

SCULPTURE WEEKLY SKETCH ASSIGNMENTS

Weekly sketch assignments should take between 45- and 60 minutes to do because the purpose of a sketch book is to make you look harder at things, use your imagination, and explore ideas and techniques that interest, challenge, and stimulate you. Sketches are always **due at the start of the week at the start of class.**

Sculpture:

1. Crushed Soda Can: Draw a crushed soda can, include details like the logo. Pay attention to what it actually looks like not what it used to look like, lettering should drastically change.
2. Worm's Eye Point of View: Draw your choice of subject matter from a worm's eye point of view (from below looking up).
3. Bird's Eye Point of View: Draw your choice of subject matter from a bird's eye point of view (from above looking down but not hovering exactly above; you should also see the sides of objects).
4. Paper Airplane: Fold a paper airplane, place it in front of you and draw from direct observation from multiple angles. Be as accurate as possible.
5. Morphing Transformation: Choose 2 objects (one animal and one man-made) to slowly morph into each other. You should have 6 or more drawings illustrating the transformation of one object into the other. Add details.
6. Clubhouse: Build a clubhouse (physical or drawing) using only things you find on the street.
7. Vehicle: Draw/Design a vehicle. This can be a car, spaceship, airplane, boat, motorcycle, bicycle or anything you want. Include details and make it big!
8. Aftermath: Depict the aftermath of a tornado. Find an interesting place and perspective. Feel free to include physical objects.
9. Envelope Please: Gold statues, trophies and crystal plaques are handed to the best of the best. Most of us will never win an Oscar. What could you walk home with? Your challenge is to create an award for your family or school. What would it be called? What symbol would it represent? What might some of the categories be? Create your mantelpiece treasure and then give one to yourself. (Basic sports trophies are not acceptable. Think outside the norm.)
10. Bigger Fishbowl: There are over 25,000 types of fish in the world. Each one looks slightly different. Some are beautiful and relatively harmless, some are scary, mean and downright dangerous. Create your own fish, its shape, its color, its defense mechanisms, what it eats, how it swims. Make it your own.
11. Mechanical Object: Sketch out the INSIDE of a mechanical object. The object is your choice but make sure it is interesting.