

AP Studio Art

2017-2018



2D Design



3D Design



Drawing

AP Studio Art: What is AP Art?

AP Studio Art students work with diverse media, styles, subjects, and content. Each student will choose the portfolio that best suits their artmaking. There are three types of portfolios: 2D Design, 3D Design, and Drawing. Each of the three portfolios consists of three sections:

- The Range of Approaches (**Breadth**) section illustrates a range of ideas and approaches to art making (12 artworks)
- The Sustained Investigation (**Concentration**) section shows sustained, deep, and multi-perspective investigation of a student-selected topic (12 artworks)
- The Selected Works (**Quality**) section represents the student's most successful works with respect to form and content (5 artworks)

Students' work is informed and guided by **observation, research, experimentation, discussion, critical analysis, and reflection**, relating individual practices to the art world. **Students are asked to document their artistic ideas and practices to demonstrate conceptual and technical development over time.** The AP Studio Art Program supports students in becoming inventive artistic scholars who contribute to visual culture through art making.

Assessment Overview: What is the AP Art Test?

In early May, students submit (5) actual works and (24) digital images of works for 2-D Design, 3-D Design, and Drawing Portfolios. These works should demonstrate artistic growth and development. Students also submit an artist statement in which they describe ideas investigated and explain how the ideas evolved as they created their body of work. All portfolios are assessed by at least seven highly experienced studio art educators (AP Studio Art teachers or college faculty) who apply standard scoring criteria.

AP Portfolios: How do I choose my portfolio?

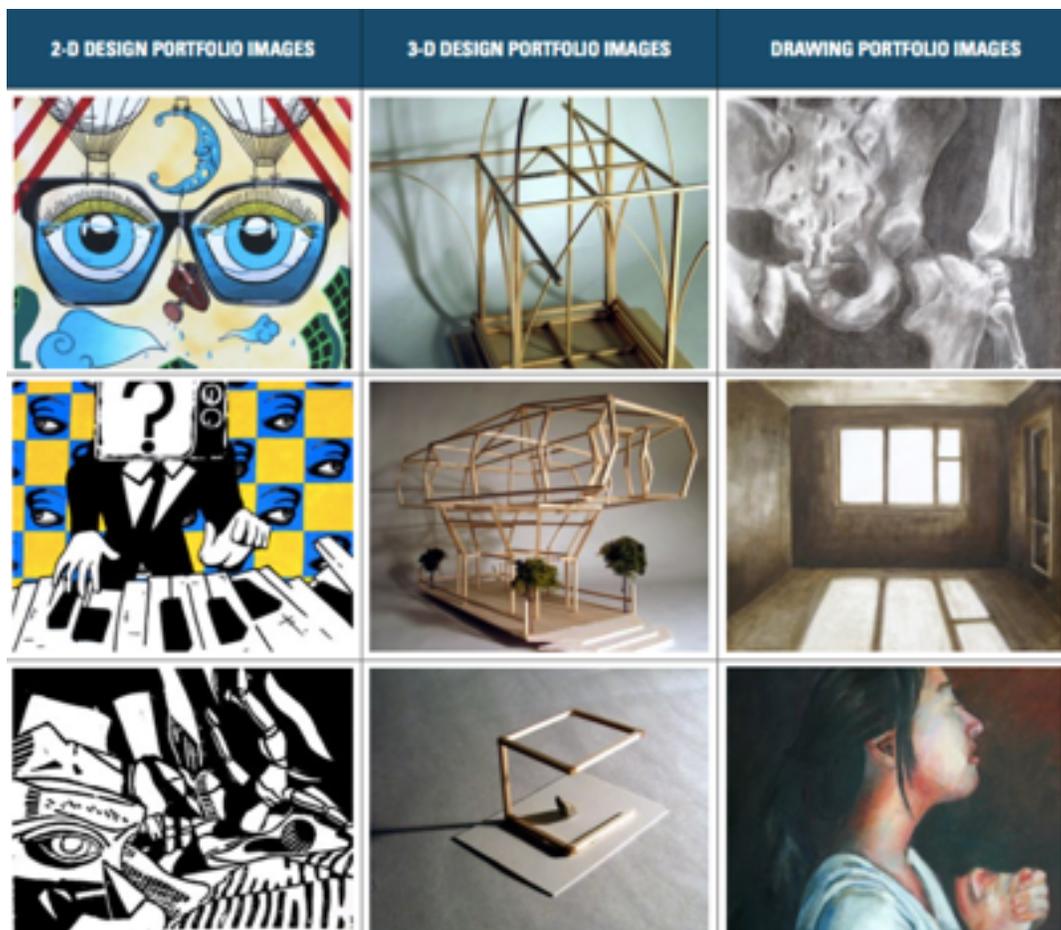
Choose between the three portfolio options based on what medium and style your artwork usually embodies. Read the options below to see what best suits your artistic voice:

