



# 100



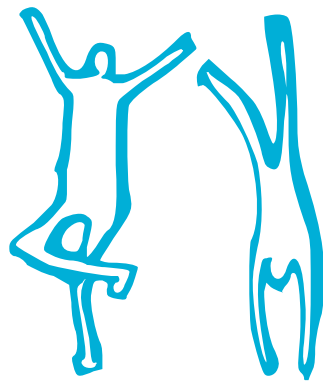
## SKETCHBOOK PROMPTS



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# PEOPLE



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Draw someone you sit by in an odd pose.

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Draw family members with things that are important to them.

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Draw yourself (or someone else) painting toenails.

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Find a quiet place in a crowd. Draw the crowd.

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Draw a relative by the light cast from a TV/Phone/Computer  
or other screen.

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Make a portrait of yourself in twenty years. Or in fifty years.  
Or both.

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Draw a masked man (or woman) that is not a superhero.

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Draw the ugliest baby you can imagine.

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Draw two sports figures—one in a dynamic pose,  
one in a static pose.

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Draw two self-portraits with odd expressions.

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Draw something or someone you love.

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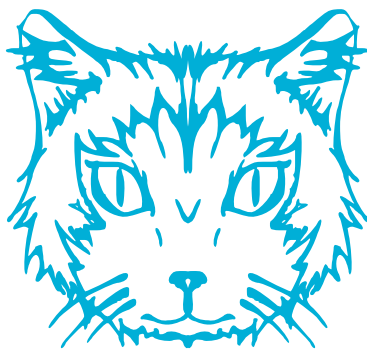
Draw hair. A lot of it.

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Take a picture of someone near you on a bus or in a car. Draw them.

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# ANIMALS



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Draw an animal eating another animal.

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Draw your art teacher in a fight with an animal.

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Draw an animal playing a musical instrument.

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There is an animal living in one of your appliances. Draw it.

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Draw a dead bird in a beautiful landscape.

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Draw something from a pet's point of view.

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Draw an animal taking a bath.

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Draw an animal taking a human for a walk.

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Combine 3 existing animals to create a completely new creature.

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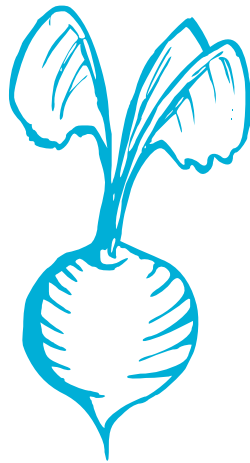
Draw the most terrifying animal you can imagine.  
Or the most adorable.

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Draw an animal dressed up in a Halloween costume.

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# FOOD



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Draw a pile of dishes before they get washed.

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Tighten a C-Clamp on a banana. Draw it.

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Draw a slice of the best pizza you have ever seen.

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Draw junk food and the wrapper.

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Draw your favorite food.

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Create your own restaurant. Draw the restaurant,  
your executive chef, and a 12-item menu.

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Draw the ingredients or process of your favorite recipe.

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Draw salt and pepper shakers.

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Draw fresh fruit or vegetables, or something fresh from the oven.

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Draw a salad.

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Draw the oldest thing in your refrigerator.

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Draw a piece of fruit every day until it becomes rotten.

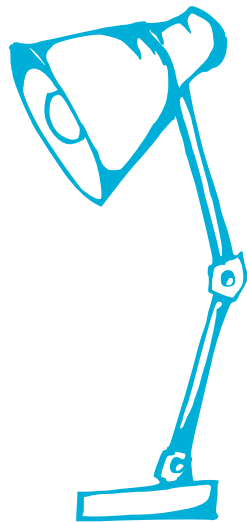
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Draw everything on a restaurant table.

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# OBJECTS



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Draw what is in the rearview mirror of the car.

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Draw moving water. Draw still water.

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Draw an object floating.

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Make a drawing of all of your drawing materials.

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Find a trash can. Draw its contents.

