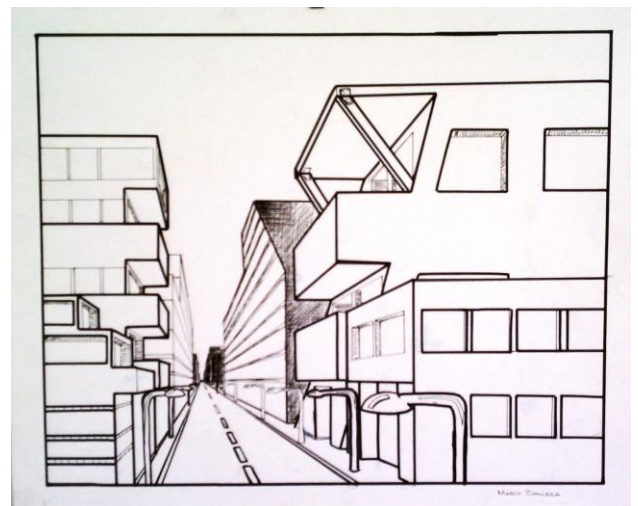
https://www.youtube.com/watch?v=oRYhZrZ8G_Y
<https://www.youtube.com/watch?v=KeETrcawEII>

The links above are great step-by-step tutorials by "Circle Line Art School". They are worth studying if you need more step-by-step demonstrations of the assignment.

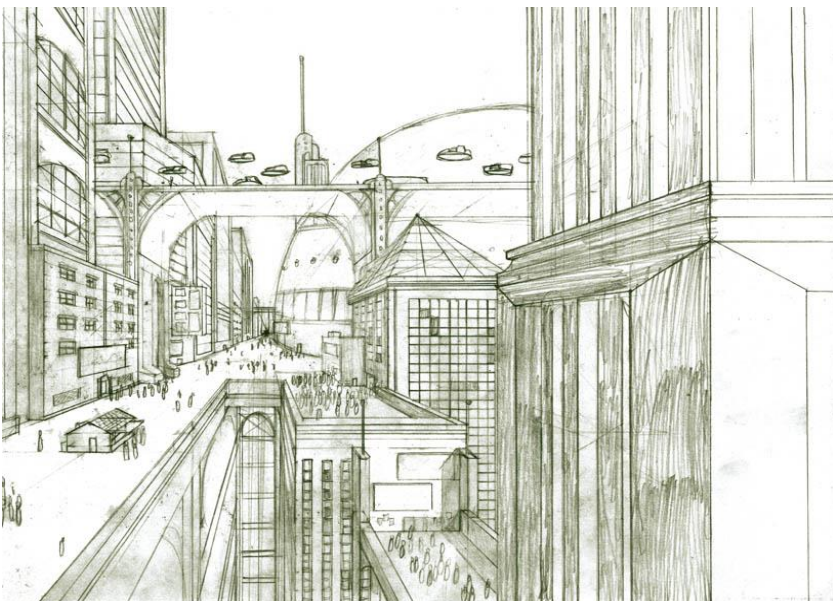
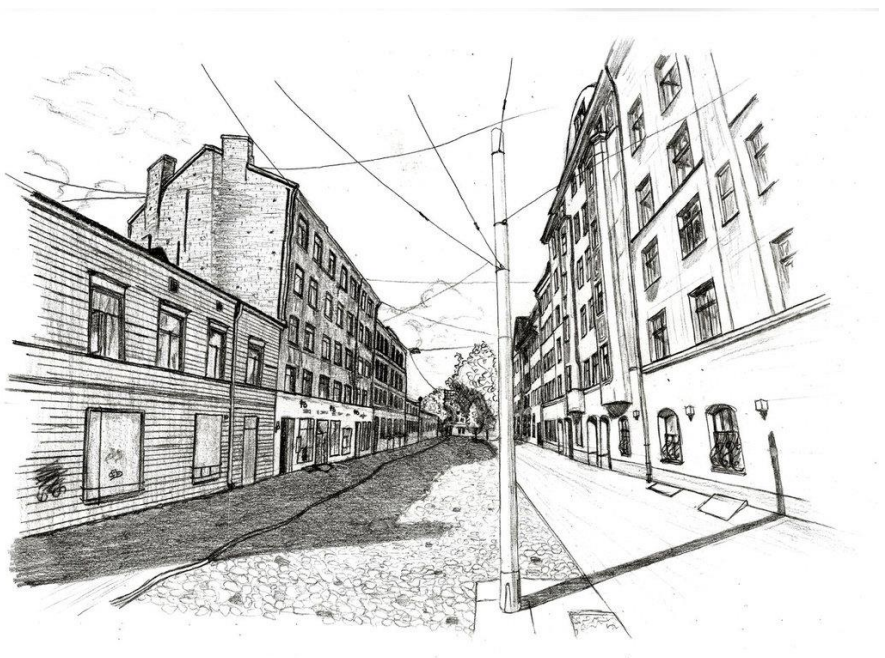


One Point Perspective Instructions

<p>Draw a horizon line about two inches down from the top of the page.</p>  <p>Draw a horizon line.</p>	<p>Draw a dot in the middle of your horizon line. This is your vanishing point.</p>  <p>Make a vanishing point.</p>
<p>Draw a square or rectangle in the right or left bottom area of your page.</p>  <p>Draw a square or rectangle.</p>	<p>Now connect three corners of your rectangle or square to the vanishing point. These are orthogonal lines.</p>  <p>Draw orthogonals from shape corners to vanishing point.</p>
<p>Draw a horizontal line between the top two orthogonal lines where you want your form to end.</p>  <p>Draw a horizontal line to end your form.</p>	<p>Draw a vertical line down from the horizontal line to complete the side.</p>  <p>Draw a vertical line to make the form's side.</p>
<p>Erase the remaining orthogonal lines.</p>  <p>Erase the orthogonals.</p>	<p>Add details and experiment!</p>  <p>Add windows and doors.</p> <p>Try stacking forms!</p>

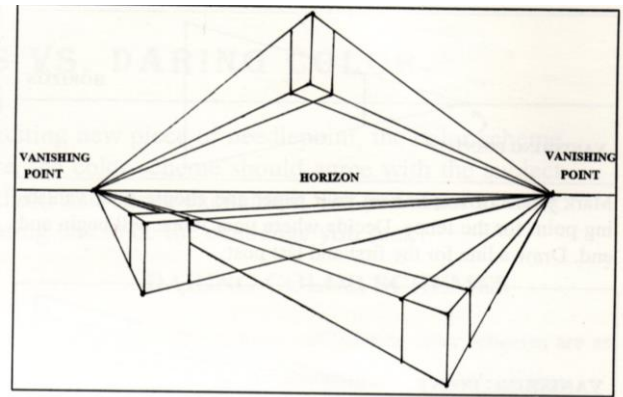
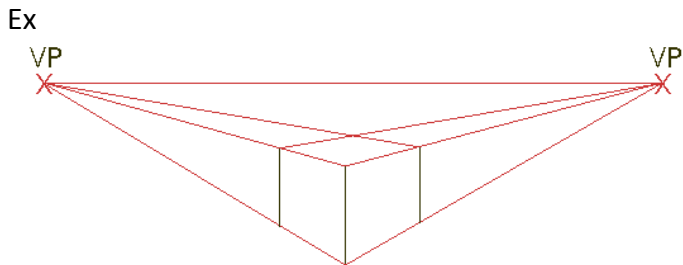
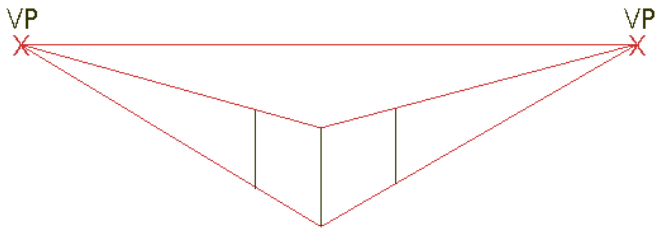
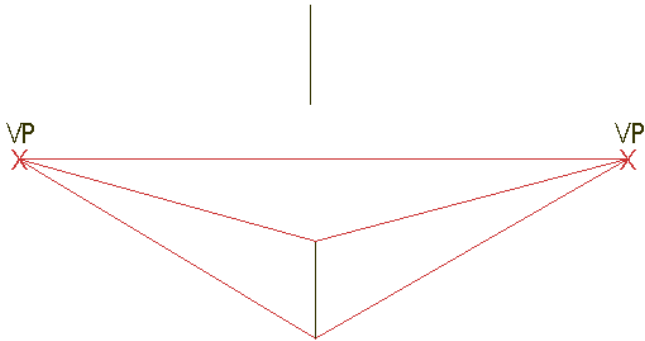


