

## Corry Artists' Guild Sketchbook Competition 2018

The Challenge: This competition will be for children through adults and will culminate at Sunday in the Park, July 15<sup>th</sup>, 2016. We are asking for a \$5 dollar donation per book and only one book per person. The individual will have 10 assignments or challenges to complete and must bring to the Artists' Guild's tent at Sunday in the Park on July 15<sup>th</sup>. This will make them eligible for a drawing of age appropriate prizes that will be given away that day.

One drawing per page and please try to fill the whole or most of the page with your art. On a bottom corner, please sign your name or initials, the date, and which assignment is on that page.

An example would be: Wendy, 6/17/18 #6.

You can use any dry media: pencils, colored pencils, charcoal, pastels and watercolor pencils with a little water.

We hope you will have fun with this challenge and if you want to do more drawings than the requirement, please do! The book is yours. We only need to see the completed assignments on the 15<sup>th</sup> of July. You take the book home. **If you complete the Bonus your name will be entered twice in the drawing.** Enjoy!

### Children ages 5-12 years: 10 Challenges

1. Draw a favorite pet or animal
2. Draw a person who is important to you
3. Use a mirror or photograph and draw a picture of yourself
4. Draw a bike, car, truck, tractor or something you can ride in
5. Draw your favorite place
6. Draw a cartoon
7. Draw a landscape
8. Draw a building
9. Draw a bug
10. Draw anything you want

**BONUS: Draw something you might see in outer space**

### Teens (13-19) and Adults: 12 Challenges

1. Draw a favorite vacation spot
2. Illustrate a quote with interesting lettering
3. Play a song and draw what comes to mind
4. Draw an animal
5. Use a mirror and draw yourself
6. Draw something you daydream about
7. Something from your favorite season
8. Draw an insect or a flower
9. Draw a cityscape
10. Attempt to draw a famous piece of artwork (ie: The Mona Lisa, etc.)
11. Draw an imaginary place
12. Draw a vehicle

**Bonus: Choose an item to draw and using a timer, draw it for 15 minutes, and then do a second drawing of the same thing in only 5 minutes.**