

# ***Bellwork***

## **Week 6-Q4**

[katundra.com > classroom >](https://katundra.com/classroom)

### Directions:

Divide your sketchbook paper into 6 squares.

You have 5 mins. to loosely sketch the following prompts.

### **Monday:**

No School

### **Tuesday:**

Use 2 point perspective to draw a dark forest that has a market and features a big yellow bird.

### **Wednesday:**

Use 2 point perspective to draw a cave at the bottom of the ocean and features a statue of a mermaid.

### **Thursday**

Use 2 point perspective to draw a city on Mars that is being gently rained on and features a cool sword.

### **Friday**

Go to [katundra.com](https://katundra.com) and complete the Google Form regarding the art courses for next year.

# Spring Show

Mark your calendars for May 2nd which is the Spring Show. The show will include an art exhibition from some of our middle and high school students and performances from our band students. Students can arrive at 5:30, doors open to parents at 5:45 and the concert begins at 6:00 pm. It will be located on our Wyoming campus in the gym. If you have any questions please feel free to reach out.

## **What art will be shown?**

The top 6 works that best represents what we've been learning during the Spring Semester, from each period.

## **Why should I come?**

- Support your peers
- Earn Extra Credit

# W.A.P. S. Week 6

## Lesson: 2 Point Perspective Street Sketch

### Essential Questions:

Monday-No School

Tuesday- How can I show 2 point perspective in a creative way?

Wednesday- How can I effectively organize my composition?

Thursday - What can I use to shade my art?

Friday- How am I progressing in art?

### What will I learn:

Big Idea VA.68.O: Organizational Structure

Enduring Understanding 1 VA.68.O.1 : Understanding the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process. [read more](#)  
Date Adopted or Last Revised: 12/10

Enduring Understanding 2 VA.68.O.2 : The structural rules and conventions of an art form serve as both a foundation and departure point for creativity. [read more](#)  
Date Adopted or Last Revised: 12/10

Enduring Understanding 3 VA.68.O.3 : Every art form uses its own unique language, verbal and non-verbal, to document and communicate with the world. [read more](#)  
Date Adopted or Last Revised: 12/10

### How I will learn it? (Agenda)

-Complete the day's goal

### Reminders:

-Find assignment info on katundra.com

-Submit assignments on Artsonia

### How do I know I learned it?

If you complete the day's goal:

Day -Friday	Go over data. If you have everything submitted
Day 4-Thursday	Day 4- Start Shading with either color or pencil
Day 3-Wednesday	Day 3-Complete architectural elements in the buildings
Day 2 - Tuesday	Day 2- <b>Complete the 4 buildings and the two roads.</b>
Day 1-Monday	No School

# Cartoon City in 2 Point Perspective

## Directions:

You are an architect and you have been commissioned to create at least 4 buildings in homage to your favorite cartoon or anime show. You will apply the concept of two-point perspective to create a cartoon cityscape. Start by creating 4 thumbnail sketches to figure out your layout. In your final composition you need to include a theme, at least 4 buildings, architecture details, trees, and roads.