Examples:



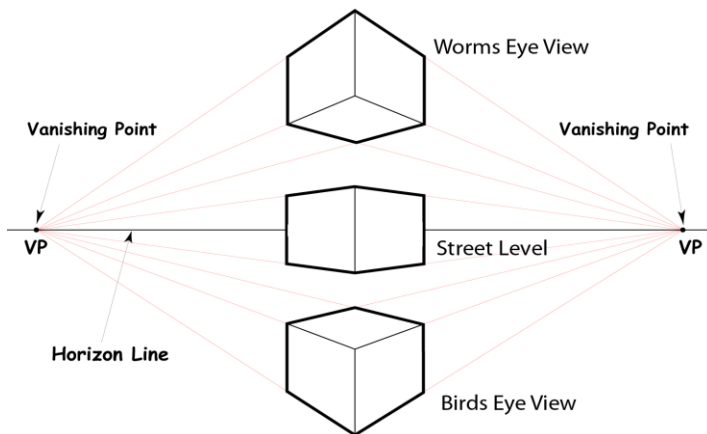
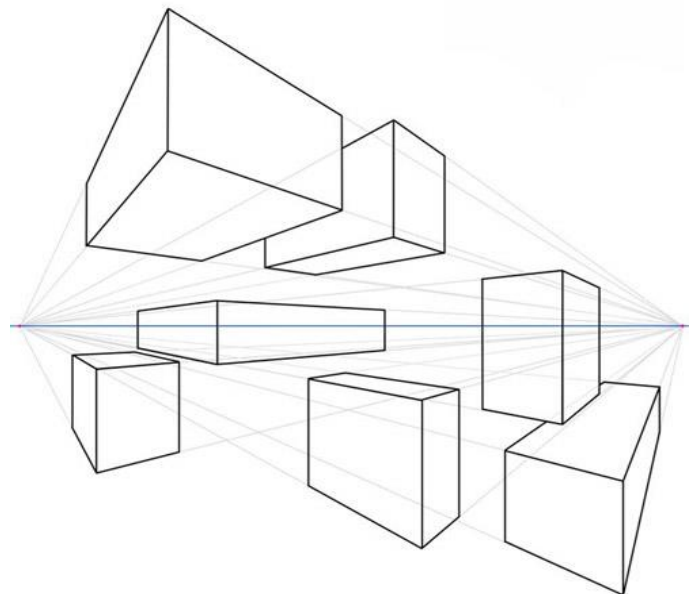
TWO POINT PERSPECTIVE HOMEWORK

Follow the directions at <http://www.technologystudent.com/designpro/twopers1.htm> to help you draw a cube.



Continue drawing more boxes or cubes above the horizon, below the horizon, and at the horizon. Notice how boxes change depending on their relationship to the vanishing point and horizon. If they are floating above the horizon you will see the bottom, but at street level or level with the horizon, you see neither the top nor bottom. As objects get closer to the vanishing points on either side you see less of the side of the box nearest the vanishing point. **Practice drawing at least 7 boxes.**

Example:

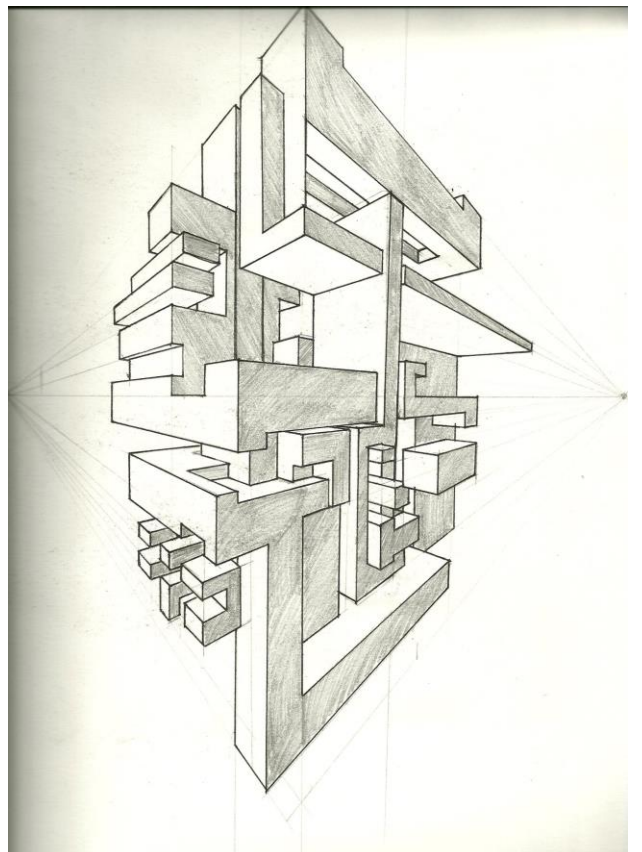
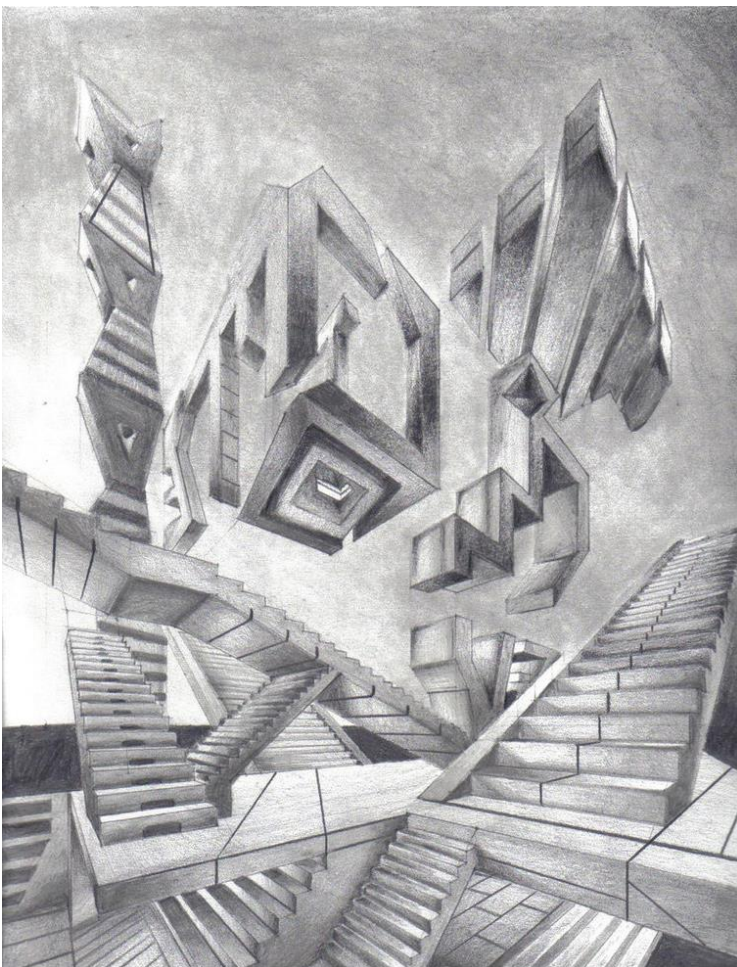
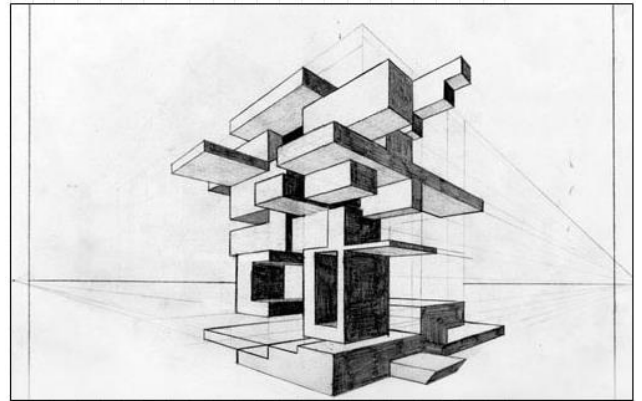
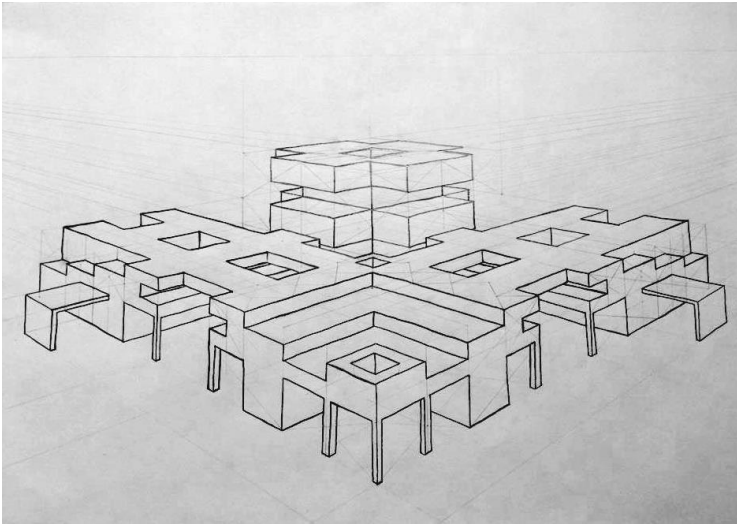