Drawing: Explore drawing issues including **line quality, light and shade, rendering of form, composition, surface manipulation, the illusion of depth and mark-making** through a variety of means, such as **drawing, painting, printmaking or mixed media**. Develop technical skills and familiarize yourself with the functions of visual elements as you create an individual portfolio of work for evaluation at the end of the course.

2D Design: Learn to use **2-D design principles to organize an image** on a picture plane in order to communicate content. Demonstrate mastery through any two-dimensional medium or process, such as **graphic design, digital imaging, photography, collage, fabric design, weaving, fashion design, fashion illustration, painting and printmaking**. Develop technical skills and familiarize yourself with the functions of visual elements as you create an individual portfolio of work for evaluation at the end of the course.

3D Design: Explore sculptural issues and **understand 3-D design principles as they relate to the integration of depth and space, volume and surface**. Demonstrate mastery through any three-dimensional approach, such as **figurative or nonfigurative sculpture, architectural models, metal work, ceramics, glass work, installation, assemblage and 3-D fabric/fiber arts**. Develop technical skills and familiarize yourself with the functions of visual elements as you create an individual portfolio of work for evaluation at the end of the course.

AP Studio Art Sample Portfolio



AP Studio Art requires a significant amount of time outside of class to meet the requirements of the portfolio. The Summer Assignment is a District course requirement that helps alleviate the pressure during the school year of producing the many quality pieces needed for a successful portfolio. Completing more of these pieces than required will only put you that much further ahead when school starts.

This year, our school district is offering an AP jump start program July 31-August 3. During this week you will learn about the the AP course and create artwork for your portfolios. ***This program is not a requirement, however, if you take the course it will fulfill many of the summer assignment requirements below.*** Our jumpstart program is full, but if you would like to register to be on the waiting list, please email me at christine.cover@nkcschools.org and I will forward you the link to register.

SUMMER 2017

All portfolios will create artwork from 3 assignment categories: Sketchbook Assignments (10), Observational artworks (2), and Projects (2). 3D portfolios are required to participate in sketchbook assignments, however, for the observational artworks and projects you may work in 3D. Photography has an adjusted list.

Overview

Due: 2nd Class Meeting (August 21)

Estimated time for completion: 10 weeks (throughout summer break)

Resources need to complete assignment: sketchbook, camera, pencil, other supplies as needed

How assignment will be assessed: Each piece will be assessed using the AP Art rubric. The summer assignment in total will be worth 140 points. See rubric on last page.

Helpful hints:

1. **Draw directly from life** instead of using reference photos, whenever possible. If you must use a photo, take your own or use a photo from the public domain. Attach the photo to the back of the work with a paperclip. Do not staple.
2. **Use quality materials** for your art. Good materials make it easier to create good work.
3. **Use standard sizes.** Stay within the 18" x 24" size, so that these pieces could be used for the quality section of your portfolio.
4. **Use a sketchbook to plan your artwork.** Make several thumbnails, jot down notes, glue in reference images, and do color studies when needed.
5. **Use a variety of media**, even combining them for mixed media.
6. **DO NOT SIGN YOUR NAME TO THE FRONT OF YOUR WORK** or place any identifying marks on the front as per AP Guidelines. Be sure to write your name on the back.

