

Sketchbook Assignments – Ceramics 1 Fall 2019

Sketchbook Guidelines:

1. **Title all assignments and write legibly.**
2. **Document sources for any photos or referenced information.** Copy and paste or write down exactly where you found your image or information – magazine, catalogue or book name/volume/date/page. For internet sources, record the whole exact address shown when you are viewing the original source – e.g. “www.example.com/image123.jpg”, not just “www.example.com” or “google search for thrown bowls”.
3. **AVOID PLAGIARIZING!** Only copy sketchbook ideas from online/print/someone else for examples with cited sources.

No/incorrectly cited references for copied images: -1 point each.

Copying ideas from books/online/your friends/other people (or letting them copy from you) and sketching them as part of your thumbnail sketches, which should be your ideas: -1 point each minimum. If you do a lot you will get a zero for the assignment; if you do it on a couple assignments you will end up in a cheating meeting.

Due Dates and Assignments:

- Due 9/27 Japanese Teabowl Investigation: Follow steps 1 through 4 listed below.
- Due 9/27 Tray Investigation: Complete step 6 only listed below.
- Due 9/27 Coil Project Investigation: Complete step 6 only listed below.
- Due 10/25 Slab Box With Lid Investigation: Complete step 6 only listed below.
- Due 10/25 Thrown Cup With Handle Investigation: Follow steps 1 through 5 listed below.
- Due 10/25 Thrown Bowl Investigation: Follow steps 1 through 5 listed below.
- Due 11/22 Thrown Plate Investigation: Follow steps 1 through 5 listed below.
- Due 11/22 Pottery Spending Spree: Complete step 7 only listed below.
- Due 11/22 Ceramic Artist Research: Complete step 8 only listed below.
- Due 12/13 Ceramics Video Browsing: Complete step 9 only listed below.
- Due 12/13 Sketchbook Choice #1: Do any one of steps 7 through 15.
- Due 12/13 Sketchbook Choice #2: Do any one of steps 7 through 15.

1. **Find pictures of examples.** Choose two or more relevant pictures (tea bowls don't have handles, bowls are different than vases or pots, etc.) that are informative or inspiring. Dig deeper than the first things you see.
2. **Print, copy, or draw the pictures** and put them into your sketchbook. Make sure to document the sources.
3. **Comment on the pictures** – For each picture, what are two or more characteristics that you like or dislike?
4. **Do ten or more small (“thumbnail”) sketches** of your ideas (not copied from other sources) you might want to make. Your sketches should show quality in thought and inquiry, and the exploration and growth of an idea. Try a range of possibilities for the project, rather than several nearly identical ideas. The object is to break away from your first cliché response and the first stale random doodles that come out of your pen, to stretch your thoughts and grow a richer, more interesting idea.
5. **Find one or more examples in real life** that you can hold, measure, feel and weigh. Draw these in your sketchbook and give information about them: where you saw them, materials, size, how thick the walls are, and three physical characteristics you like or dislike about them. Pay special attention to the lip and the foot.
6. **Review the project goals, then do twenty or more thumbnail sketches** to figure out basic form/shape ideas, surface designs, textures, and any other interesting details. Again, these sketches are your ideas, not ideas copied from online or other sources.
 - a. For the **tray**, sketch tray shapes, ideas for feet, and surface design ideas.
 - b. For the **coil project**, think of a vase that curves out as it goes up, then curves back in again, then goes up and flares out to the rim. Similarly, as you are sketching to figure out forms, your ideas need to have three curves or changes in direction. See the assignment handout for details.
 - c. For the **slab box with a lid**, think of basic forms, how the lid will fit on, and how the handles, feet, and other details will all fit together. See the assignment handout for details.
7. **Imagine you have a gift card** good for ceramic art at any art gallery. Go to flieschool.com > Ceramics > [Ceramics Links](#) and browse through the galleries listed there, or search for your own. Find a ceramic work you like so well that you would buy it if you really had the money – it must currently be for sale, not already

sold. In your sketchbook or in some sort of document or email, include a picture of the work, the gallery and artist names, and the price. Describe two physical characteristics of the piece that you really like. Do this for at least three pieces, by three or more different artists, from two or more different galleries. One piece must be less than \$100, one must be from \$100 - \$600, and one must be over \$600.