MORE ADVANCED STUDENTS MAY DO AN IMAGINARY STRUCTURE INSTEAD OF THE BOXES.

Use your knowledge of how to create more complex forms in perspective to create an abstract environment or imaginary structure using 2 point perspective. **All lines are vertical or drawn to one of the two vanishing points. The only horizontal line is the horizon line or those exactly at eye level.**

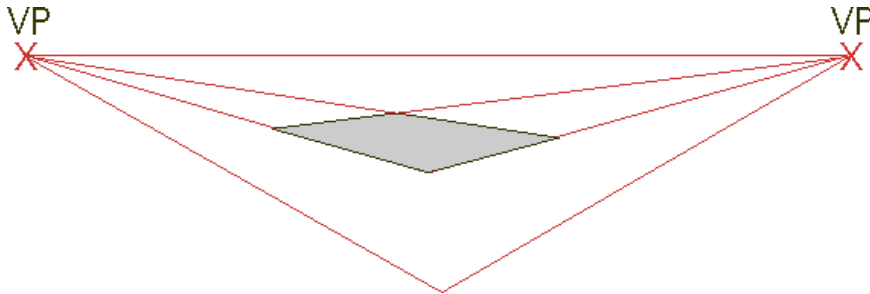
<https://www.youtube.com/watch?v=b3gpvJl-Sas> may be helpful to watch before you begin.

Examples:

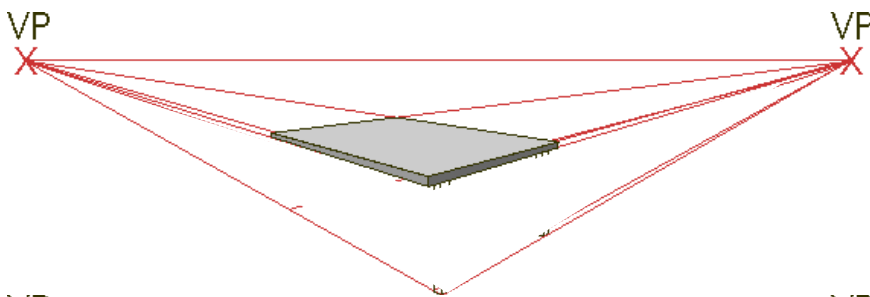


Draw a table in 2 point perspective. USE A RULER!:

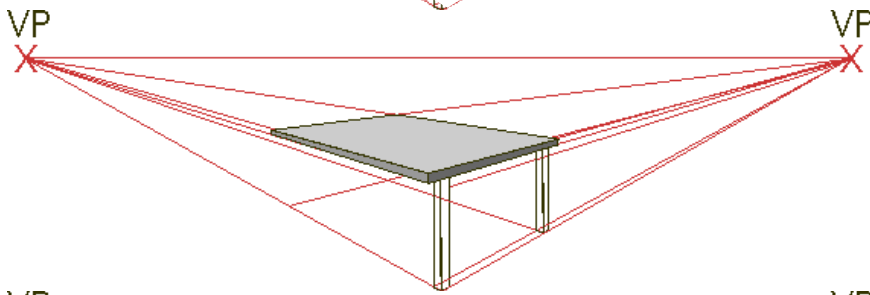
More complex forms like this table can be created by combining boxes or modifying boxes to make new forms. This tutorial of how to draw a table comes from <http://www.technologystudent.com/designpro/twopers2.htm> where you are welcome to watch the animation. <https://www.youtube.com/watch?v=218ToJIFQwo> & <http://sippdrawing.com/2013/08/09/drawing-two-point-perspective-table-legs/> could also be helpful.



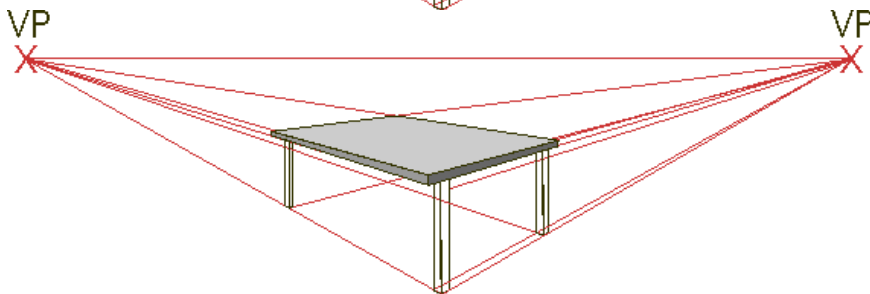
STAGE ONE: Mark both vanishing points and start drawing faintly - the table top.



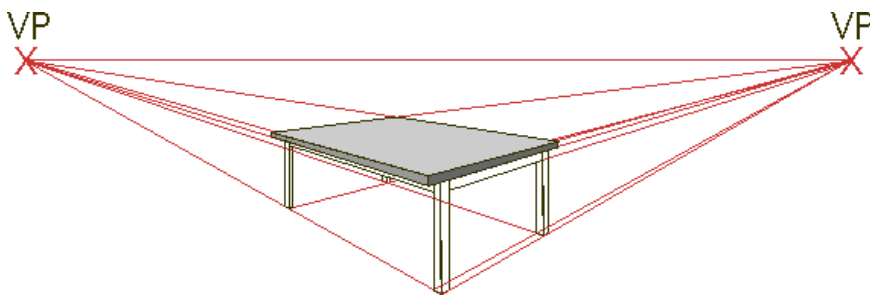
STAGE TWO: Add thickness to the table top remembering to project all lines to the vanishing points



STAGE THREE: Add the front legs. Notice where the further leg ends in relationship to the foremost leg and the vanishing point!