7. **Visit the AP Central website for the portfolio you are submitting** often to see sample portfolios and to become familiar with requirements. studioartportfolios.collegeboard.org

8. **Look at good art!** Visit the local art centers, galleries, art museums, and art festivals. Take your sketch book with you, and render/draw the work as well as your response to it. It is a good thing to jot down your thinking process in your sketch book as well as draw in it.

9. **Read about art!** Read art magazines, such as The Artist's Magazine and International Artist. You will find these in local libraries. Also check out art blogs, as well.

10. **Search the Internet for artists** dealing with the same subject as you. Study their work, life history, and influences.

Part One: Sketchbook Assignments

In addition to using your sketch to plan your projects, you must complete 10 sketches and spend **at least** 30 minutes per idea. Sketchbooks should display forethought, good composition, exceptional craftsmanship, have mature subject matter (avoid overused symbols such as hearts, flowers, stars, etc). These sketchbook assignments should be finished drawings. Sometimes breadth pieces come from sketchbooks. Choose from this list or create your own ideas for your 10 sketches (you can do more!)

- Pile of pillows
- Look up words you do not know and illustrate them
- Draw on top of an old drawing
- Close up of an object making it abstract
- Transformation
- Reflection of water
- What was for dinner
- Shoes
- Glass bottles
- Abstract drawing of a building Opposites
- Oops, wrong color
- Outside vs. inside
- Extreme light source
- Extreme perspective
- A tiny image repeated several times
- Anatomy
- Fill a plastic bag with objects and draw
- Forest floor
- Fabric with pattern
- Insects
- Man vs. Nature
- 5 drawings on top of each other
- Negative space only
- Park
- View from a car mirror
- Threads
- Yourself in 15 years
- Non objective
- Contradiction
- Plugged in
- Refuge
- Social statement
- Layer it on
- The senses
- Metallic objects

Part Two: Observational Artworks

Complete at least TWO of the following observational drawings. The AP Readers (Judges), as well as art schools love to see a drawing made from life. Use charcoal or drawing pencil. Spend the time needed to complete the work. Don't just draw a contour. Use a full range of values, with deep shadows and bright highlights to create form and depth. Use the entire page, create an emphasis, and run off the edges with your composition. Fill the paper, using more positive than empty space.

1. **A self-portrait that expresses a specific mood.** Think about the effects of color and how it conveys the individual mood. You may use any style (realism, cubism, expressionism, etc.). Research online to study various artists' self-portraits and their styles and techniques. Check out Van Gogh, Frieda Kahlo, and Rembrandt.
2. **Still life that consists of 3 or more reflective objects.** Set up the objects on a table, cover it with cloth, and place a lamp near it to create dramatic lighting. Your goal is to convey a convincing representation. Render as accurately as you can.
3. **A drawing of an unusual interior** – for example, looking inside of a closet, cabinet, refrigerator, inside your car, under the car's hood etc. Include as many details as your can.
4. **Buildings in a landscape:** Do a drawing on location. Look for a building or spot in your neighborhood that is part of your neighborhood's identity. It could be a fire house, restaurant park, church or any other building or place that you would miss seeing if it were torn down.
5. **Expressive landscape:** locate a landscape near your home or use a photograph that you have taken of a landscape. Or, you can also use multiple sketches or photos of different landscapes to create a unique one. It is best to work from an actual subject, so draw outdoors while looking at the actual landscape. Use expressive color to draw. Check out the Fauvists or the Der Blaue Reiter to see expressive use of color at work.
6. **Café drawing** (or any other local hangout): go to a place where you can sit and sketch for a long period of time. Capture the essence of this place (local eatery/café, bookstore, mall, etc.) by drawing the people and places you see.
7. **Action portrait:** have a friend or family member pose for you doing some sort of movement (jump roping, walking, riding a bike, walking down stairs, etc.). Capture the entire sequence of their action in one piece of artwork. How will you portray movement in your work? Look at "Nude Descending a Staircase" by Dada artists Marcel Duchamp, as well as the work of Futurist artists Giacomo Balla or F.T. Marinetti. Check out the photographic motion studies by Muybridge.

