Portfolio Development Honors 2026-27

Congratulations - You have signed up for Portfolio Development Honors for the 2026-27 school year!

The Portfolio Development course is designed for students who are seriously interested in the practical experience of art. You must be willing to invest the extra time needed to complete the requirements for the course. I will be your guide and your motivator on this adventure. My "job" is to make sure your ideas are competently composed, technically proficient, and clearly expressed visually.

You are ultimately in control of your creative journey, for it is your energy, your curiosity, your inspiration, your responsibility, your focus and your determination that will help you successfully complete this course!

To keep your skills fresh, and to give you a jump on this demanding and labor-intensive course, I have prepared some Summer Assignments to keep you on pace. Think about what area of art you would like to focus on in the upcoming school year.

*Choose the summer assignments **for EITHER a:***

- Drawing portfolio (Option 1)
- 2D Design portfolio (Option 2)
- 3D design portfolio (Option 3)

Please READ everything carefully!

Required Tools For Portfolio Development:

- Sketchbook
- Your Own Photographic References/Sources

Enjoy your summer…rest, relax, recharge and be creative! I am looking forward to working with you! Contact me if you have questions….

Mrs. Adams
sadams@mlschools.org
PS- Please read all **ALL** pages of this document carefully! ☺

Portfolio Development

Summer Assignments

CHOOSE FROM EITHER OPTION 1, 2, OR 3

OPTION 1: Drawing Portfolio

Museum Visit: You must visit at least one museum or gallery or public art venue this summer. You may substitute 3 pieces of iconic architecture for a museum or gallery visit. You may also visit a museum virtually.

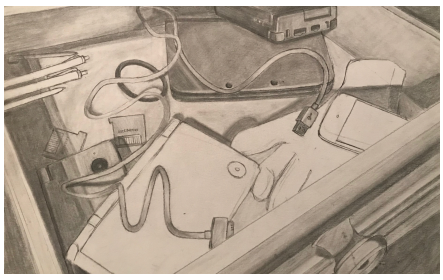
- In your sketchbook, put your entry stub(s), gallery cards, and general notes about the artists whose work you viewed.
- Choose your favorite 3 pieces and study them.
- Make notes about what you find intriguing, the material, finish, subject, and content.
- Complete 3 sketches, or take photos (with permission), from different perspectives of each of your chosen pieces. (Show all sides of the works)

And...

Select 4 of the following 8 challenges (or do them all!).

- **"INSIDE OUT" - AN INTERIOR'S INTERIOR** - Create drawing or painting from an unusual interior space – observe the inside a closet, refrigerator, cabinet, car, aquarium, dog crate, hamster cage, elevator, drawer, etc. try unique angles for an interesting composition.: Pay close attention to composition, design and value. Details (close-ups) work well. Demonstrate a full range of value! Think about viewing from a unique vantage point.

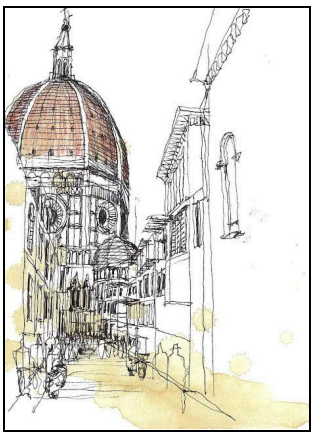




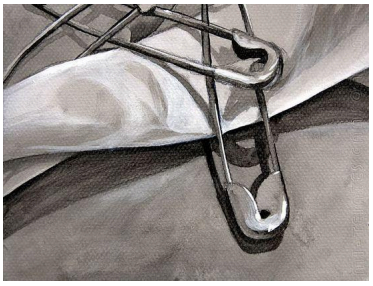
- **ARCHITECTURAL FORM:** Select an architectural form or a section of a sculptural form and render it in pencil from observation. Choose an area with strong lights and darks and a variety of shapes. Try a detail and again pay close attention to composition, design and value!! Work to include PERSPECTIVE!

