

Art Homework – 12th Grade

Sept 19th

Do a contour drawing of a still life with at least four objects. The lines should vary in value and weight to create depth of space. **CONTOUR / LINE WEIGHT / DEPTH OF SPACE**

October 3rd

Take the above contour drawing and increase the scale to zero in and create a better composition. Find your favorite part. Make it bigger. Shade realistically. **COMPOSITION / SHADOWS, CAST SHADOWS / CORE OF THE SHADOW / HIGHLIGHT / SCALE**

October 17th

Redo the same still life. Add color using a color scheme. Use tints, shades, neutrals, brights, and all the color tricks to make your still life have depth of space through color. **COLOR THEORY / CONTRAST / DIRECTIONAL FORCES**

November 7th

Do a work around the following quote. “A dot is a line taking a walk”, by Paul Klee. Be creative in expressing your dot taking a walk ! Use color symbolically. **COMPOSITION / CREATIVITY / COLOR THEORY / SYMBOLISM**

November 21st

Fold your paper in half. Draw a cloud composition on one half of the paper. Look at the clouds in the sky. Do not make them up. Watch how the color changes and gradates and the clouds overlap. Trace the same composition on the other side of the paper. Color one side using a complementary color scheme and the other side using analogous. **BLENDING / GRADATION/ OVERLAPPING / COMPOSITION**

December 5th

Your choice. Make it GOOD ! Use your whole piece of paper drawing a background and a foreground. Use any medium you want. **USE ALL THE ABOVE BOLD FACE WORDS.**

January 16th

Draw an object from three different view points. Draw them realistically and shade. Put them into a composition, not just in three different places on your paper. Be compositionally creative. **VIEW POINT / COMPOSITION / SHADING TECHNIQUES**

January 30th

Do a drawing focusing on patterns in Caribbean architecture. It could be the windows or the doors or the Victorian carved wooden molding or the arches. You could draw just a section of the house using large scale, or you could take an element from the architecture and put it into your own repetitive design. Use a color scheme **COMPOSITION / DESIGN / COLOR THEORY**
Draw it in detail showing the textures and colors and letters and pictures on the object. Draw something that is a cube on top of it. **CYLINDER / CUBE / TEXTURE**