

A is for ...

abstraction
authentic
armadillo
annual
artificial
attach
Art Nouveau
abstract
African

able
add
aqua
ask
animals
angels
alligator
adjust
available
Art Deco
autobiography

anger
a lot
air
astronaut
advice
adolescence
attention
activity
ants

afterwards
amok
apology
attachment
Aries
angelfish
airborne
accessible
absolute
apples
all-over compositions
angels
also

Print out and add your own "A" words in the spaces in-between those listed here!

Antlers . . .



Accidents . . .

“There are no mistakes, only happy accidents.”

— *Bob Ross*

“The good painter is always making use
of accidents.”

— *Charles Hawthorne*

“Happy accidents are real gifts, and they can
open the door to a future that doesn’t even
exist. It’s kind of nice sometimes to set up
something to encourage or allow happy
accidents to happen.”

— *David Lynch*

“There are no accidents.”

— *Pablo Picasso*

Artists . . .

Elenore Abbott

Josef Albers

Pacita Abadi

Mary Abbott

Milton Avery

Ruth Abrams

Aesop

Woody Allen

Jean Arp

Jane Austin

Ansel Adams

Add your own names to those listed here!

Milton Avery

“I always take something out of my pictures, strip the design to essentials; the facts do not interest me so much as the essence of nature. I never have any rules to follow, I follow myself.”

A is for Animals: You will draw
Five Animals Four Times Each at least
Four Times. $(5 \times 4) \times 4 = 80$



Supplies Needed

- sketchbook or drawing paper
- pencil
- ballpoint pen (or other pen)
- charcoal, pastel, marker or colored pencil
- references of animals (from a book or Google)

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Find five reference photos of five different animals. The animals should be in profile. Then draw the five animals in these four ways:

1. Backbone Swoosh Drawings
2. Wrong-Handed Drawings
3. Eyes-Closed, Memorized Drawings
4. Smudgies

1 Backbone Swoosh Drawings

Looking at your reference, and starting either at the tail-bone or neck, set your pen to page and then, in one fluid and quick motion, draw the curve of the back of your animal.

Put your pen back to the beginning point, look at your reference and do it again. Repeat for a total of 7-10 lines.

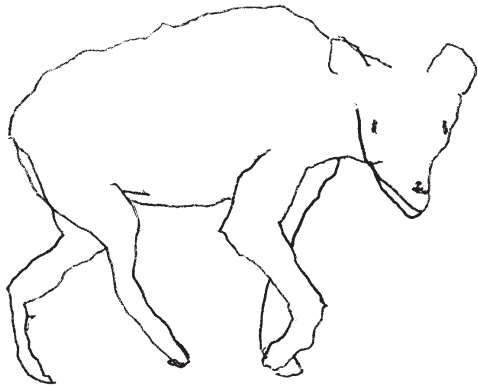
Do one swoosh drawing for each of the five animals.



2 Wrong-Handed Drawings

Place your pen in your non-dominant hand. Look at your reference, pick a point and begin drawing. Don't worry about your shaky lines... just look at your reference about 60% of the time and your drawing about 40% of the time.

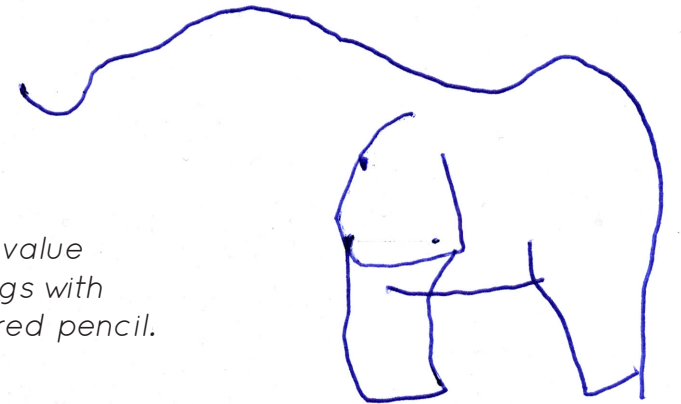
Breathe! Since this is a wrong-handed drawing, it's not meant to be "good," so just relax and do your best.