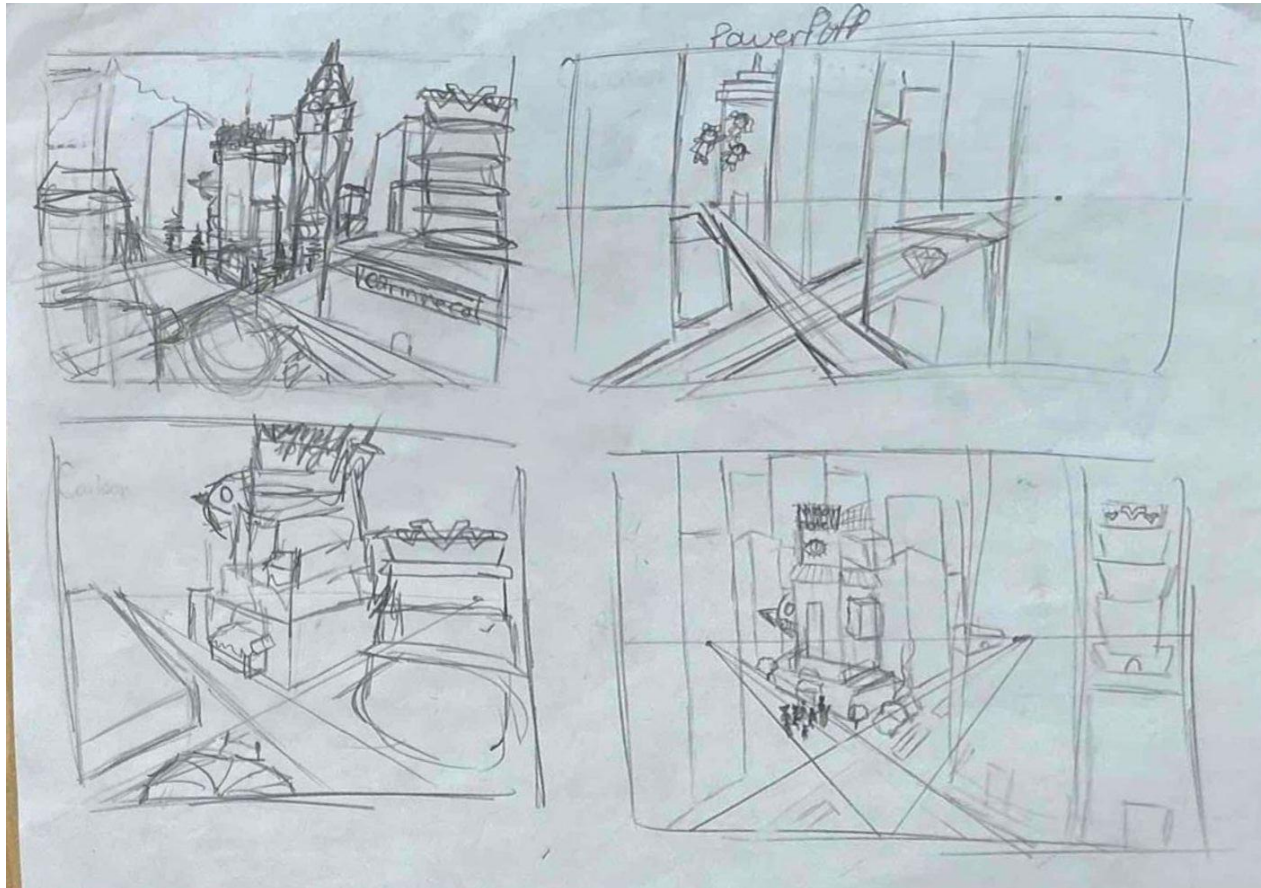
Images from Google Images

## Criteria:

- ❑ Understanding of Two-Point Perspective-Demonstrates a clear understanding of two-point perspective with accurate placement of vanishing points and consistent application throughout the cityscape.
- ❑ Creativity and Theme Integration-Creatively integrates a cohesive theme into the cityscape design, with imaginative details and thoughtful execution.
- ❑ Detail and Architectural Elements-Includes intricate details and architectural elements that enhance the overall realism and visual interest of the cityscape. Buildings exhibit varied designs, with attention to architectural features such as windows, doors, roofs, and facades. Trees and roads are carefully rendered to complement the cityscape.
- ❑ Shading and Depth-Utilizes shading effectively to create depth and dimension within the cityscape, with accurate depiction of light sources and consistent application of shading techniques. Shading adds realism and enhances the three-dimensional quality of objects within the composition.
- ❑ Craftsmanship and Presentation-Shows exceptional craftsmanship and attention to detail in the execution of the cityscape, with neatness, precision, and overall aesthetic appeal. Lines are clean, and colors are applied smoothly, enhancing the overall presentation of the artwork.