Part Three: Projects

Choose at least Two of the projects to create. You may choose any media or combination of media, including traditional painting and drawing media, collage, photography, or digital art. Photographs and digital art must be printed out. Start your project by developing each idea in your sketchbook. Plan your composition with big shapes, value/color contrasts, scale relationships, point of view, and lighting. Make use of the elements of art and principles of design with intentions. Plan it out! Solutions need to be fresh and unique instead of obvious, predictable, and trite.

1. **Create a series of 3 new artworks around a theme of your choosing.** Consider this a mini concentration. Look at artists who worked in series, such as James Ensor, Andy Warhol, Stella, Mondrian, Matisse, and Picasso.
2. **Create a comic strip about a social issue.** All characters must be original. Include text and color.
3. **Create a photomontage,** using Photoshop if necessary. Research Barbara Kruger.
4. **Research and create a Pop-inspired work** incorporating personal symbols or words. Research the art of Andy Warhol, Robert Indiana and Ed Ruscha, as well as their photography.
5. **Create a colorful design for a handbag or other item of clothing.** Research Tina Turk's bags.

6. **Create an off-beat portrait of a family member/friend** using thick bold outlines and arbitrary colors, using paint and/or oil pastels. If you use a photo, draw on top of it with oil pastels. Research Van Gogh, Gauguin, and Georges Rouault.

7. **Photograph details:** close-ups of faces, architectural details, textural surfaces, interesting lighting and compositions. Check out the photographer Simon Lewis, Diane Arbus, and Annie Leibovitz.

2D Studio Art: Photography

Photography students must complete each category below: (From Life, Projects, and Sketchbook)

Observational Artworks:

Complete at least TWO of the following observational studies. For each study, you should be taking at least 20 photos to choose from, if not more. Think about composition, your background, elements and principles, your lighting, as well as all the other basics to general photography.

1. **A self-portrait that expresses a specific mood.** Think about the effects of color and how it conveys the individual mood. You may use any style- reflective, abstract, and narrative, etc. Research online to study various artists' self-portraits and their styles and techniques. Check out Cindy Sherman, and Vivian Maier, etc.

2. **Still life that consists of 3 or more reflective objects.** Set up the objects on a table, cover it with cloth, and place a lamp near it to create dramatic lighting. Your goal is to create interesting shots of reflective objects

3. **A photographic series of an unusual interior** – for example, looking inside of a closet, cabinet, refrigerator, inside your car, under the car's hood, etc. Think about how to take interesting photos of something so ordinary.

4. **Buildings in a landscape:** Do a photo shoot on location. Look for a building or spot in your neighborhood that is part of your neighborhood's identity. It could be a fire house, restaurant park, church or any other building or place that you would miss seeing if it were torn down.

5. **Create a self-portrait**, using your reflection in an unusual surface, something other than a normal mirror. This could be a metal appliance (toaster, blender), a computer monitor, a broken or warped mirror, a car's rear view mirror, or tinted windows.

6. **Action portrait:** have a friend or family member pose for you doing some sort of movement (jump roping, walking, riding a bike, walking down stairs, etc.). Capture the entire sequence of their action in one piece of artwork. How will you portray movement in your work? Think about slowing your shutter speed. Look at "Nude Descending a Staircase" by Dada artists Marcel Duchamp, as well as the work of Futurist artists Giacomo Balla or F.T. Marinetti. Check out the photographic motion studies by Muybridge.

7. **Café photos** (or any other local hangout): go to a place where you can capture the essence. (Local eatery/café, bookstore, mall, etc.) by photographing the people and places you see.