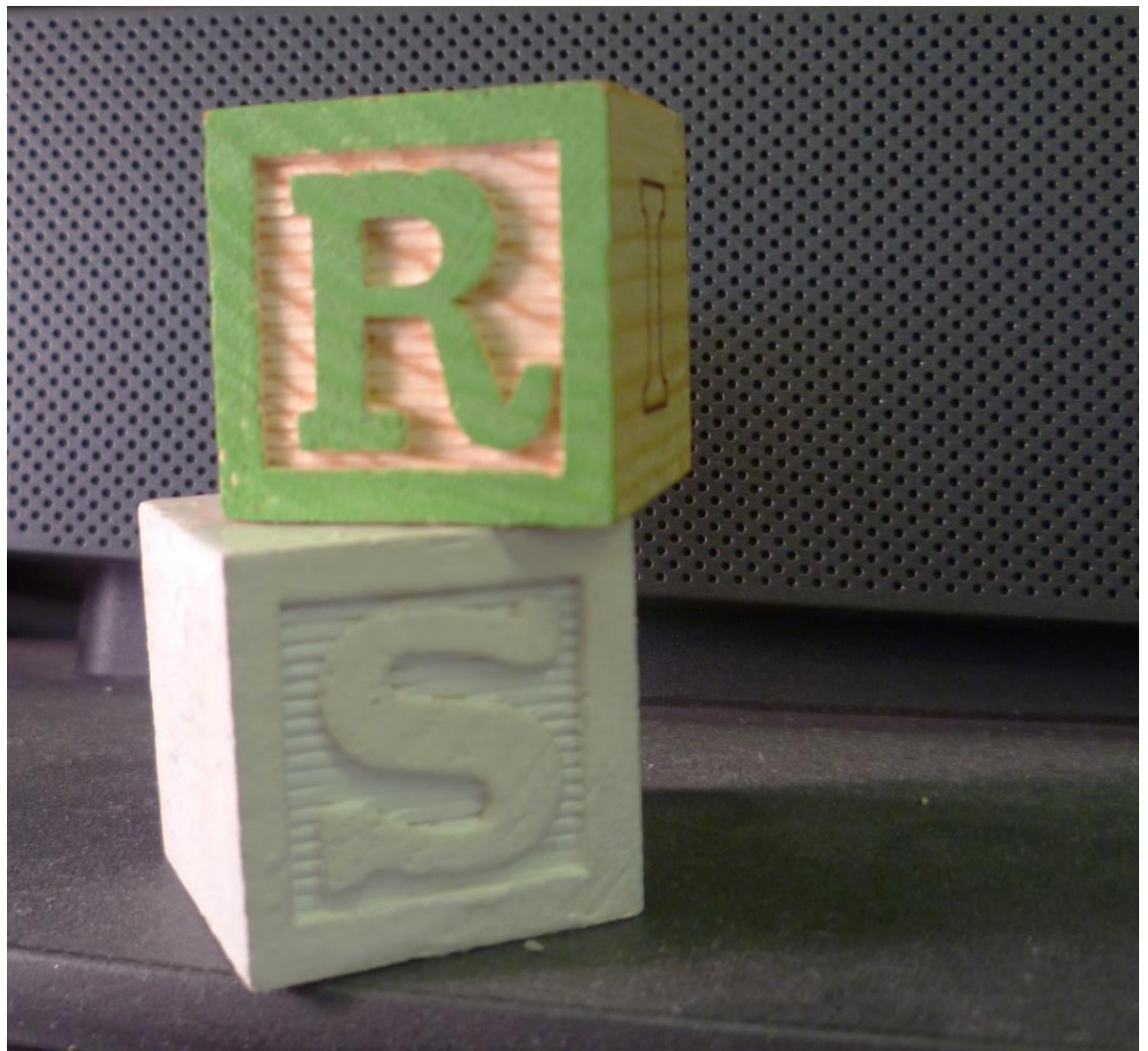
STAGE FOUR: Add one of the back legs.



STAGE FIVE: Add the final leg. Notice how it is placed at the crossing point of the bottom of the outer legs when drawn to the vanishing point

Perspective Challenge:

Use the idea of two point perspective construction to correctly sketch the two letter blocks below. Use what you have learned about perspective to inform your drawing, but you do not need to have formal vanishing points for this exercise. We call this less formal beginning of a drawing a “sketch”, but your final lines should be quite definite. Keep lines light until you are sure they are correct. Use the idea of vanishing points to more correctly draw the blocks – sighting approximately to a vanishing point that may be off the page. Draw the boxes in as much detail and as accurately as you can. All the letters should be drawn correctly using the same vanishing point as the side they are on - borders too where this applies. Where you see it the thickness of the borders and letters as they come off the block it should also be drawn. Since the blocks are not parallel they will not share vanishing points. Only parallel lines/surfaces are drawn to the same vanishing point. All vanishing points should feel as if they share the same horizon, however, as there is only one eye level in a realistic drawing. You do not need to shade in this exercise, but please draw the cast shadow.



Drawing 3 cups: Drawing and Shading from Observation

You will draw 3 coffee or tea cup drawings with their saucer: one at eye level, one below eye level, and one imaginative artwork incorporating a coffee cup. (If you can't find a cup and saucer you may substitute a takeout cup with its sleeve and top.) One artwork centered on each of 3 sketchbook pages. You may leave a small border around your centered drawings.

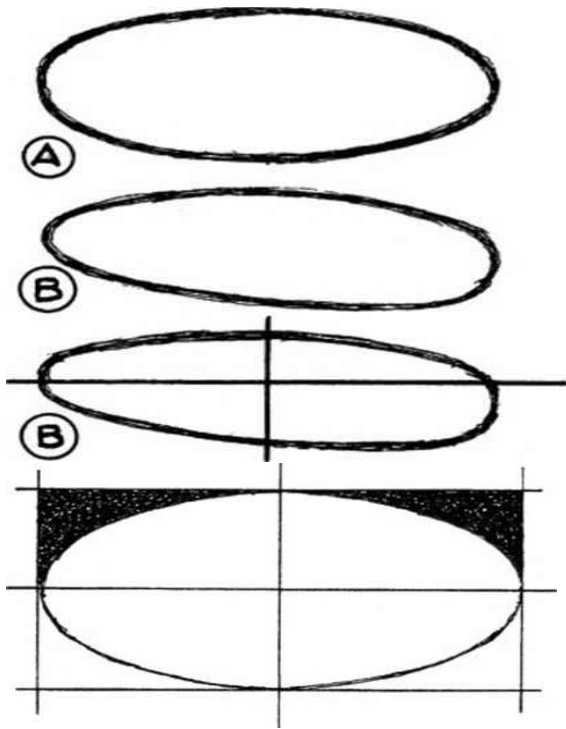


You will notice that the circle top of the coffee cup changes in appearance depending on your horizon (eye level). Your first 2 drawings will be as realistic drawings of coffee cup and saucer as you can manage. One will be at eye level like the left-most photo and drawing. One will be below eye level like the photo in the center and the drawing on the right. The third photo shows a cup above eye level. You will shade your cups using pencil. Avoid shading with your finger, but instead build up tone by layering in pencil a little at a time.

Examples:



Tips:



1. If you are having a problem with wobbly ovals use a horizontal or vertical axis (or both) to help you make the oval the same on either side or in all quadrants. Also, beware of football shapes. Ovals/circles never have pointy corners!