# Thumbnail Sketches

*These sketches are small, quick, and abundant, encouraging the creation of a multitude of diverse options. The main aim is to produce a wide variety of potential designs or concepts rapidly.*



## Tuesday Day 1- 2 Point Perspective

**Today's Goal: Complete the 4 buildings and the two roads.**

[katundra.com> classroom>2 Point Perspective Pgs 6-7](http://katundra.com/classroom/2-Point-Perspective-Pgs-6-7)

### Project Directions:

*You are an architect and you have been commissioned to create at least 4 buildings in homage to your favorite cartoon or anime show. You will apply the concept of two-point perspective to create a cartoon cityscape. Start by creating 4 thumbnail sketches to figure out your layout. In your final composition you need to include a theme, at least 4 buildings, architecture details, trees, and roads.*

**In Progress is due:**

**4/26/24**

**Final is due:**

**5/3/24**



## Wednesday Day 2 - Video Notes on 2 Point Perspective

**Today's Goal:** Complete architectural elements in the buildings

[katundra.com> classroom>2 Point Perspective Pgs 8-9](http://katundra.com/classroom/2-Point-Perspective-Pgs-8-9)

### Project Directions:

*You are an architect and you have been commissioned to create at least 4 buildings in homage to your favorite cartoon or anime show. You will apply the concept of two-point perspective to create a cartoon cityscape. Start by creating 4 thumbnail sketches to figure out your layout. In your final composition you need to include a theme, at least 4 buildings, architecture details, trees, and roads.*

**In Progress is due:**

**4/26/24**



**Final is due:**

**5/3/24**

# Thursday Day 3 - Video Notes on 2 Point Perspective

**Today's Goal:** Start Shading with either color or pencil

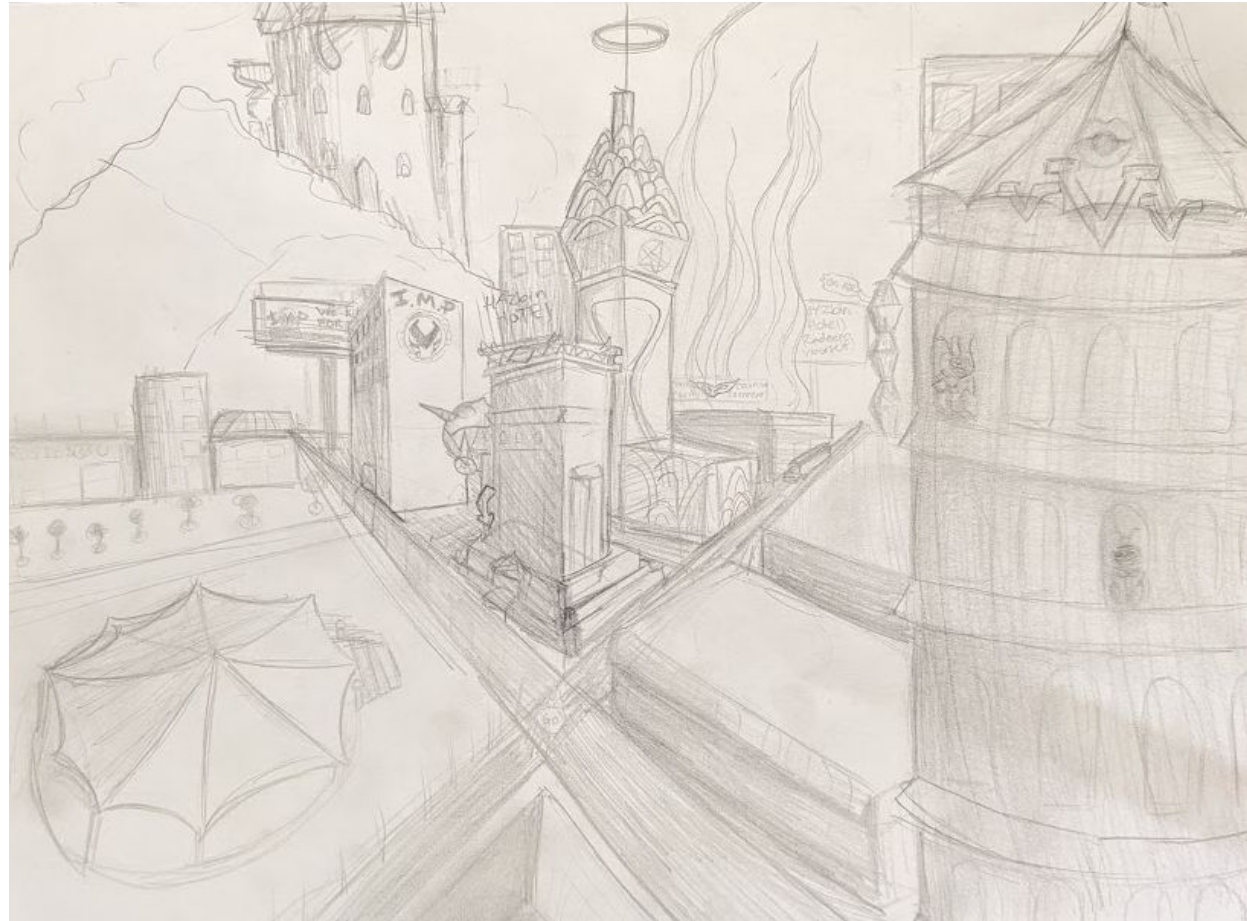
[katundra.com> classroom>2 Point Perspective Pgs 8-9](https://www.katundra.com/classroom/2-Point-Perspective-Pgs-8-9)

