

3-D Sketchbooks

Art Concepts and Skills Goals

We will use:

- #4 graphite pencils
- erasers
- water soluble pencils
- scratchboards and watercolors

to learn how to employ

- foreshortening
- shadows
- shading
- size
- density
- surface
- contour
- overlapping

and learn to draw any object we see in 3-D!

We will begin with the Three Basic Geometric Solids

- Cube
- Cylinder
- Sphere

And use these to draw a whole assortment of subjects, like:

- bucket
- wishing well
- silo and barn
- rocket
- telescope
- cityscapes
- treasure chest
- barber pole
- space ship
- birthday cake
- gift with ribbon
- fruits in a bowl
- pyramids
- ascending stairs
- initial capitals

Thinking Goals

Planning and Reasoning

- "In what order should I place these lines and shapes so that my drawing looks 3-D?"
- "Which way is the light coming from, and where will the shadows fall?"

Spatial organization

- "Where shall I place this vase so I have enough room for enormous flowers?"
- "Where shall I place this animal so that he appears farther away?"

Visual communication

- "How can I show that this surface is curved?"
- "How can I show that this object defies gravity?"
- "How can I show that this rocket ship is moving?"

Inventive thinking

- "How can I draw a more interesting graph than the one my computer will generate?"
- "How can show a design for a community where cars are unnecessary?"

Go Get Your Smock!

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