2. Make sure that cups have all the areas of rendered value present; highlight, mid-tone, core shadow & reflected light. Rounded objects have these areas of light and shadow that blend into one another gradually. Cast shadows have crisp edges. Flat surfaces do not have large changes in value like rendered value does. Make sure your shading agrees with your surface!

3. Make sure your circles/ovals agree. At the horizon the circle will appear exactly flat, but as circles move away from the horizon they appear more rounded. This means the top of a cup tends to be flatter in appearance than the base which is further down.

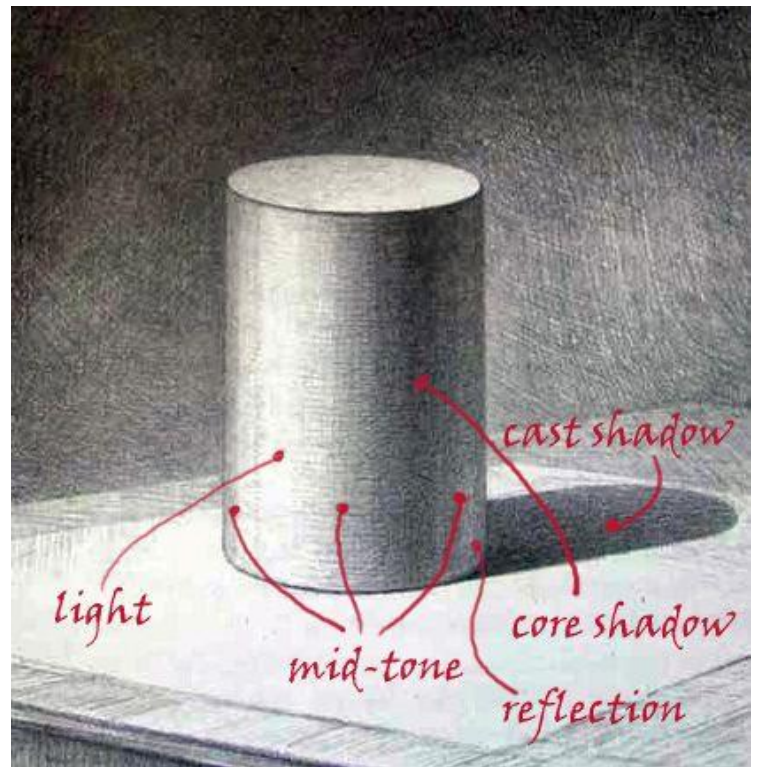
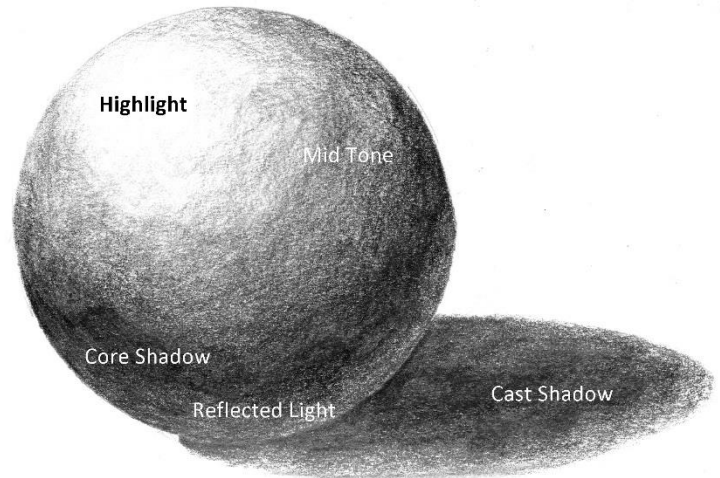
More Help: Example of how to draw and begin shading the cup. It moves into mixed media, but you need only use pencil:

<https://www.youtube.com/watch?v=CSBoEHInvj0>

Basic shading tips:

https://www.youtube.com/watch?v=WzszH9BN_hl

Light Source



CRITIQUES of WORK:



1.



2.

1. The shading here is really well done, but there are some problems with ovals and perspective. The top oval is far from symmetrical. The bottom of the cup is far too flat! The base of the saucer is also very flat!

2. Still mostly and outline drawing. This would not count as a shaded drawing. The drawing is done pretty well, especially the bending of the text around the cup. Some unevenness of oval – the top halves bend more than the bottom halves, but accurately drawn aside from that.



4.



5.



6.

4. The directions are not followed. No top. No sleeve. The shading is almost entirely done by finger smudging. Circles do not agree.

5. Drawing ovals are becoming more flat as they move from the horizon. This is exactly the opposite of what ought to happen, but overall a convincing rendering.

6. More convincing rendering of the lid of the cup than cup 5. White part of cup in drawing 6 has no shading other than a cast shadow to show its roundness, but the shading of the sleeve and the top is really well done.



7.



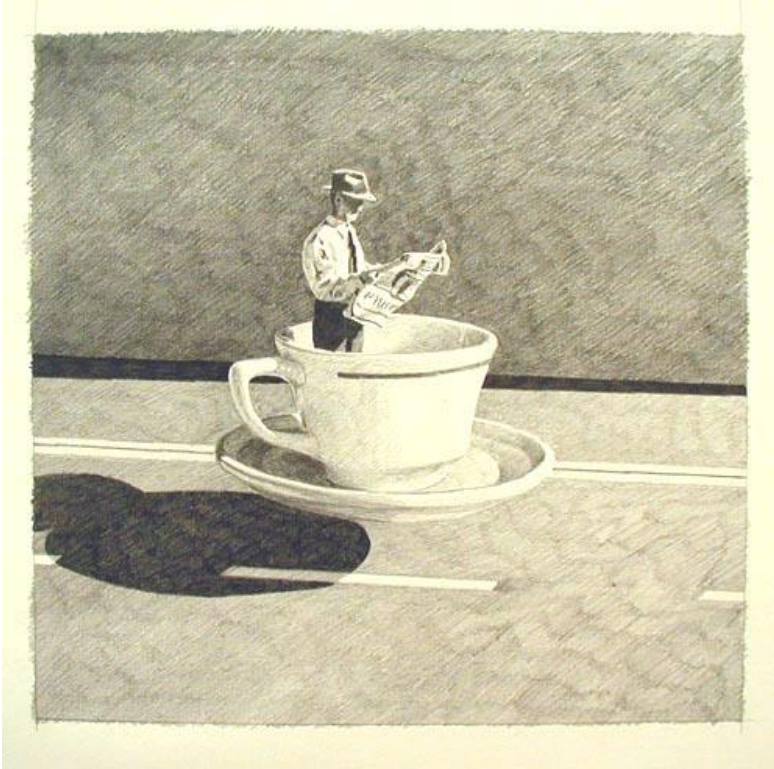
8.

7&8. Shading is good. Circles are all correctly drawn in perspective as are the handles! #8 is a little more confident in the rendering.

