

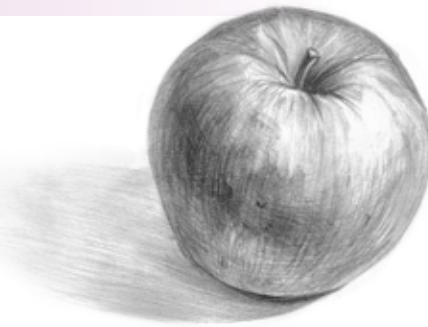


SKETCH STARTER SET

Sketching and drawing can be an intimidating art form, but when broken down into simple steps, it can be easy and enjoyable. Complete the exercises and activities to help you practice these skills. Each lesson is designed to build on the previous lessons, so you can start creating illustrations you are proud of.

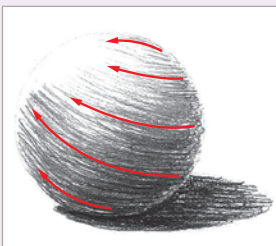
LESSON: SHADING

Shading is the process of **adding value** to a drawing to **create the illusion of form**, space, and, most importantly, light. When executed correctly, **shading** can make a drawing appear three-dimensional.



CHECK THIS OUT!

In the drawing to the left, the cross-hatched **lines follow the form** of the apple, reinforcing its dimensionality.



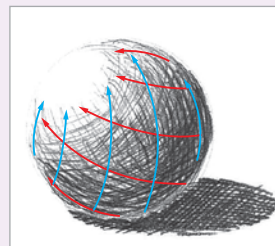
HATCHING

Draw **strokes in the same direction** and layer them to create darker shades. Space your strokes further apart for lighter shades. For rounded objects, the **lines curve around the form**, following the contours of the object.



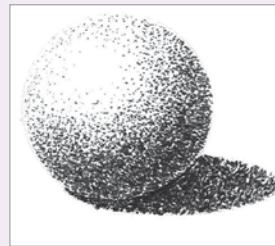
SCUMBLING

Draw a grouping of **loose swirling lines**. The density of lines determines the value produced.



CROSS-HATCHING

Draw the **strokes in two different directions** to create this effect. Layer more strokes for darker shades.

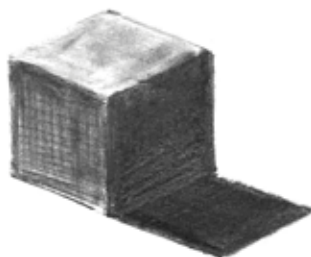
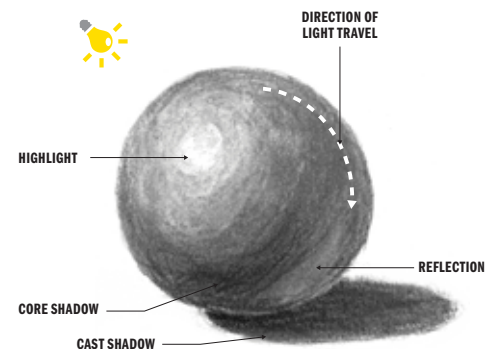


STIPPLING

Draw **clusters of dots**. Drawing them **closer together creates darker values**, and leaving them **further apart achieves lighter values**.

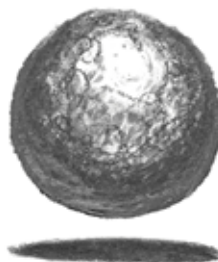
LESSON: LIGHTING

When light hits an object, the **brightest area becomes the highlight**, while the **side facing away from the light falls into shadow**. Highlights are always the lightest values and shadows are the darkest. Curved surfaces, like spheres, show gradual shifts in value, while flat surfaces, like cubes, have sharper contrasts.



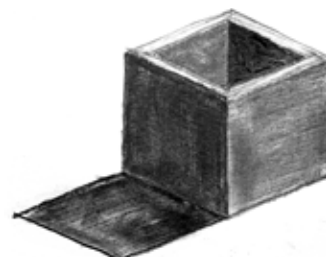
BASIC CUBE

When light shines on a solid object, there will be a **light side, a medium side, and a dark side**. There will be a shadow on the side opposite from the light as well.



FLOATING SPHERE

This sphere appears to float above the surface. **This illusion is made by separating the shadow from the sphere.**



HOLLOW OBJECT

Some objects are not solid, they have a space inside. Notice how the **light shines in the inside spaces**. In this image, see how the light source is on the right side and how it affects the way the object is shaded.

