

Sketchbook Requirements

- For every project we do, you will need to write an artist statement.
- Different projects will require unique artist statements.
 - The weekly requirements will always be made known.
- These statements are included in every rubric for every project plan handed out in class. They are worth 25% of each project grade.
- Be sure to review the attached “Writing About Art” sheet every time you begin an artist statement.

Below is the layout you will use in your sketchbook for each artist statement you write. Please use the entire sketchbook page for this layout.

Project _____

Date _____

Please provide a sketch or attach a photo of your finished work here.

Artist Statement:

Artist Statement Examples (From High School Zine Project):

Chloe

Think back for a moment, at who you were, to who you are, and who you might become. Every child loves the question, “What do you want to be when you grow up?” The real question should be who. Who do you want to be when you grow up, and why? What places, people and events made you who you are right now. In the anime Fairytail, many characters undergo strong negative events that destroy their pasts, but instead of giving in to the evil that struggled to take hold of them, they grew, and became strong bright people, with their own united purpose and bonds of friendship that will last to eternity. Seeing their strength inspired me to create this project the way it is. The strong message of Fairytail will always be a part of my heart. And all my art comes from my heart. From a technical stance, I wish the segments had been larger, because there were other more detailed images that I wanted to layer over the others to create a more detailed complicated approach. However, I am satisfied with the outcome this piece, and had a lot of fun creating it.

Jillian

This project was definitely one of my favorite projects this year because I got to make it my own. I put a lot of thought and effort into the design of this project. The theme for my zine was mental disorders and on each of my “pages” I made a representation for each of the mental disorders that are most commonly known. I really like this about my project because I think it would be fun to guess which disorder was which if I had never seen the zine before. The only thing I would change about my project would be that when I folded it I would make it more clean cut and not have some of the sides sticking out. I also would’ve drawn the eating disorder page better by making it more obvious the girl in the picture looking at the mirror thought she was bigger than she actually was. Drawing is one of my favorite things to do, it relieves my stress, so this project made me realize next semester I want to take drawing instead of photography.

Arya

The inspiration for my work was due to the fact that I got the opportunity to live outside my country and I got asked these bizarre questions from people who lived in the U.S which had completely obvious answers or were just like what everyone does. My piece was supposed to look like sections with a bunch of crazy questions with pictures for it. I changed my plans by actually typing the text instead of handwriting it. I think the pictures all link very well to the questions and the questions also display the message of “questions asked” very easily. My biggest challenge was trying to find a topic to do this project on, somehow I got asked a stupid question on that day and I had a “light bulb” moment so I decided this would be a relevant topic for me. I never knew that there was a kind of art called zine because I thought this fits more into the magazine, blog, etc kind of space. I learned how to express how you feel through an art piece in an indirect way.

Garrett

I did this project because I like drawing and this project involved a bit of drawing. The inspiration for my zine was video games and this is obvious because it’s titled messages in video games. Originally it was supposed to look like a bunch of characters from video games and the real life messages their games showed and in the end that’s exactly what it looked like.

I think the Images that I actually drew came out great because you can obviously tell who’s who. Some challenges I encountered were the size of the text and pictures because it was hard to tell if they would fit or not sometimes. At one point I printed one of the pieces of text to big and I had to reprint it. I also had a hard time coming up with messages for video games near the beginning of the project but I was still able to come up with some good ideas. In the end though I learned it’s ok if you’re not the best artist all that matters is that you did the best you could and I did. So overall I think that this was a fun project worth doing again sometime.

Writing About Art

Mr. Devin T. Hanson

How do I write an Artist Statement?

- *Artist Statements* are a written passage about your work of art that include, but are not limited to:
 - The purpose for creating the work.
 - Your inspiration for the work.
 - What artists, if any, did you analyze and reflect on?
 - What was the piece supposed to look like originally?
 - How did you change or modify your plans?
 - What did you do well or what are you pleased with?
 - What challenges did you encounter and how did you solve them?
 - How did you grow as an artist or person?
 - What did you learn?

- Normally, your work will not turn out the way you planned.
 - IT IS OK TO FAIL! Write about how you could do it better if you had the chance to do the project again. What would you change?
 - Do not simply say, "I like the color blue so I made it blue." Why do you like blue? What colors go well with blue and why? DO YOUR RESEARCH!

- You are talking about yourself in your *Artist Statement*; don't try to please an audience by using big, fancy words. Write in your own words.

- MOST IMPORTANTLY, *Artist Statements* should include specific vocabulary when describing your work and the work of others.
 - Vocabulary from the lesson (charcoal, oil, slab, etc.)
 - Elements of Art and Principles of Design (Line, Texture, Shape, etc.)

- EXPLAIN **WHY** YOU DID THE THINGS YOU DID

What is Inspiration?

- Inspiration is anything that aided in your desire to create the project, modify the work in a certain way, or encouraged a specific theme.
- You can be inspired by ANYTHING!
- All artists are inspired and every project is a reflection of a specific person, place, or thing. Use the world around you!
- Inspiration can be difficult, try looking at magazines, picture books, contemporary artist websites, etc.

Planning

- Every work of art needs a plan!
- Sketch or write about your ideas! If you don't plan, you WILL NOT be successful.
- Your inspirations and plans go hand in hand. Take pictures of anything that interests you and sketch them as organized thoughts and ideas.

Discussing Growth

- Discussing growth is the same thing as "reflecting."
- WHAT DID YOU LEARN about yourself, your art work, your peers, your environment, your thoughts, your actions, your relationships, etc.?
- If you make artwork and didn't grow at all, then you have been unsuccessful and/or unmotivated.
- You should always be challenging yourself to do better. People don't change the world by sitting back and doing what everybody else is doing.

Vocabulary Examples

Elements of Art

Line: A continuous or implied mark.

Color: A response of vision to light.

Value: Describes the lightness of a color.

Form: Appears or is three-dimensional.

Shape: An enclosed space.

Texture: The surface treatment of an object.

Space: Arrangement of objects in a work.

Principles of Art

Emphasis: Points that pull the viewer's eye.

Rhythm: Organized elements of design.

Movement: The eye's path through a work.

Balance: Equal distribution of visual weight.

Pattern: Organizational repeating of objects.

Contrast: The variations of light and dark.

Variety: Using several elements in a work.

Unity: A sense of completeness.