The Third Cup:

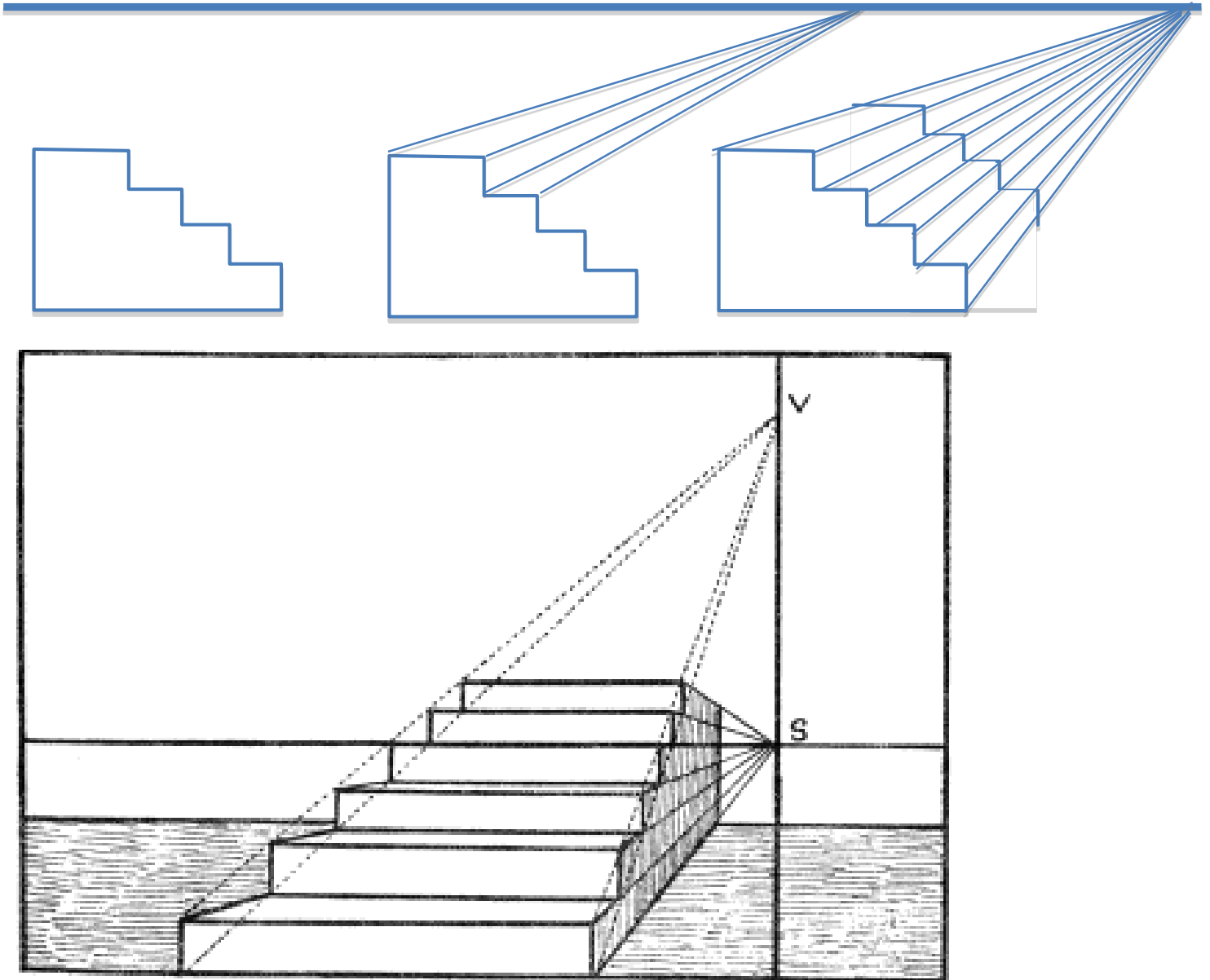
Use your imagination to create an artwork incorporating a coffee cup. This may be done in any medium including collage and/or mixed media. Whatever you choose to do, the artwork should feel like a completed artwork and not an outline sketch.

Examples:



PERSPECTIVE HOMEWORK: STAIRS, TABLE & CHAIRS

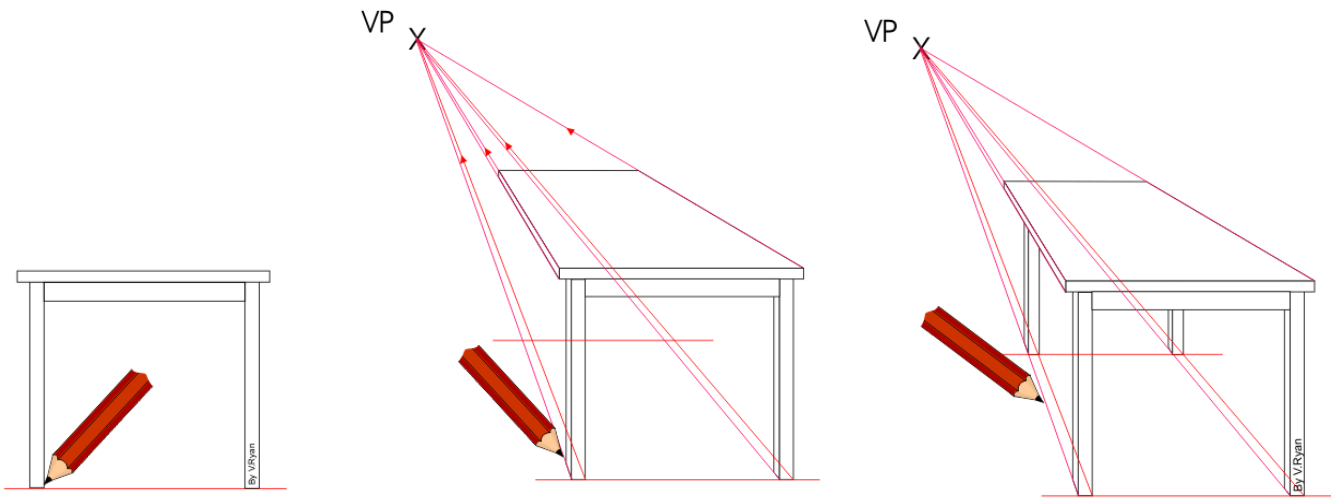
You have previously drawn the steps using the steps below with the side of the steps facing you. The back lines of the stairs should be exactly the same as the front lines of the stairs. Lines should go to the vanishing point, be horizontal, or be vertical – nothing in between.



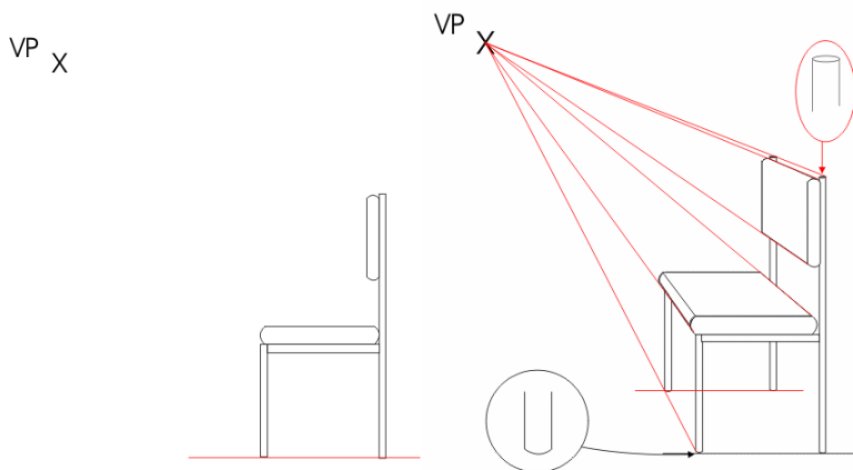
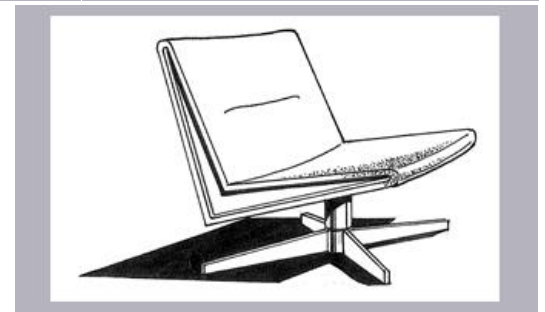
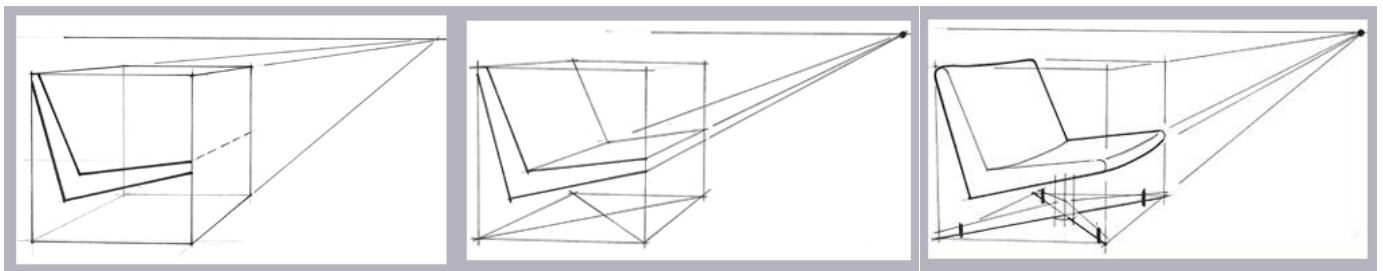
Now, draw the stairs with the front of the steps facing you. Use the diagram to the above to help. Notice that the front of each stair is a rectangle with right angles for each corner. You draw from the top corners of the rectangle to a vanishing point on the horizon line (point s). The top and bottom edges of the stairs line up like inclined planes that vanish to a different vanishing point (point v) that is directly above the vanishing point for the tops of the stairs (point s). You use these guidelines to help you find how far back the line going to the vanishing point should go before turning up to be the front of the next stair. Then, you also use the top guideline to help you know how tall the next step is.