## Project Directions:

*You are an architect and you have been commissioned to create at least 4 buildings in homage to your favorite cartoon or anime show. You will apply the concept of two-point perspective to create a cartoon cityscape. Start by creating 4 thumbnail sketches to figure out your layout. In your final composition you need to include a theme, at least 4 buildings, architecture details, trees, and roads.*

**In Progress is due:**

**4/26/24**



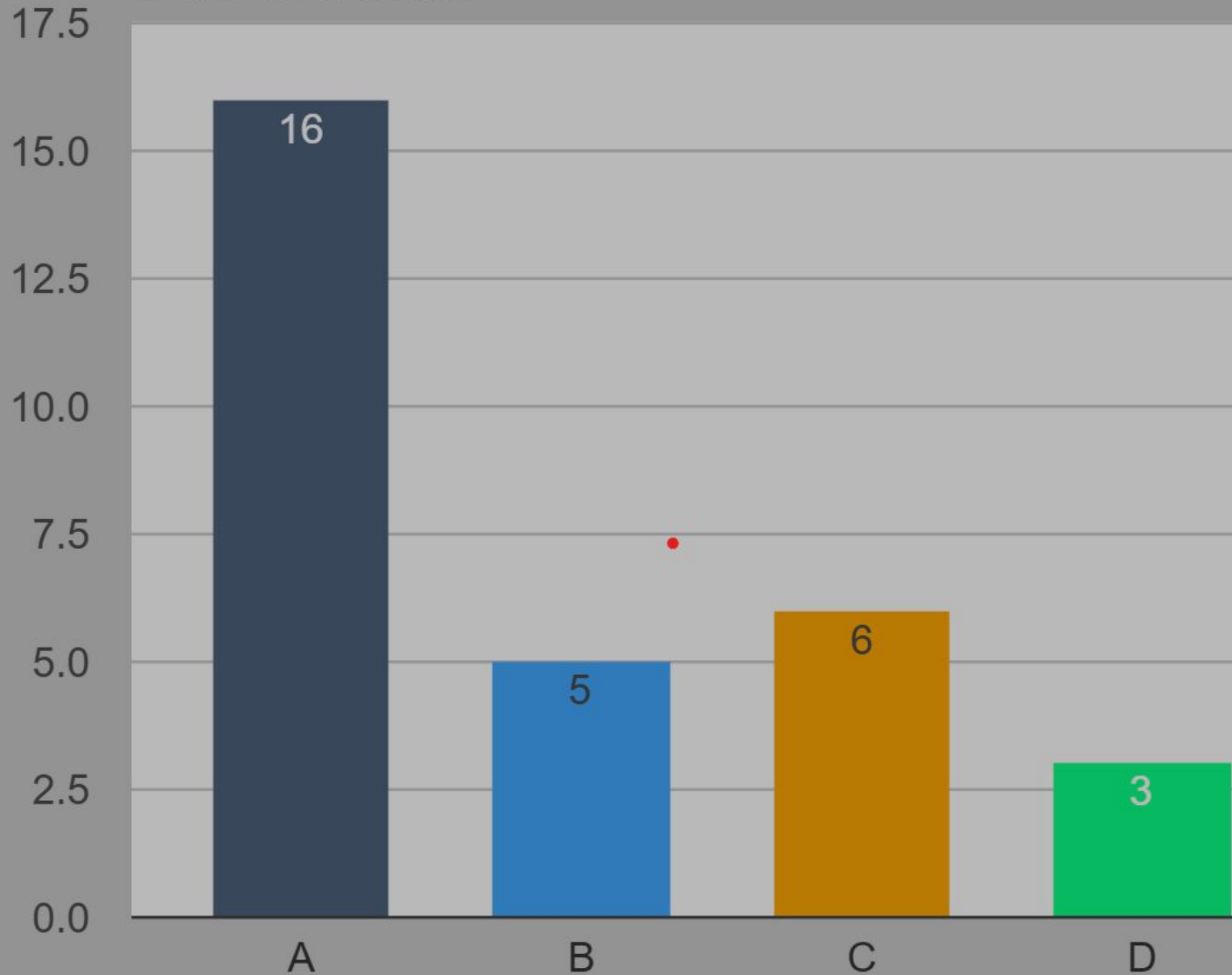
**Final is due:**

**5/3/24**

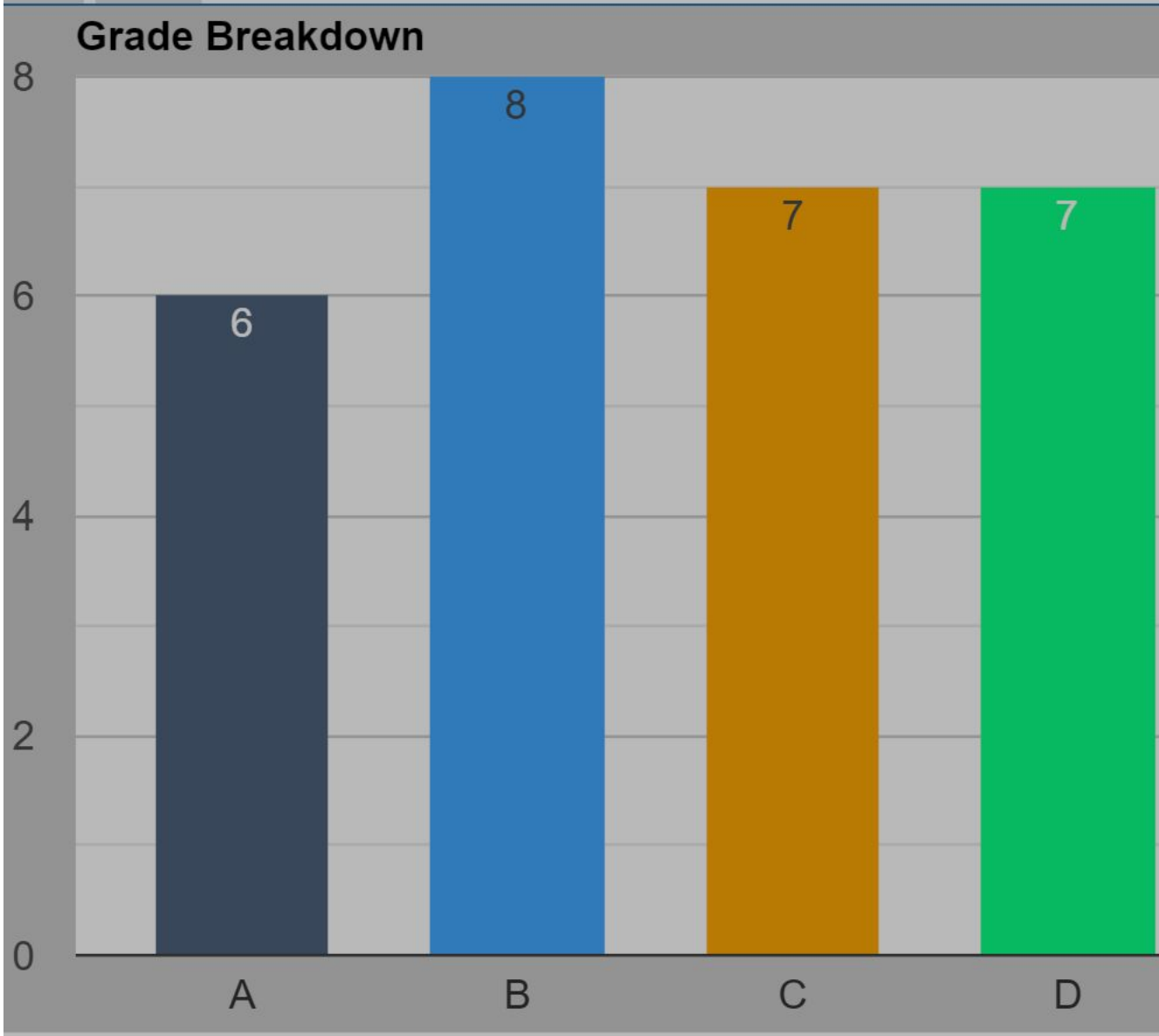


