

Studio in Media Arts

Quarter 3 Sketchbook Assignments

- 1) **Design an Animation Character #1.** Using the entire page, draw an imaginary character that you might use for an animation or a movie. For this sketch, draw the character from the **front and side, full-page, and use values**. Make sure you include details, such as costume, weapons, props, etc., that would define this character's "job," or function in the animation. *The Character must also have facial features visible!*
Due Wednesday, 2/1

- 2) **Storyboard Sketch:** For this sketchbook assignment, take the character that you designed for the first three sketch assignments above, and put him in a simple "scene" in an animation/movie. "Block out" the action of that character through a series of thumbnails. This should take up 1-2 pages in your sketchbook. You will need a minimum of 8 "keyframes," which are a minimum of 4" long and about 2" high. ***See the example online for more information.***
Due Wednesday, 2/13

- 3) **Design an Animation Character #3.** This time, divide your paper into 4 quarters. Draw only the head/face of your imaginary character 4 times – once in each square. Each face needs to have the following emotions illustrated: Anger, Surprise, Happiness, and one you can define for yourself.
Due Wednesday, 3/1

- 4) **A Figure in Motion**
Use a photographic image to draw either a human or animal that is in motion. Fill the whole page and use values to focus our attention on the focal point. Look at how the idea of motion can be expressed and what techniques are available to you to do that. Look at Marcel Duchamp's "Nude Descending a Staircase No 5" for inspiration, if needed.
Due Wednesday, 3/22

- 5) **A profile portrait of another person.** Have someone sit sideways to you, and draw their face from the side. *Make this drawing a full-value sketch!*
Due Wednesday, 3/29