<https://www.youtube.com/watch?v=VlcSZ53XNkQ> can also be helpful if you need more step-by-step.

Then, use the step-by-step below to draw a table in one-point perspective.
<http://www.technologystudent.com/despro2/tabper1.htm> hosts the tutorial.

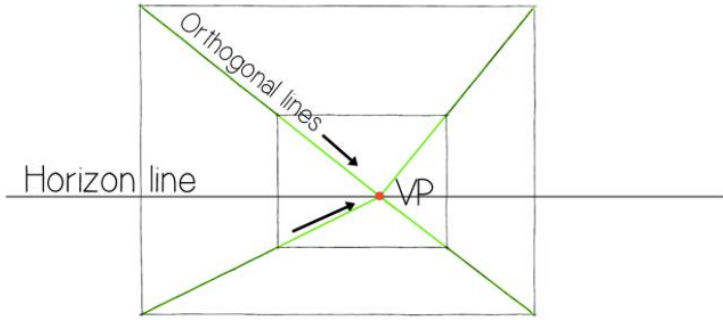


Last, follow the instructions at http://www.funkypencil.com/easy_chair_video2.html to draw this chair OR the chair below it by following the instructions at <http://www.technologystudent.com/despro2/stchair.htm>.



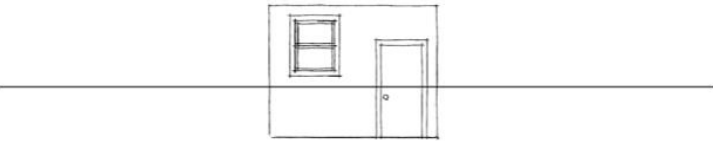
EXTRA CREDIT: Stairs in 2 point perspective > <https://www.youtube.com/watch?v=ddbqN7QMIM> or <https://www.youtube.com/watch?v=ddbqN7QMIM> show two methods for doing this.

Drawing Rooms Homework:

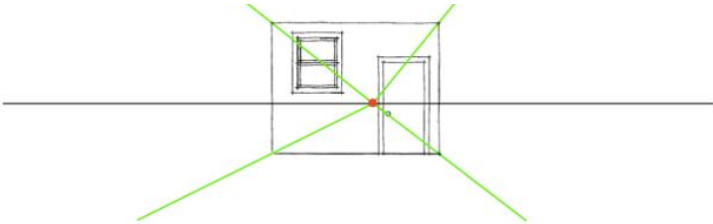


When drawing a room in 1 point perspective you will be facing one wall of the room. You should draw it first fairly small on the page so as to leave room for the walls and the ceiling & floor coming forward.

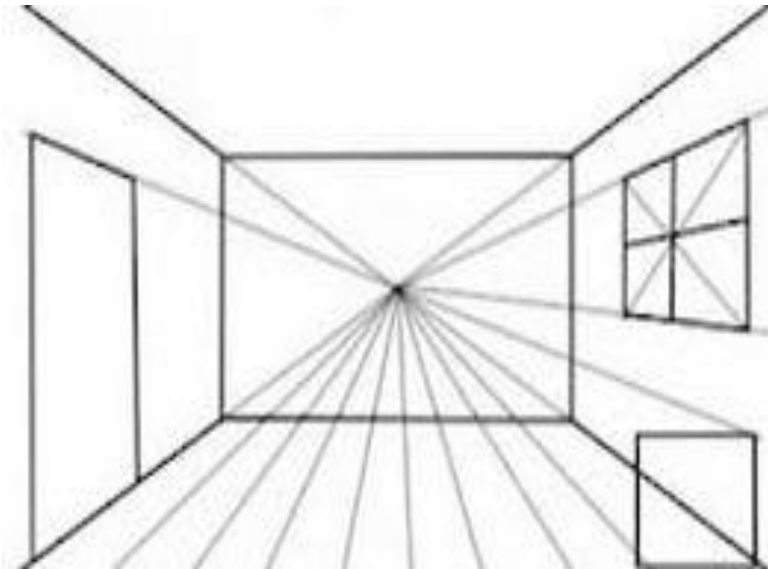
Next, find your eye level. Where is your eye level in relationship to the wall? If you are standing it will be higher than if you are sitting. Estimate how high up the wall your eyes are and then draw in the horizon at that level.



Your vanishing point will be on the horizon directly where you are looking at the wall. If you are sitting or standing to the left the vanishing point will be more left. Do not automatically center your vanishing point.

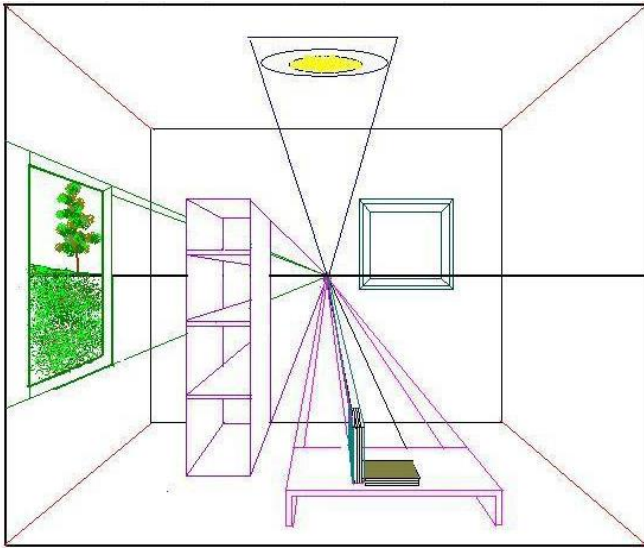


Once you find your vanishing point use a ruler to draw out from the corners of the back wall using the vanishing point. You do not need to keep drawing all the way to the vanishing point



Notice that the door and window facing you are drawn using horizontal lines for the top and bottom lines. All horizontal lines that are facing you will remain horizontal – like the drawing of the rectangle in the front that could become a cabinet or sofa against the wall. The rectangle is the side facing the viewer. If the door, window or other object is along the side walls you will draw the top and bottom lines to the vanishing point. All edges of surfaces going back in space will be drawn to the vanishing point. Vertical lines always remain vertical.

If you are drawing an object that will be against the wall and on the floor the corner of the front face needs to intersect with the line going to the vanishing point that divides the wall from floor like the box below the window that could become a cabinet or table.