8. **Choose a ceramic artist** and find out something about her or him and her/his work. To find artists, use the '500' books or other books & magazines in the classroom, or go to flieschool.com > Ceramics > [Ceramics Artist Links](#) and browse through a couple thousand (don't use any on the first page), or find some on your own. Find and write down basic info: where and when they worked, the type of work they are known for, and who/what influenced them, and especially anything about HOW they do their thing – what materials and processes. Get three pictures of their work (make sure to cite sources/URLs), and do three sketches of your own ideas influenced by their style.
9. **Ceramics Video Browsing:** Go to [Ceramics Arts Daily](#), YouTube, etc. and search for pottery or ceramics videos. Find some that look interesting and watch them. Most videos are short and sweet, only a few minutes long, so watch three or four clips. When you are done, send me an email. Copy and paste into it the web address of each of the videos you watched, and for each one write a couple sentences describing what it was about/what you learned – convince me that you actually watched the videos. Comment on what you saw – what did you think? Anything you want to try?
10. **Extra Studio Time:** Come in before or after school and WORK for an hour to earn credit for weekly sketchbook work. If you work for more than one hour in a day, you will get credit for one hour. If you work less than one hour a day, I will record the time and give you credit when your work adds up to an hour. **Working more in the studio than required is the only way to effectively earn extra credit.**
11. **Preliminary Work For Additional Projects:** This could be for assigned projects or your own ideas. For this, follow steps 1 through 4 or steps 1 through 5 above.
12. **Ceramics Periodicals Browsing:** Go to the class bookshelves, a library or online and look through a couple ceramics magazines: Ceramics Monthly, Clay Times, Pottery Making Illustrated, etc. Get an idea of what types of articles you can find, what's being advertised and what's currently going on. Find a one or more page article that looks interesting and read it. Write down the periodical name and issue (example: Ceramics Monthly, February 2012), the article name, author, and page number, and a couple paragraphs summarizing the article, what was interesting, and how it might apply to your work or our studio.
13. **Cultural Ceramics Research:** Pick a culture and period that interests you or is part of your heritage, and do some research into its style and use of ceramics (it must be a culture that made/used ceramics – Southwest Native American, for example, but not Northwest Native American). Choose a SPECIFIC culture and time period – Anasazi tribe pottery, not just "Indian pottery", for example. Write down basic info – who where when, what they were/are known for making, what techniques they used, why they made what they did, and why you like it. Find and copy/paste/draw three pictures of representational works, and then do three drawings of your own ideas inspired by the culture's style.
14. **Inspiration From Life:** Sketch five things from life – you should be looking right at them in person as you draw them, and include interesting details – that are not dishware or sculpture: for example, buildings, trees, plants, people, animals, furniture, machinery, science phenomena or apparatus, etc. Use each sketch to inspire the form of a piece of functional pottery, as drawn in a second sketch – a teapot, pitcher, bowl, platter, cup, etc. DO NOT use as inspiration cell phones, music players, or whole cars. So, for example, for one of my five things I might pick up and draw a pine cone with its pattern of scales, then draw it transformed somehow into a teapot. (No, you can't use this example for one of your five things).
15. **One Idea, Twenty Sketches:** Think of an object you might want to make; it could be a cup or bowl, a teapot or vase, a sculpture – any idea that interests you. Try making a thumbnail sketch of it. The first sketch is almost always a cliché, at least in part a copy of something you have seen, or simply something that could be refined and improved. Look at your first sketch, and think about what you could change to improve your idea. Maybe the proportions could be altered, or the balance, or how one part relates to another. Do another thumbnail sketch to visually work out your thoughts. Repeat this process, trying out different variations to get things just right, and also to explore and see if any interesting and unexpected possibilities come up.