

The *Amazing* Creativity-based Drawing Challenges

(Assignments numbered 4, 5, and 6 from the Drawing Calendar)

You have been, so far this semester, developing and refining your skills in drawing. The instructional methodology employed in this class has consisted primarily of lectures, readings, and exercises focused on developing your hand/eye coordination, your knowledge of techniques related to drawing, your knowledge and use of the tools of drawing, and your ability to see in a new way. It is now time to use those skills you have developed and to that end I am going to challenge you. In the next three assignments (and in your sketchbooks as well) you will demonstrate your understanding of what you have learned and you will have a chance to demonstrate your ability to be creative.

CHALLENGE number 1 (Assignment #4): Decide on a “Center of Interest” and place the most interesting object centrally within the Picture Plane. Answer these questions for yourself, you will be asked during the critique. What makes that object interesting and worthy of being placed within the center of interest? How large should you draw that object and how do the objects (positive space) and negative space (not objects) that surround the center of interest reinforce the viewers’ willingness to look at the drawing?

CHALLENGE number 2 (Assignment #5): Accurately rendered objects and accurately rendered negative space.

1. Objects become believable (in their size, shapes, and textures)
2. Position of objects in space is believable (and accurate)
3. Values (lights & darks) are believable
4. Proportions of both positive (objects) and negative (not objects) space are believable

CHALLENGE number 3 (Assignment #6): Give the viewer something to think about. This challenge is more concerned with eliciting a response from the viewer than it is with having the viewer quietly look at the drawing and say only “Hmmm, nice drawing of some stuff and things.”

1. **Emotional interpretation**, make it obvious, make the viewer react strongly. Use line, value, texture, or any other method you can think of to “force” the viewer to react to your interpretation.
2. **Mystery**, make the viewer wonder what is happening. Be subtle and let the viewer interpret your message from subtle clues. You may use visual puns or insert objects that normally would not belong in your drawing.
3. **Intellectual message** (give the viewer visual hints but do not spell out the meaning, let the viewer decide what is being “said” based on your visual hints.)