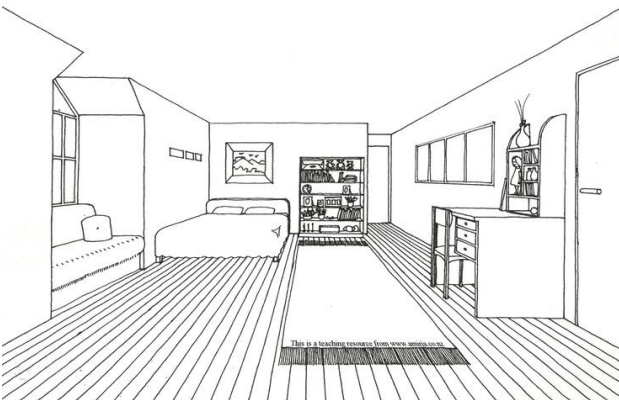
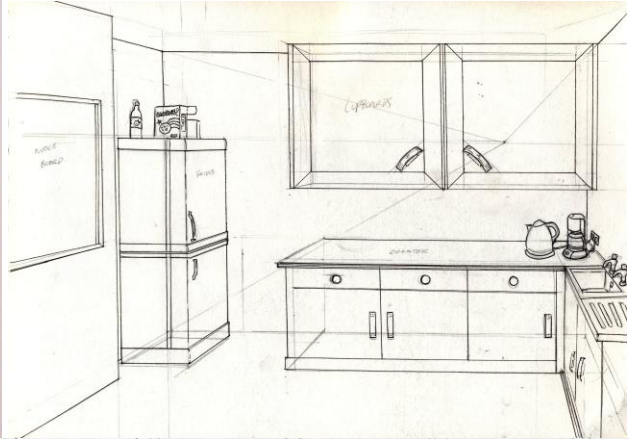
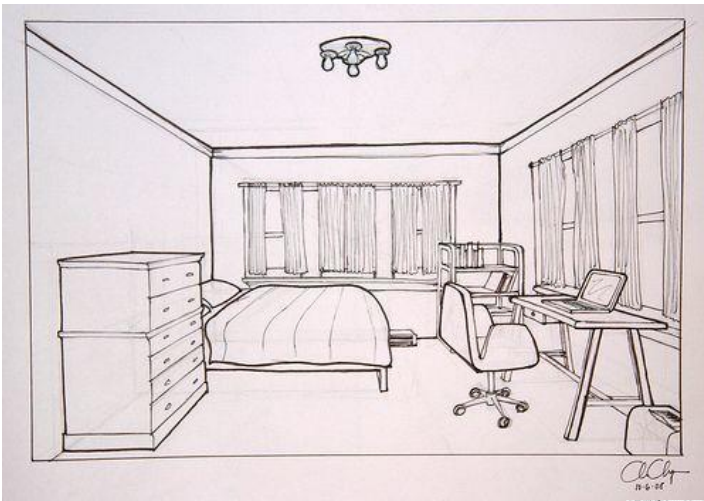


Objects that are drawn against the back wall need to end exactly at the line defining the back wall like the bottom of the bookcase here.

Other objects may be free standing. Do not be afraid to overlap. Overlapping will make the picture more believable as in the picture of the bedroom below where the dresser overlaps the bed.

These videos go over how to draw interiors in 1 point perspective. Watching one or more may be helpful to you when starting your own room drawing.

- <https://www.youtube.com/watch?v=2mjSDIBaUIM>
- <https://www.youtube.com/watch?v=00FPHdLy3Nk>
- <https://www.youtube.com/watch?v=yEymlyLbiAI>
- <https://www.youtube.com/watch?v=QZILbgAD35s>



Create an outline drawing of a room in your home. You need not include every knick-knack and the dirty clothes on the floor, but the room must be in perspective and you must draw the major items seen from your viewpoint of the room. Use sight measurement to keep you on track with scale! You need not shade in the room, but if you wish to spice up the look of the room add color with watercolor, marker, or colored pencil you may. Only an outline drawing using a ruler to draw to the vanishing point is required.

Color Examples:



Alternative Room Assignment: For those who would like to design their space rather than draw from life you may design the studio apartment of your dreams and draw it in 1 point perspective as an alternative to drawing a room that already exists in the house.

***Remember. Parallel surfaces are drawn to the same vanishing point to couches and beds parallel to or along the wall, counter tops, and so on are all drawn to the same vanishing point, but if you have something not parallel to the walls or floor receding back in space it might like have different vanishing points – like the foreground Barcelona chair in the left corner of the bottom left drawing.



Analogous Owl and Complementary Cat

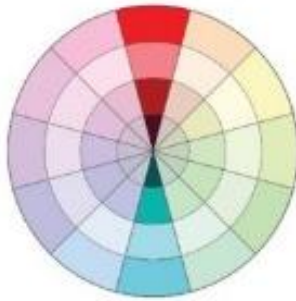
Use watercolor, or watercolor and colored pencil or markers to complete small color studies. Use analogous colors to create a painting of an owl, and complementary colors to create a painting of a cat. In both cases use the colors to create form and shading – not just to color in. As a general rule the darker or cooler color from your color palette is usually used as the darker color for shadows and the lighter or warmer of the colors is used in the light areas of the form. You will want to complete these on watercolor paper and then paste them into your sketchbook. The studies can be relatively small so both studies may fit on your sketchbook page.

Other technical notes include: Keeping the white of the paper in some of highlight areas is strongly recommended. Colors need not be used at full intensity, but can be more in the semi-neutral range. Backgrounds are often also the cooler of your color choices that has been lightened and dulled so to pull back in space. **YOU ARE TO USE NO BLACK!!!!** Mix darker colors by mixing in the complementary color (i.e. a dark forest green is mixed by adding red to green.)

Analogous



Complementary



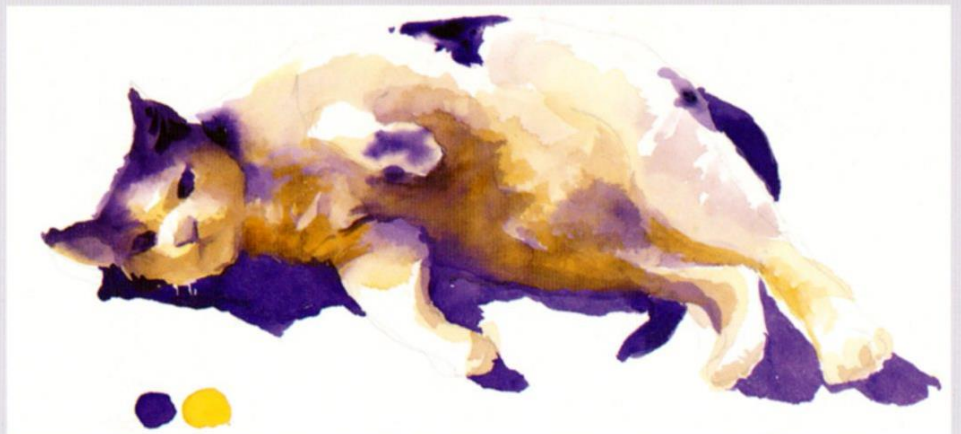
Analogous = colors next to each other on the color wheel & sharing a common hue.

Complimentary = colors opposite each other on the color wheel. These colors dull and darken each other when mixed.

Please do not copy these examples, but create your own original work.

72 A cat called complement

Notice how two color-wheel complementaries, carbazole violet and aureolin yellow, produce an interesting effect in this simple watercolor by Jan Hart (right). Dark violet is used to create the shadows, while lighter violet values alongside variations of yellow model the contours of the cat's body. The combination of these contrasting colors creates a chromatic tension that works well compositionally.



*Note that no other colors are used in the complementary cat painting here. Only yellow and purple.