

100 Sketchbook Prompts

People

- Draw someone you sit by in an odd pose.
- Draw family members with things that are important to them.
- Draw yourself (or someone else) painting toenails.
- Find a quiet place in a crowd. Draw the crowd.
- Draw a relative by the light cast from a TV/Phone/Computer or other screen.
- Make a portrait of yourself in twenty years. Or in fifty years. Or both.
- Draw a masked man (or woman) that is not a superhero.
- Draw the ugliest baby you can imagine.
- Draw two sports figures—one in a dynamic pose, one in a static pose.
- Draw two self-portraits with odd expressions.
- Draw something or someone you love.
- Draw hair. A lot of it.
- Take a picture of someone near you on a bus or in a car. Draw them.

Animals

- Draw an animal eating another animal.
- Draw your art teacher in a fight with an animal.
- Draw an animal playing a musical instrument.
- There is an animal living in one of your appliances. Draw it.
- Draw a dead bird in a beautiful landscape.
- Draw something from a pet's point of view.
- Draw an animal taking a bath.
- Draw an animal taking a human for a walk.
- Combine 3 existing animals to create a completely new creature.
- Draw a family portrait. Plot twist: It is a family of insects or animals.
- Draw an animal playing a musical instrument.
- Draw the most terrifying animal you can imagine. Or the most adorable.

Food

- Draw a pile of dishes before they get washed.
- Tighten a C-Clamp on a banana. Draw it.
- Draw a slice of the best pizza you have ever seen.
- Draw junk food and the wrapper.
- Draw your favorite food.
- Create your own restaurant. Draw the restaurant, your executive chef, and a 12-item menu.
- Draw the ingredients or process of your favorite recipe.
- Draw salt and pepper shakers.
- Draw fresh fruit or vegetables, or something fresh from the oven.
- Draw a salad.
- Draw the oldest thing in your refrigerator.
- Draw a piece of fruit every day until it becomes rotten.
- Draw everything on a restaurant table.

Objects

- Draw what is in the rearview mirror of the car.
- Draw moving water. Draw still water.
- Draw an object floating.
- Make a drawing of all of your drawing materials.
- Find a trash can. Draw its contents.
- Draw tools that belong to a certain profession.
- Draw three objects and their environments. One of the three should be in motion.
- Draw the interior of a mechanical object. Zoom in, focus on details and shading.
- Create three drawings of messes you have made.
- Draw five objects with interesting textures: wood grain, floors, tiles, walls, fabric, etc.
- Draw a collection of purses, wallets, or bags.
- Draw your favorite well-loved object or childhood toy.
- Draw a watch or another piece of jewelry.
- Draw something hideous that you keep for sentimental reasons.
- Draw something with a mirror image.

Technical Skill/Skill Development

- Draw all the contents of your junk drawer with one continuous line.
- Make a detailed drawing of a rock.
- Draw a dark object in a light environment.
- Draw a light object in a dark environment.
- Make a detailed drawing of five square inches of grass.
- Draw a transparent object.
- Draw a translucent object.
- Do several studies of eyes, noses, and mouths in a variety of poses.
- Draw an interesting object from three different angles.
- Value Studies—Draw three eggs and part of the carton with a strong light source.
- Draw three metallic objects that reflect light. Focus on highlights and reflections.
- Refraction—Create two drawings of separate objects partially submerged in water.
- Make three drawings (your choice of subject) using materials with which you are not familiar.
- Draw a piece of patterned fabric with folds.
- Draw a bridge and all of its details.

Creativity/Originality

- Draw yourself as an original superhero.
- Make a drawing that looks sticky.
- Draw a mysterious doorway or staircase.
- Draw an empty room. Make it interesting.
- Draw a flower. Make it dangerous.
- Draw an object melting.
- Draw an imaginary place, adding all kinds of details.
- Draw a gumball machine that dispenses anything but gumballs.
- Danger! Draw yourself in a dangerous situation.
- 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).
- Draw the most incredible game of hide-and-seek you can imagine.
- Create a new sport. You can improve an existing sport, combine two existing sports, or come up with something completely new.

Open-Ended Themes

- Make a drawing that is totally truthful.
- Make a drawing that lies all over the place.
- Make a drawing that is completely and utterly impossible.
- Story Illustration: Fix a story that you don't like, or reflect/improve upon one you do.
- Let someone else choose your subject and tell you what to draw.
- Draw your greatest fear.
- Use song lyrics, quotes, or poetry to inspire a drawing.
- Find the three most useless objects you can and draw them.
- Draw an interesting form of transportation.
- Draw something for which you are thankful.
- Go somewhere new and draw what you see.
- Draw something that can't be turned off.
- Draw something soothing.
- Draw something you think sounds or smells incredible.
- Draw something that needs fixing.
- Draw something you've always wanted.
- Draw something out of place.
- Draw something that should have been invented by now.
- Draw something you keep putting off, or something that causes you to procrastinate.