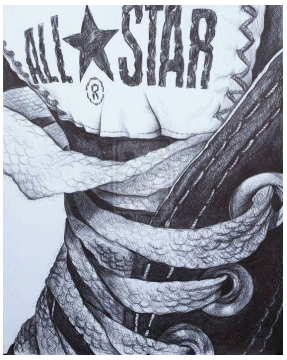




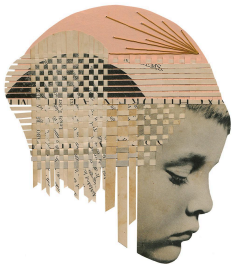


- **ZOOM IN:** Create a drawing or painting by zooming in on an interesting composition that minimizes the negative space with unique objects. Shells / Jewelry / Utensils Marbles / Bicycle Chain / Instrument




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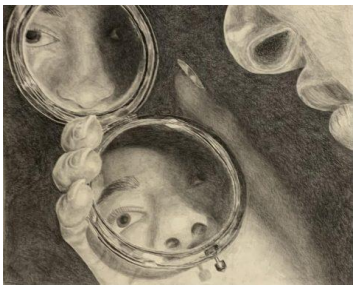
- **EXPERIMENTATION/MIXED MEDIA:** Do some exploration with mixed media. Create a piece (portrait, landscape, still-life) using at least 3 different media (a wet medium, dry medium, and some sort of collage element).

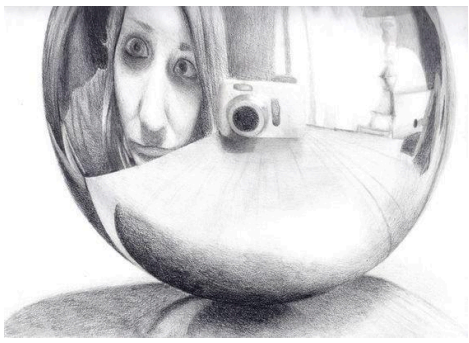






- **SELF-PORTRAIT IN REFLECTIVE OBJECT:** Find a non-traditional reflection of yourself such as a spoon, toaster, sunglasses, doorknob, etc. Render yourself with distortion. Emphasize detail, value and illustrate an interesting point of view.



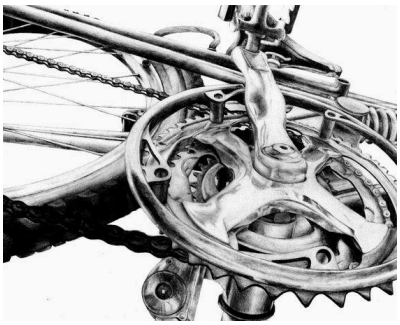
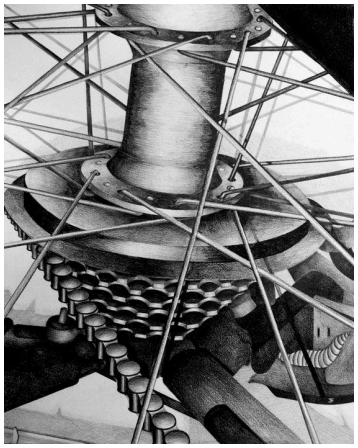
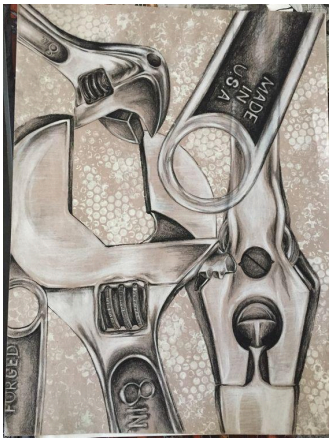



- **HAND UNDER TENSION/HOLDING AN OBJECT:** Squeeze, pull or push on or hold something with your non-drawing hand. Try to render the tension, twisting, folds, and bone structure of the hand. Try drawing many different versions of the hand on the same page – change perspective, lighting, pose, use foreshortening…





- **BICYCLE/TRICYCLE/GADGET:** Complete a drawing of a section(s) of a bicycle or tricycle. Isolate a portion of your subject – don't draw the whole thing. Use the shapes and lines to create a dynamic composition. Pay attention to any reflective surfaces.

