

The following three assignments took place over three class periods (beginning the third day of class).

Assignment #1: LINE

NOTES:

Line- a path through space. This is the simplest definition. Line is the basis of all drawings and paintings.

Lines are either:

- Objective – they describe an object; or,
- Subjective – they show feeling; convey emotions.

There are *Five Physical Qualities of Line*:

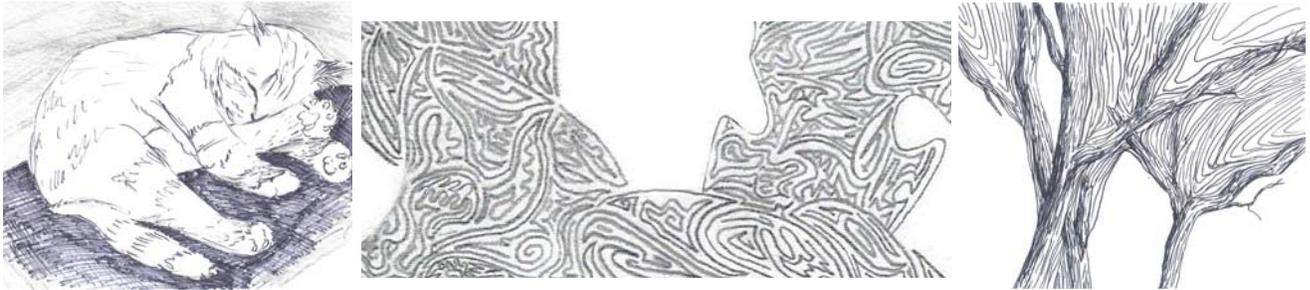
1. Measure – line has length and width
2. Type – lines can be straight, curved, zig-zagged, etc.
3. Direction – lines point to or lead the eye toward something
4. Location – lines can divide, balance, or unbalance a picture based on their location in that picture.
5. Character – lines can give a picture an emotional quality.

ASSIGNMENT:

You will need two pieces of copy paper.

Part one – 60 minutes

On one piece of paper, draw a line drawing. It can be of anything but remember to use **ONLY LINES**. Which means, if you draw a circle, it can't be closed (leave a small space where the lines don't touch . . . imagine that you are building walls as you draw these lines, you must leave a space for someone to leave the "room"). See examples of line drawings below. Shapes will result in a loss of points.



Part two – 30 minutes

Fold the other piece of paper in half. On one half you will draw a **CALM** picture and on the other half you will draw a **LOUD** picture. So, think of (or listen to) the loudest music you have ever heard and spend 15 minutes drawing using only line, then think of (or listen to) the calmest music you have ever heard and spend 15 minutes drawing it, again, using only line. Remember to keep an open space, so you don't create shapes instead of lines. Again, shapes will result in a loss of points. See classroom examples

Assignment #2: BLIND CONTOUR AND UP-SIDE-DOWN DRAWING

This is a two part assignment. You will need to get an up-side-down drawing handout to do this assignment.

NOTES:

Contour – the outline, especially of something irregular or curved

Blind Contour – drawing without looking at the drawing surface, only looking at the object that is being drawn. This causes the brain's language mode to drop out as you draw, by presenting a task that seems boring, repetitive, and unnecessary. This is important because our brains already have a preconceived idea of what things look like, so if you say, I am drawing a nose . . . you may have difficulty. But if you just think of that nose as lines, it will be easier to draw. So . . . the key to drawing well, is to see only lines, shapes, shadows . . . stop naming things! It also introduces the first basic skill of drawing, the skill of perceiving edges. This helps hand/eye coordination/communication.

Up-Side-Down Drawing – this furthers the lessons learned in the blind contour activity, it helps you stop naming things as you draw them. This activity allows the drawer to draw lines they see instead of trying to draw a specific subject. Artists use this technique to check the accuracy of drawings.

ASSIGNMENT

You will need several pieces of paper for this assignment.

Part one:

The Blind Contour

You will draw 5 hands, 5 shoes, and 5 faces using the blind contour method. This means you will draw the picture looking at the object, NOT at your paper. So, you don't get to see how your drawing looks until you are finished drawing each object. The keys are to GO SLOW, USE ONE CONTINUOUS LINE (SO, DON'T PICK YOUR PENCIL UP) and NO PEEKING! Believe me, I can tell if you take your time . . . or if you peek. If you catch yourself peeking, cover your drawing hand (with a magazine, a piece of paper, a cloth, etc.) so the temptation to look is taken away. See Mrs. Tookey for examples. If you are missing any of the required drawings, if it looks like you went too fast, picked up your pencil, or peeked, you will lose points.

Part two:

Up-Side-Down Drawing

You will need the handout used for the up-side-down drawing. **Keep it up-side-down!** Tape it down if you have to, no turning it over to check your work! Now, you will draw what you see, as you see it. So your drawing will also be up-side-down. When you finish you can turn your drawing and the handout right-side-up to see how you did. IF you take your time, you should be able to draw much better than you expected. Oh, and of course, no tracing. Going too fast will result in a loss of points.

So, the key to both parts of this assignment is to TAKE YOUR TIME! You will get a better grade if it appears that you went slowly. It is amazing how much better you can do when you go slow.

Assignment #3: CONTINUOUS CONTOUR

ASSIGNMENT

Students will be draw three continuous line drawings; which means, you do not pick up your pencil. You DO get to look at your paper; this is *not* a blind contour drawing, simply a continuous contour drawing. So, you will be drawing the lines that make up the object. See the examples below (You do not have to do a face, these are just two examples . . . your continuous contour can be of anything). You MUST paste the magazine picture next to your drawing (this is half the credit).



Now, find three pictures from a magazine and draw a continuous contour drawing of each one . . . so you should be using one line per picture. You can retrace your lines, but do not pick up your pencil. If you make a mistake and have to pick up your pencil to erase, make sure you start again where you stopped. You will lose points if you use more than one line per picture or do not meet the requirements.