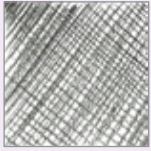
PRACTICE: SHADING TEXTURE

Using the techniques of **hatching**, **cross-hatching**, **scumbling**, and **stippling**, fill in the boxes below. Use the spacing of your lines, as well as pressure, to achieve different values. It may be easier to start with lighter lines and gradually add more until the desired darker value is reached.

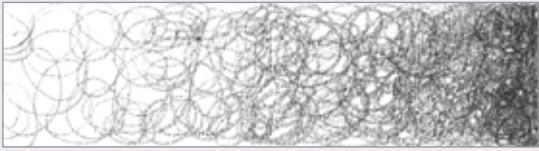
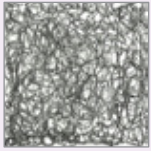
HATCHING



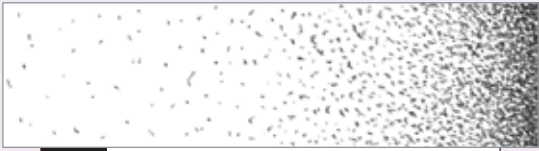
CROSS-HATCHING



SCUMBLING



STIPPLING



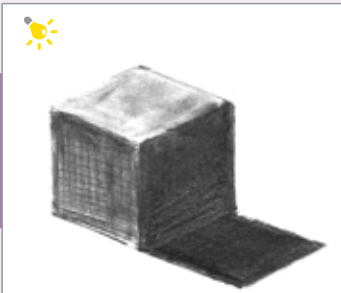
TIP:

Randomizing the pattern of your stippling will give your gradient a smoother blend.

PRACTICE: LIGHTING

Using the shading techniques learned on the previous page, render each of the shapes below as if the light were coming from the light source indicated with the light bulb symbol. Each shape should have light, medium, and dark values.

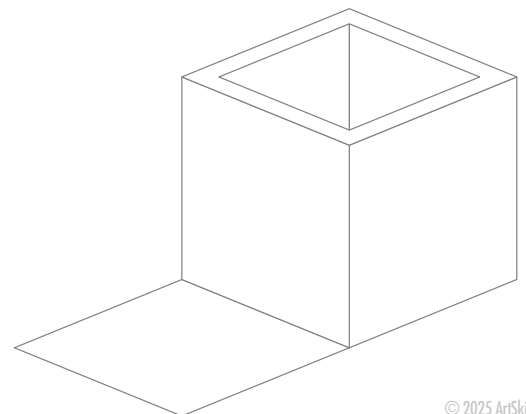
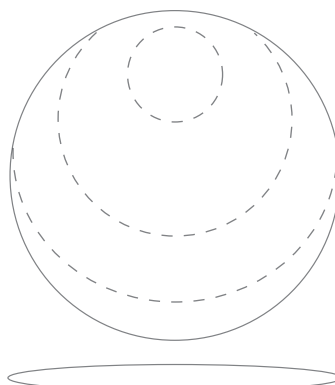
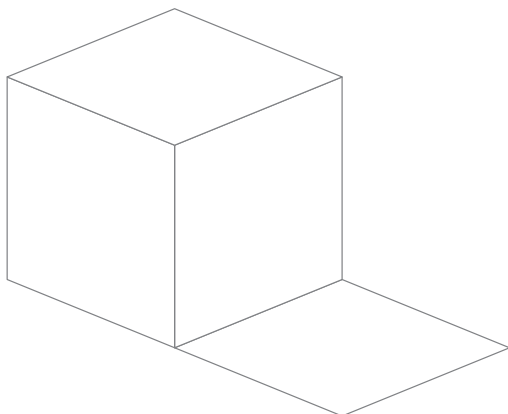
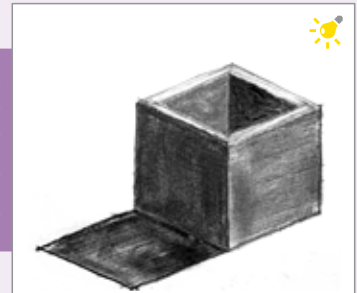
BASIC CUBE



FLOATING SPHERE



HOLLOW OBJECT



PROJECT: RENDERING

Using the skills you learned and practiced on the previous sheets, fill in the drawing of the aloe plant below. Pay attention to the position of the light source and place your shadows accordingly. We have included a reference image and dotted lines to help guide you.

