# Introduction to Drawing/ Art 116-01

[](http://www.drawingforum.net/uploads/1/3/8/8/13882322/6276543_orig.jpg?232)

Car Wreck Memory

**Memory Triptych 10 pts DUE Monday April 17th**  
Tell a story using 3 drawings.  Each drawing can either stand on its own or work together with the two other drawings.  In the end they must be related in some way so that they work together to tell a story. Your story is going to be a memory from your past.  It could be intense, calming, horrible, happy…etc. Your objective is to communicate this memory through your triptych without being LITERAL!   
  
Drawing 1: Object (Black and White)  
Pick an object that you think of that sparks your memory. Draw this object from life.    
  
Drawing 2: Place (Black and White)  
Where did this memory take place?  It could be outside or inside.  Try not to be too literal with this drawing (for example, don’t draw an entire grocery store, just the actual spot in the store where the memory took place).  Memories are not always clear and your drawing might reflect this.  This drawing can be realistic, or very abstract. But it should include elements depicting perspective.   
  
Drawing 3: Emotion (Open)  
What kind of emotion does the memory evoke?  This drawing will be non-objective. You need to express your emotion through texture, color, shape, value, etc.  Do not use subject matter.  
  
Source artists: Gerhard Richter, Faith Ringgold, Marc Chagall

You can use any papers or tracing papers for this project. Think about the way the three pieces will connect both physically and formally.

Goals: To utilize perspective in combination with more haptic ways of rendering. You will also become more adept at developing a type of narrative, whether abstractly or else literally. Think about ways drawing can be used in different ways to express your thoughts and ideas about this memory. Consider the triptych as one work with different components and think about ways you may attach the pages or else alter their edges, for instance. You will work on your projects in and out of class

Grading breakdown:

20% Met Goals and Objectives of Assignment

-How well does it complete the project requirements?

- Does it demonstrate mastery of assignment goals?

- Is there inspired growth and marked improvement of skills over the course of the semester?

20% Concept

-What has the student done to show originality beyond requirements of the project? -How has

the student made the project their own?

-Has the student done the proper amount of research and drawing outside of class?

20% Composition

-Does it demonstrate comprehension of the dynamics of composition? -How significant

were the visual risks that the artist took in the image?

20% Presentation

-Was the work presented in an interesting and compelling way?

20% Participation

-Was the student engaged and make a strong contribution in class critique and demonstrate verbal comprehension of the elements of art and design?

**STEP 1: FOR MONDAY APRIL 10**

Read Style Narrative and Language (on WISE)

Bring to class a 1-2 page proposal. What is the memory you would like to work from? What type of place is this? What is the object you will draw? What sort of emotion will you convey? How do you envision the triptych arranged? Bring your object to class.

STEP 2: **MONDAY APRIL 10**

Discuss your proposal. Perspective exercise and in-class work time.

Step 3: **WEDNESDAY APRIL 12**

In class exercise and in class work time

**DUE Monday April 17th Critique in class.**

Marco Gonzalez

Professor Woods

April 9, 2017

My First Soccer Game

The memory that I would like to work from for my triptych is playing Pokémon games with my friends. My memory takes place between late grade school and late middle school years. Playing the Pokémon video games is something I have always enjoyed. They were a huge part of my childhood and it reminds me of my closest friends. My memory takes place in a park near my home. More specifically, it takes place at a small building near the park that had power outlets on the outside. This is where we would always play since we could charge our Gameboys there. My friends and I would always meet up at this park and play Pokémon for hours. The object that I will be drawing will be a Nintendo Gameboy SP along with my favorite Pokémon game, *Pokémon Emerald Version*. The Pokémon game is the object that actually sparks my memory, but I feel as though it is important to include the Gameboy because they are coherent objects of each other. For my non-objective drawing, I will try and convey a nostalgic-like emotion. I envision my triptych to have a drawing of my Gameboy along with the Emerald video game at the top section. The middle section will be my non-objective drawing. This non-objective drawing might either have a lot of color or a faint amount. Finally, I envision the bottom section of my triptych to include the place where my friends and I played Pokémon. I will be sure to include the outside part of the small building where we charged our Gameboys and possibly the park.