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Draw tools that belong to a certain profession.

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Draw three objects and their environments.  
One of the three should be in motion.

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Draw the interior of a mechanical object.  
Zoom in, focus on details and shading.

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Create three drawings of messes you have made.

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Draw five objects with interesting textures:  
wood grain, floors, tiles, walls, fabric, etc.

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Draw a collection of purses, wallets, or bags.

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Draw your favorite well-loved object or childhood toy.

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Draw a watch or another piece of jewelry.

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Draw something hideous that you keep for sentimental reasons.

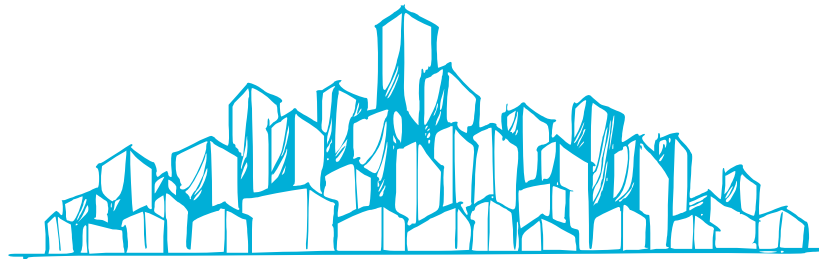
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Draw something with a mirror image.

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# **TECHNICAL SKILL SKILL DEVELOPMENT**



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Draw all the contents of your junk drawer with one continuous line.

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Make a detailed drawing of a rock.

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Draw a dark object in a light environment.

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Draw a light object in a dark environment.

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Make a detailed drawing of five square inches of grass.

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Draw a transparent object.

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Draw a translucent object.

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Do several studies of eyes, noses, and mouths in a variety of poses.

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Draw an interesting object from three different angles.

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Draw an interesting object from three different angles.

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**Value Studies** – Draw three eggs and part of the carton with a strong light source.

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Draw three metallic objects that reflect light.  
Focus on highlights and reflections.

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**Refraction** – Create two drawings of separate objects partially submerged in water.

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Make three drawings (your choice of subject) using materials with which you are not familiar.

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Draw a piece of patterned fabric with folds.

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Draw a bridge and all of its details.

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# CREATIVITY ORIGINALITY



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Draw yourself as an original superhero.

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Make a drawing that looks sticky.

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Draw a mysterious doorway or staircase.

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Draw an empty room. Make it interesting.

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Draw a flower. Make it dangerous.

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Draw an object melting.

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Draw an imaginary place, adding all kinds of details.

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Draw a gumball machine that dispenses anything but gumballs.

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Danger! Draw yourself in a dangerous situation.

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You are on the back of the bus. Figure out who is with you, where you are going, and why. Illustrate and explain.

---

You are on the back of the bus. Figure out who is with you, where you are going, and why. Illustrate and explain.

---

Draw what's under your bed (real or imagined).

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Draw the most incredible game of hide-and-seek you can imagine.

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Create a new sport. You can improve an existing sport, combine two existing sports, or come up with something completely new.

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# OPEN-ENDED THEMES



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Make a drawing that is totally truthful.

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Make a drawing that lies all over the place.

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Make a drawing that is completely and utterly impossible.

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Story Illustration: Fix a story that you don't like, or reflect/improve upon one you do.

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Let someone else choose your subject and tell you what to draw.

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Draw your greatest fear.

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Use song lyrics, quotes, or poetry to inspire a drawing.

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Find the three most useless objects you can and draw them.

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Draw an interesting form of transportation.

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Draw something for which you are thankful.

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Go somewhere new and draw what you see.

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Draw something that can't be turned off.

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Draw something soothing.

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Draw something you think sounds or smells incredible.

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Draw something that needs fixing.

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Draw something you've always wanted.

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Draw something out of place.

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Draw something that should have been invented by now.

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Draw something you keep putting off, or something that causes you to procrastinate.

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