- **INSPIRATION:** Go to https://www.thisiscolossal.com/ explore work by the various contemporary artists posted on the site. Select one artist that inspires you can create a piece of artwork inspired by that artist, it should not be a direct copy of the work but rather you are inspired by a concept the artist is exploring, or the way they use texture or the way they use color in their work. Be prepared to explain what you found interesting about this artist and what about that you strive to incorporate in an original piece of art.






For each drawing, pay close attention to quality and composition! Keep them somewhere between 9" x 12" and 15" x 20" in size. Pencil is acceptable for them all, but please feel free to branch out and use some colored pencils, Conti crayons, pastels, watercolor pencils, charcoal pencils, or drawing tablet for some pieces. (Your subject may suggest the media.) Regardless of media used, have a full range of value!

A high degree of technical skill will be impressive, but a high degree of technical skill plus an innovative approach will be more impressive! The better they are, the better the chances are that they can go in your final portfolio. You should always begin with a series of thumbnail, compositional sketches, however, the end product should be FINISHED works. They should be your finest efforts! Your goal should be to produce works that can be included in your portfolio. We WILL critique these drawings once classes begin this fall.

Portfolio Development
Summer Assignments

CHOOSE FROM EITHER OPTION 1, 2, OR 3

OPTION 2: 2D Portfolio

Museum Visit: You must visit at least one museum or gallery or public art venue this summer. You may substitute 3 pieces of iconic architecture for a museum or gallery visit. You may also visit a museum virtually.

- In your sketchbook, put your entry stub(s), gallery cards, and general notes about the artists whose work you viewed.
- Choose your favorite 3 pieces and study them.
- Make notes about what you find intriguing, the material, finish, subject, and content.
- Complete 3 sketches, or take photos (with permission), from different perspectives of each of your chosen pieces. (Show all sides of the works)

And...

Select 4 of the following 8 challenges (or do them all!). *2-D design can be rendered by hand, illustrated on the computer, captured photographically, or a mix of all three ways of working. The Elements and Principles of Art should be emphasized!

♦ **VISUAL TEXTURE STUDY:** render at least 3 different textures in a visually stimulating, non-objective image






♦ **CHARACTER STUDY:** Design a space in which an evocative image appears, and the viewer is engaged with a character that is frozen in motion. The character may be static or active. Capture the setting, atmosphere, mood, and key visual supporting imagery that describe the situation to the viewer. How can you control the impact if there is no visible face? No larger than 16x20, graphite, chalk, pastels, paint, mixed media…etc. This is NOT a portrait!



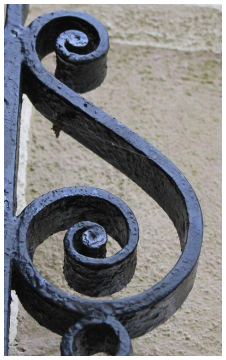


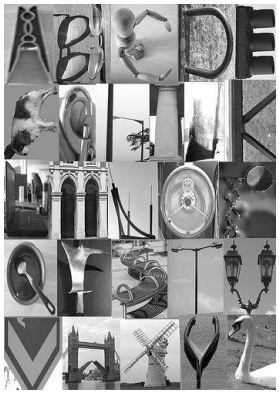
♦ **A SERIES OF INTERIORS (3-5):** It's all about the space…how is it perceived, controlled, …





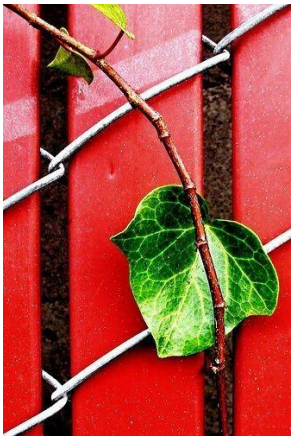

♦ **PHOTOGRAPH YOUR NAME:** Find the letters that spell your name in nature or manmade objects. Each individual photograph should be of one letter. Avoid photographing signs and other printed letters. The challenge is to find the letters as they occur by accident.

