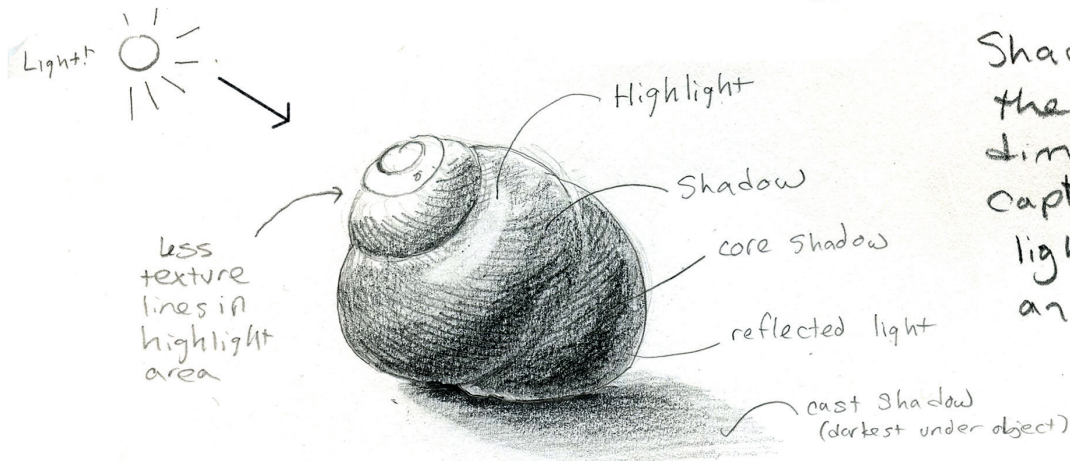


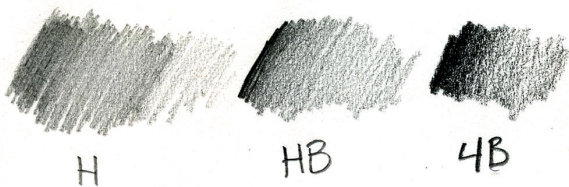
Shading

Tone - is how light or dark something is!



Shading gives the illusion of dimension by capturing how light falls on an object

Always try to have a full range of lights and darks - no matter how light-colored your object is!



Use pencils to help smooth things or add texture

H = hard, smooth, light



B = soft, rough, dark

(sketch lightly with H!)



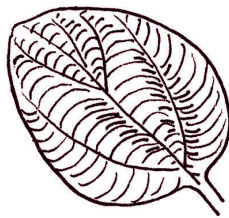
Lines

Lines are the "words" of a Drawing

We can tell a lot from just an outline:



But more lines with direction Show Shapes.



Shading follows the form of an object



Different thicknesses - what's in front? or important?

Practice drawing what you see: contour - no looking! one single line.

S L O W



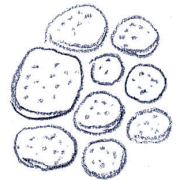
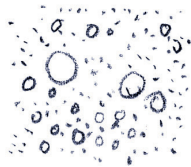
"Gesture" drawing - gets shapes but no details - fast!



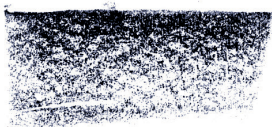
Good Practice for moving animals!

TEXTURE

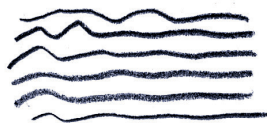
How can you draw what something FEELS like?



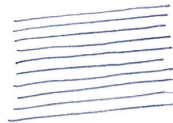
Different kinds of lines "feel" different:



thick



thin



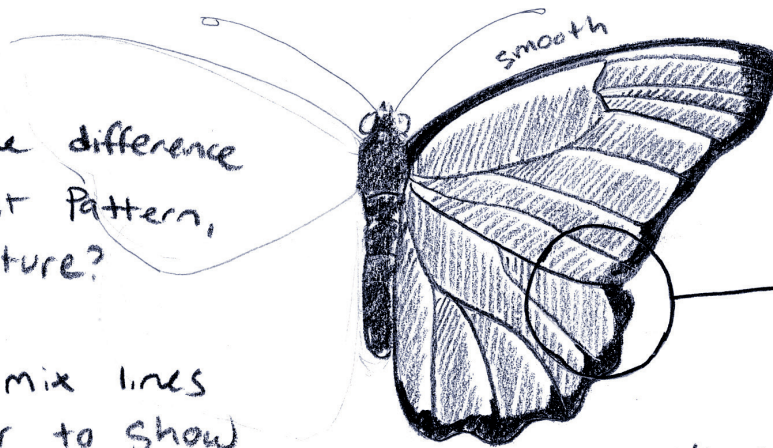
slow



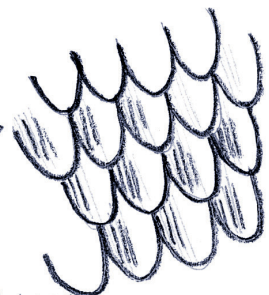
Fast!

What's the difference between pattern, and texture?

you can mix lines and color to show both, or just draw one at a time



butterfly scales!



Sometimes things change when you look CLOSER!