Projects:

Choose at least TWO of the projects to create. You may choose any media or combination of media, including collage, photography, or digital art. Photographs and digital art must be printed out. Start your project by developing each idea in your sketchbook. Plan your composition with big shapes, value/color contrasts, scale relationships, point of view, and lighting. Make use of the elements of art and principles of design with intentions

1. **Create a series of 3 new artworks around a theme of your choosing.** Consider this a mini concentration. Look at artists who worked in series, such as James Ensor, Andy Warhol, Stella, Mondrian, Matisse, and Picasso.
2. **Create a comic strip about a social issue.** All characters must be original. Include text and color.
3. **Create a photomontage**, using Photoshop if necessary. Research Barbara Kruger.
4. **Research and create a Pop-inspired work** incorporating personal symbols or words. Research the art of Andy Warhol, Robert Indiana and Ed Ruscha, as well as their photography.
5. **Create a colorful design for a handbag or other item of clothing.** Research Tina Turk's bags.
6. **Create an off-beat portrait of a family member/friend** using thick bold outlines and arbitrary colors, using paint and/or oil pastels. If you use a photo, draw on top of it with oil pastels. Research Van Gogh, Gauguin, and Georges Rouault.
7. **Photograph details:** close-ups of faces, architectural details, textural surfaces, interesting lighting and compositions. Check out the photographer Simon Lewis, Diane Arbus, and Annie Leibovitz.

“Sketchbook Assignments:”

You must complete 20 “sketchbook assignments.” Take photos of the following subject matter and take about 30 minutes per assignment. This should allow you to get more than **20 photos of each** resulting in 400 photos or more. Sometimes breadth pieces come from sketchbooks ideas.

- Pile of pillows
- Look up words you do not know and photograph them
- Man vs. Nature
- Close up of an object making it abstract
- multiple photos on top of each other
- Transformation
- Reflection of water
- What was for dinner
- Glass bottles
- Contradiction
- Outside vs. inside
- Extreme light source
- Extreme perspective
- A tiny image repeated several times
- Fabric with pattern
- Insects
- Shoes
- Park
- Yourself in 15 years
- Non objective
- Threads
- Plugged in
- Refuge
- Social statement
- Layer it on
- The senses
- Metallic objects
- Anatomy

AP Studio Art Rubric

This is the rubric the AP studio art readers (judges) use to assess student work when we submit our portfolios at the end of the school year. This is also the rubric we will use to assess each project.

6. EXCELLENT

Consistent **high quality** work

Evidence of thinking

The work is **technically excellent**; materials and media are used effectively to **express ideas**.

The work uses the elements and principles of design in **inventive** and **evocative** ways.

The work demonstrates **original vision** and successful **experimentation, risk-taking**, and/or **ambition**

The work addresses **sophisticated/complex ideas** with **confidence** and **verve**

5. STRONG

Strong quality, some **inconsistencies**

The work demonstrates **successful articulation of the principles of design and art elements**

The work demonstrates **successful experimentation** and/or **risk-taking**

The work is **technically strong**

Evidence of thinking

Fairly **confident, clear decision-making**

4. GOOD

Demonstrates **success inconsistently**

Some **ideational** development

Sense of **purpose/direction**

Emerging technical competence and **emerging sense of ambition**

Work demonstrates an **effort** to apply elements of art and principles of design with **some success**

3. MODERATAE

Understanding and application of elements of art and design principles is **emerging**

The work may appear to be good solutions to design exercises but **does not go beyond that level**

More competent technically than conceptually or vice versa

2. WEAK

Lack of sense of exploration, weak ideas

Understanding and application of design principles and elements of art appears to be **underdeveloped**

The work may **attempt** to address design issues **without much success**

Technical skill is **awkward**.

1. POOR

Little thought

Lack of awareness

Poor technique, composition, use of materials

Understanding of design principles and elements of art is extremely limited.