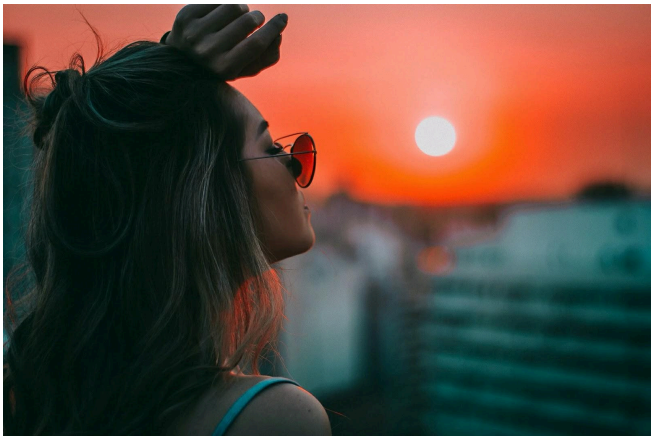







♦ **CONTRAST/COMPLEMENT:** Illustrate the concept of contrast and/or complement photographically. This could be accomplished with color, texture, form, value or subject.





♦ **REFLECTION:** Explore the concept of "reflection". Will your solution be literal or conceptual? Reflection in design?...with light?...in objects?...in thought?...with photos?...through illustration?... Produce at least two (2) images approximately 8.5x11.

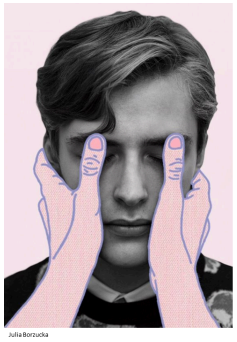




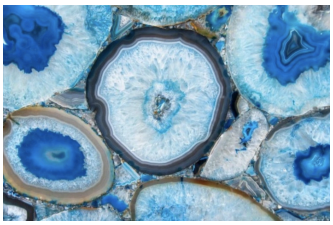


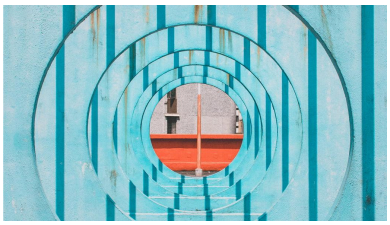
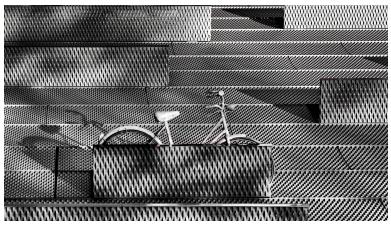
♦ **EXPERIMENTATION/MIXED MEDIA:** Do some exploration with mixed media. Create a piece (portrait, landscape, still-life) using at least 3 different media - try to include at least one digital media (digital illustration or photography, collage and/or drawing or painting)




♦ **PRINCIPLES OF DESIGN:** Select two (2) Principles of Design (Rhythm, Unity, Balance, Movement, Emphasis, Repetition, Pattern, Variety) and produce a TRIPTYCH for each. SUGGESTION: Have a theme as your inspiration ie: Nature. Look up/down/close…find or create unique, compositionally effective images! (A brick wall may illustrate Pattern, but it's BORING!!!)



Pay close attention to quality and composition. A high degree of technical skill will be impressive, but a high degree of technical skill plus an innovative approach will be more impressive! The better they are, the better the chances are that they can go in your final portfolio. Depending on your means of production, you may need to begin with some compositional sketches however, the end products should be FINISHED works. They should be your finest efforts! Your goal should be to produce works that can be included in your portfolio. We WILL critique these challenges once classes begin in the fall.

Portfolio Development
Summer Assignments

CHOOSE FROM EITHER OPTION 1, 2, OR 3

OPTION 3: 3D Portfolio

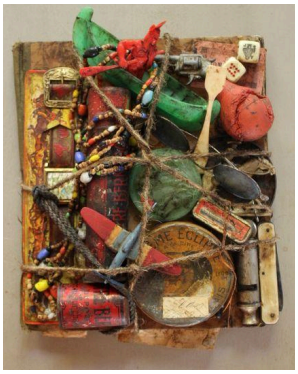
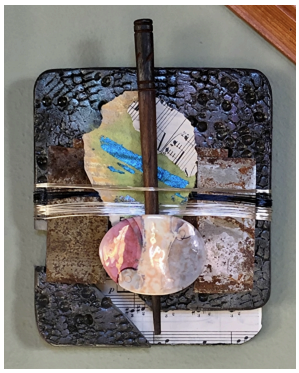
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And...