# 1st Period - Data Weeks 1-5= %

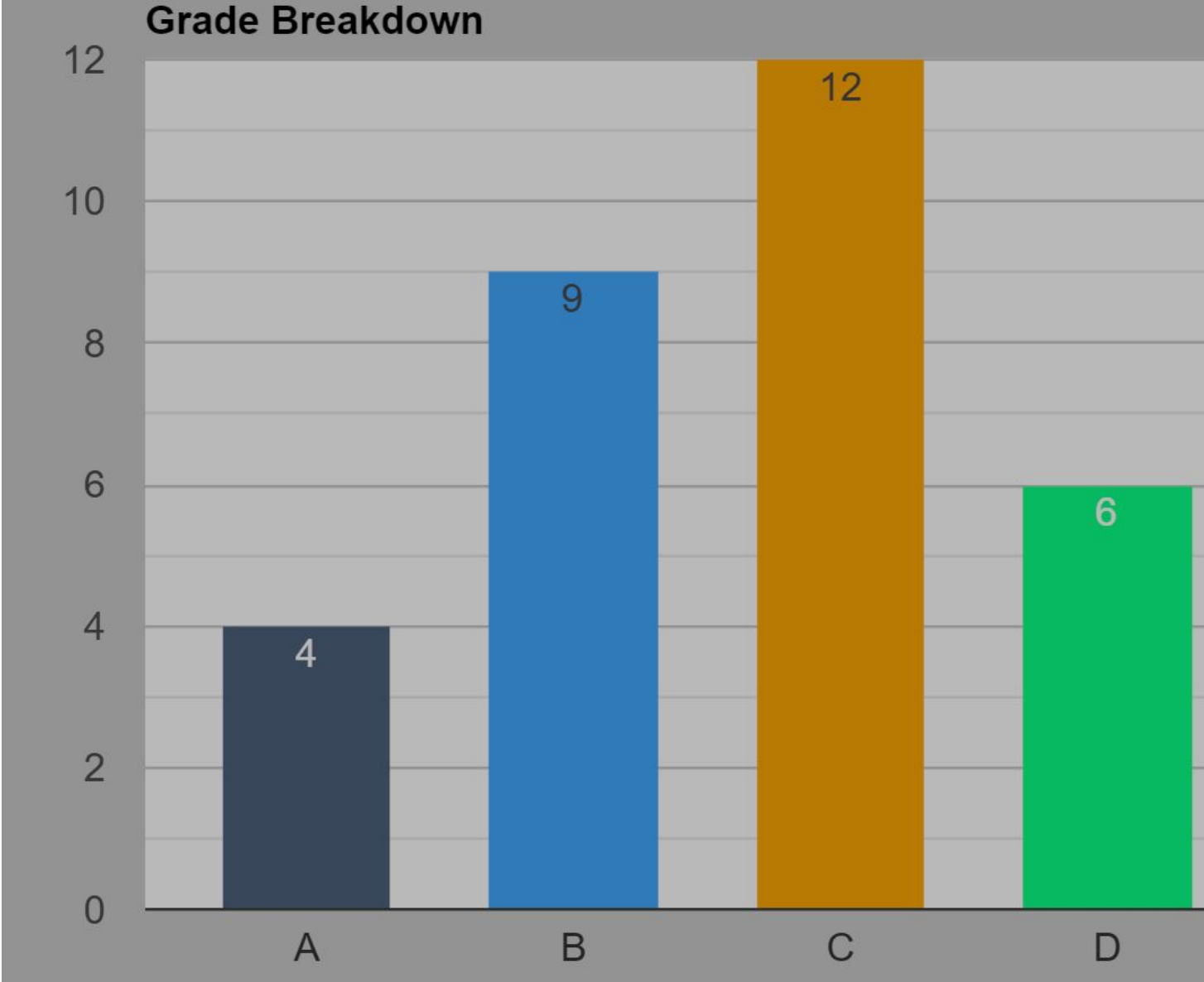
Grade Breakdown



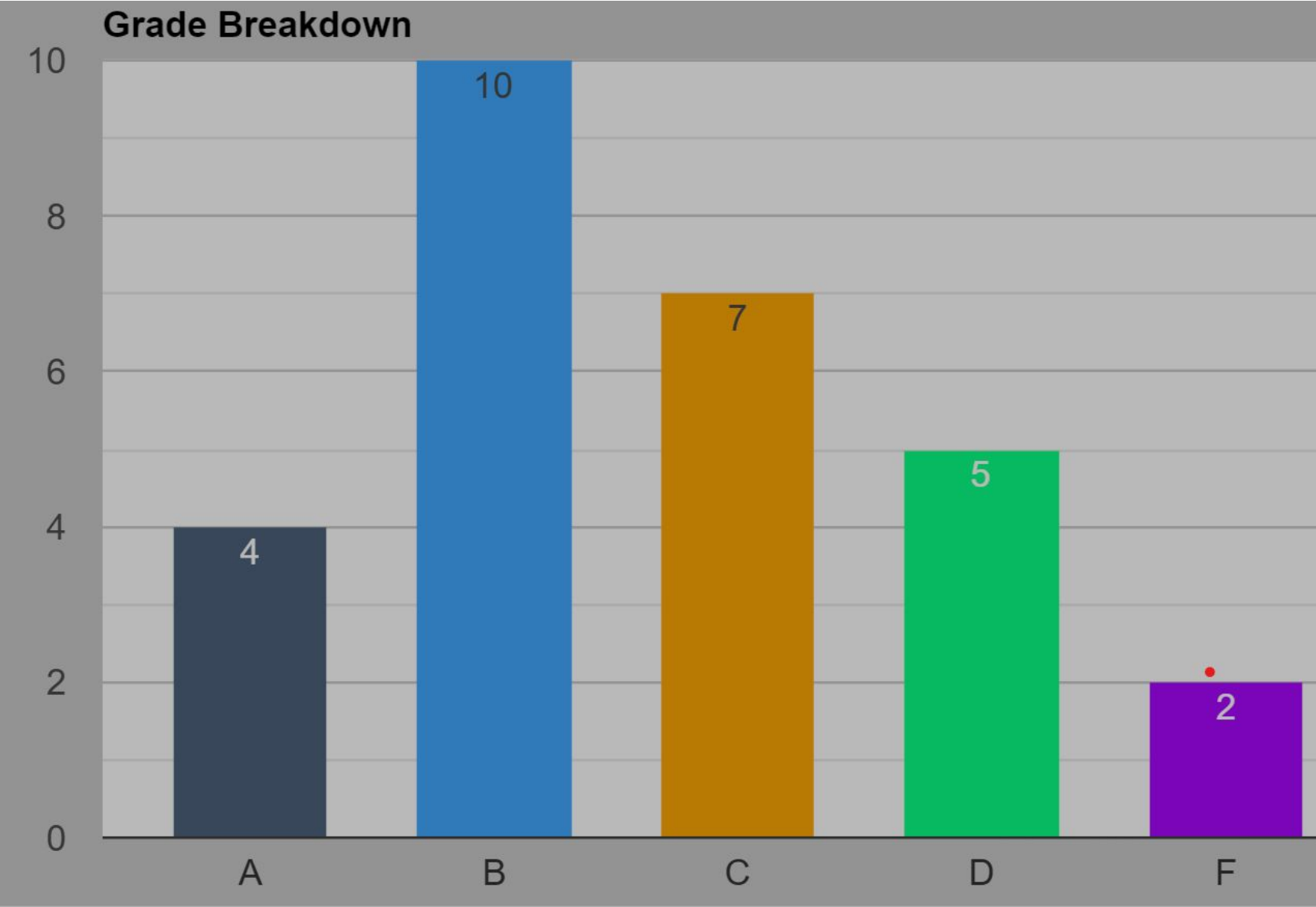
# 2nd Period - Data Weeks 1-5= 80%