3 Eyes-Closed, Memorized Drawings

This one is fun! Before you begin drawing, spend about 20 seconds really looking at your photo reference. You might want to say things out loud, such as "the feet make an upside-down V shape" or "the belly slopes downward."

Then, close your eyes and do your best!



If desired, add value to these drawings with marker or colored pencil.

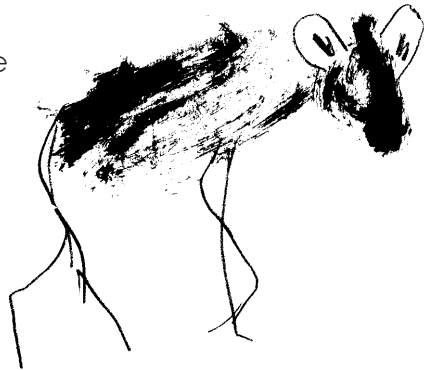
4 Smudgies

Look at your reference photo and, using either charcoal, pastel, or anything that “smudges,” make two shapes: one for the body, and one for the head. You can try to make your shapes look like the animal, but don’t spend too much time on it as you can make corrections with your lines.

Now, using a pencil, add lines to define the backbone shape, the head shape, and add ears, legs, horns, and any other distinguishing features.

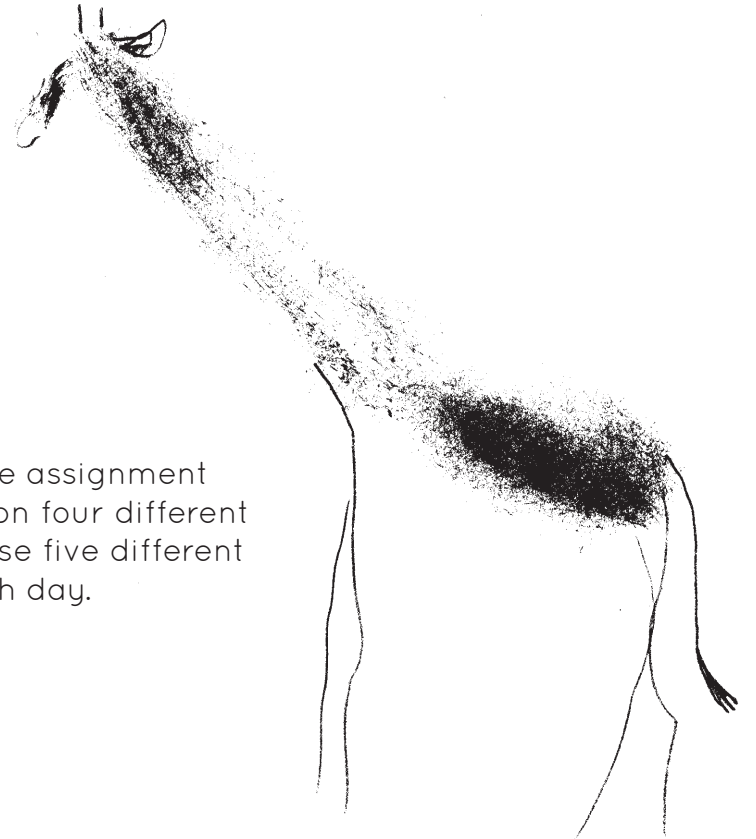
Keep it simple... once you have the essence of the animal, stop.

Think stick figures!



Have fun!

Do the whole assignment four times (on four different days). Choose five different animals each day.





Optional / Extra Credit

AFTER you've done the drawing assignment four times, you can move on to the following:

1. Do the assignment every day (or almost every day) for the whole two weeks, choosing different animals for each set.
2. Apply the same exercises (swoosh backbone, wrong-handed, eyes-closed and smudgies) to things OTHER than animals (though items drawn must start with the letter "A" — apples, angels, astronauts, etc.).
3. Draw or paint an animal in the media of your choice that is *inspired by* one of your exercise drawings.
4. "Color" some of your animals, adding pattern, texture and color using markers and colored pencils.

P.S. Please do NOT feel "behind" if you don't get to these! These prompts are optional.