Select 4 of the following 7 challenges (or do them all!). *3-D Design can include figurative and non-figurative sculpture, architectural models, metal work, ceramics, glasswork, installation, performance, assemblage and 3D fabric and fiber arts.

♦ **RELIEF ASSEMBLAGE:** Use similar found objects or materials to create a relief assemblage.



♦ **RECONSTRUCT:** Reconstruct an old piece of furniture. Rearrange or juxtapose parts. Paint or resurface with added features or materials.






♦ **EXPRESSIVE:** Using a Styrofoam head, mask, or plastic doll, or similar items as your base, embellish the form with found objects to make a statement about you. You can sand away any details from the original form and/or spray paint them. Add your own details with paint, paper, beads, buttons, bottle caps, fabric, etc. Build an appropriate environment or pedestal for it where your 3D self-portrait will be displayed.







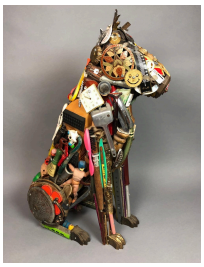
♦ **FIGURE SCULPTURE:** The medium of clay can be used as your carving material. Use sculpture mix clay with a lot of grog to create a human figure (If clay is not available, use Plasticine or modeling clay). It can be built over newspapers to make it less dense. Take careful care of it. We can fire it when you bring it to school. Research Rodin, Michelangelo, Giacometti, Brancusi, and Arp. (Note, plasticine/modeling clay does not require firing).



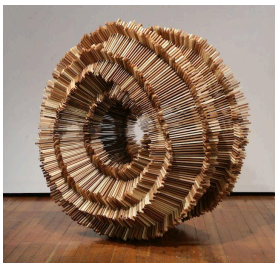


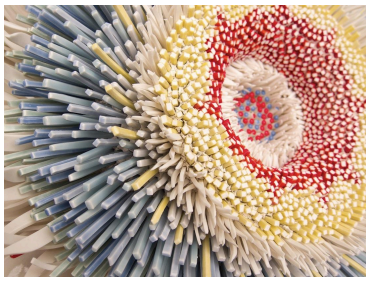

♦ **FOUND OBJECT:** Create a 3D sculpture from found objects. You may choose to look at the work of Pablo Picasso, Julio Gonzales, Richard Chamberlain, or Robert Rauschenberg.





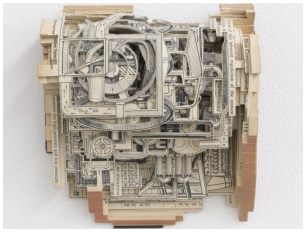

♦ **MULTIPLES:** Create a sculpture using more than 300 pieces of one type of common household object (ex: screws, nails, pencils etc.) to create a sculpture that emphasizes pattern and rhythm. Before starting, the objects may be painted if preferred.




♦ **BOOK DECONSTRUCTION:** In this project, deconstructing means changing the object from a book(s) to a sculpture. There's more to "deconstructing" a book than just altering the pages. The tools are very basic - scissors, glue and a desire to experiment! An online search of "book sculptures", "book arts", "carved books", etc. will lead you to some amazing art. Just remember it is ok to be inspired by someone's work but it is not ok to plagiarize!




♦ **FIBER SCULPTURE/ OR FIBER DESIGN:** In this project, you may use various fiber techniques such as weaving, embroidery, knitting, crochet, knotting, sewing, and materials such as yarn, wool, synthetics, fabric scraps, etc. The item may be decorative or functional (wearable). May be an upcycled fashion design.







Pieces should be at least 12" in height—the assignments are about quality, and not quantity. Unless specified, any material can be used in your sculptures (except immediately degradable products). Sculptures should be well developed and reflect thought and time development. In all pieces, focus on the interplay between positive and negative space.