

76 SKETCHBOOK IDEAS

Name: _____

Cohort No.: _____

Homeroom No.: _____

You will draw at least one sketch per week in your sketchbook. The purpose of a sketchbook is to strengthen your drawing skills, encourage you to look harder at things, use your imagination, explore techniques that interest you, and challenge you.

In addition to the weekly sketchbook assignment, you are encouraged to fill this space with your own work and drawings of your choice. Use your sketchbook as a place to let out your ideas and thoughts.

Each sketchbook assignment should take at least 20 to 60 minutes and is considered homework.

You will receive 10 points for drawings that meet the following expectations:

- Drawing must fill the entire page.
- Unless otherwise directed, you can only use pencils (or colored pencils) – no ink pens or markers!
- Drawing must show great attention to detail.
- You may any idea off the following list.
- Write the idea number and date in the top-right corner of the sketchbook page.



PEOPLE

- 1 Draw someone you sit by in an odd pose.
- 2 Draw family members with things that are important to them.
- 3 Draw yourself (or someone else) painting toenails.
- 4 *Find a quiet place in a crowd. Draw the crowd.*
- 5 Make a portrait of yourself in twenty years. Or in fifty years. Or both.
- 7 Draw a masked man (or woman) that is not a superhero.
- 8 Draw the ugliest baby you can imagine.
- 9 Draw two self-portraits with odd expressions.
- 10 Draw something or someone you love.



ANIMALS

- 11 Draw an animal eating another animal.
- 12 Draw your art teacher in a fight with an animal.
- 13 Draw an animal playing a musical instrument.
- 14 *There is an animal living in one of your appliances. Draw it.*
- 15 Draw a dead bird in a beautiful landscape.
- 16 Draw something from a pet's point of view.
- 17 Draw an animal taking a bath.
- 18 Draw an animal taking a human for a walk.
- 19 Combine 3 existing animals to create a completely new creature.
- 20 Draw a family portrait. Plot twist: It is a family of insects or animals.
- 21 Draw an animal playing a musical instrument.
- 22 Draw the most terrifying animal you can imagine. Or the most adorable.



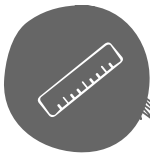
FOOD

- 23 Draw a pile of dishes before they get washed.
- 24 Draw an exploding banana.
- 25 Draw a slice of the best pizza you have ever seen.
- 26 Draw a junk food wrapper.
- 27 Draw your favorite food.
- 28 Draw salt and pepper shakers.
- 29 Draw a bowl of fresh fruit or vegetables.
- 30 Draw the oldest thing in your refrigerator.
- 31 Draw everything on a restaurant table.



OBJECTS

- 32 Draw what is in the rearview mirror of the car.
- 33 Draw an object floating.
- 34 Find a trash can. Draw its contents.
- 35 Draw tools that belong to a certain profession.
- 36 Draw three objects and their environments. One of the three should be in motion.
- 37 Draw the interior of a mechanical object. Zoom in, focus on details and shading.
- 38 Create three drawings of messes you have made.
- 39 Draw five objects with interesting textures: wood grain, floors, tiles, walls, fabric, etc.
- 40 Draw your favorite childhood toy.
- 41 Draw a watch or another piece of jewelry.
- 42 Draw something with a mirror image.



TECHNICAL SKILL/SKILL DEVELOPMENT

- 43 Draw all the contents of your junk drawer with one continuous line.
- 44 Make a detailed drawing of a rock.
- 45 Draw a dark object in a light environment.
- 46 Draw a light object in a dark environment.
- 47 Draw a transparent object.
- 48 Do several studies of eyes, noses, and mouths in a variety of poses.
- 49 Draw an interesting object from three different angles.
- 50 Value Studies: Draw three eggs and part of the carton with a strong light source.
- 51 Draw three metallic objects that reflect light. Focus on highlights and reflections.
- 52 Refraction: Create two drawings of separate objects partially submerged in water.
- 53 Draw a piece of patterned fabric with folds.



CREATIVITY/ORIGINALITY

- 54 Draw yourself as an original superhero.
- 55 Make a drawing that looks sticky.
- 56 Draw a mysterious doorway or staircase.
- 57 Draw an empty room. Make it interesting.
- 58 Draw a flower. Make it dangerous.
- 59 Draw an object melting.
- 60 Draw an imaginary place, adding all kinds of details.
- 61 Draw a gumball machine that dispenses anything but gumballs.
- 62 Draw what's under your bed (real or imagined).



OPEN-ENDED THEMES

- 63 Make a drawing that is totally truthful.
- 64 Make a drawing that is completely and utterly impossible.
- 65 Let someone else choose your subject and tell you what to draw.
- 66 Draw your greatest fear.
- 67 Find the three most useless objects you can and draw them.
- 68 Draw an interesting form of transportation.
- 69 Draw something for which you are thankful.
- 70 Draw something that can't be turned off.
- 71 Draw something soothing.
- 72 Draw something you think sounds or smells incredible.
- 73 Draw something that needs fixing.
- 74 Draw something you've always wanted.
- 75 Draw something out of place.
- 76 Draw something that should have been invented by now.