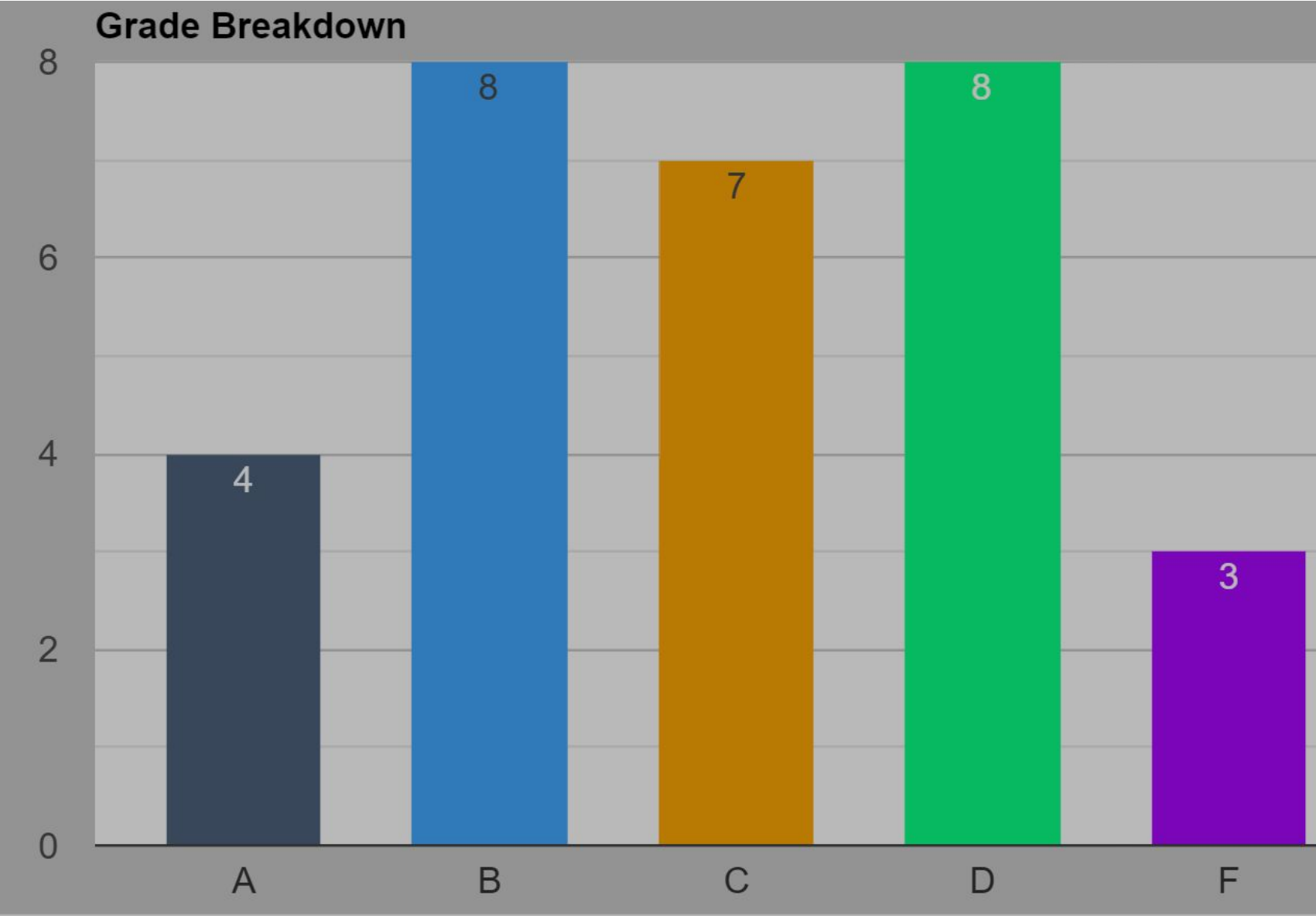
# 3rd Period - Data Weeks 1-5 = 77%



# 5th Period - Data Weeks 1-5 = 77%



# 6th Period - Data Weeks 1-5 = 76%



# 7th Period - Data Weeks 1-5 =83%

