

Sketching

Hatching: Creating dark value (shades) by application of parallel lines. The closer together the lines the more even the resulting shade

Crosshatching: Creating shades through a series of intersecting lines. The intersecting lines crisscross each other at various angles. The lines can be straight, scribbled or circular.

Shading: is a range of darkness by applying media (pencils) more densely or with a darker shade for darker areas, and less densely or with a lighter shade for lighter areas. Light patterns, such as objects having light and shaded areas, help when creating the illusion of depth on paper.

Stumping: Creating shades by “smudging” the applied shade. This is done by pressing and smearing the applied graphite (pencil) with your finger, a soft cloth or a “stump”.

Stippling: Creating shades through a series of dots. Building up more dots closer together results in darker shading.

Sketching

Hold the pencil at approximately a 45° angle. Shading is done with the side of the pencil tip.

You can move the pencil with your shoulder or wrist. Each produces different types of marks. Moving the pencil with your elbow and shoulder produces larger strokes that may be more expressive. This approach is usually used with large-scale drawings. Moving the pencil with your wrist produces smaller strokes that are less expressive. This approach is usually used for smaller-scale drawings.

The harder you press during shading the darker the mark produced and the darker the shade. The softer the pencil grade, the darker the mark.

Start with a light pressure and increase pressure of application as you proceed in overlapping pencil strokes.

Apply strokes in various overlapping angles and strokes. By overlapping at several different angles and directions the resulting shade will be more even with greater luminosity.

The smoother the paper grain the more difficult it will be to produce an even shade. Smooth paper surface cannot produce as great a range of tone (shade) as textured surface papers. Textured paper surfaces are usually chosen for shading as the texture of the paper makes shading easier and produces a greater range of tone that can be more evenly applied.

Remember: *Draw light until you get it right!*

Take care, Mrs. Lineker

