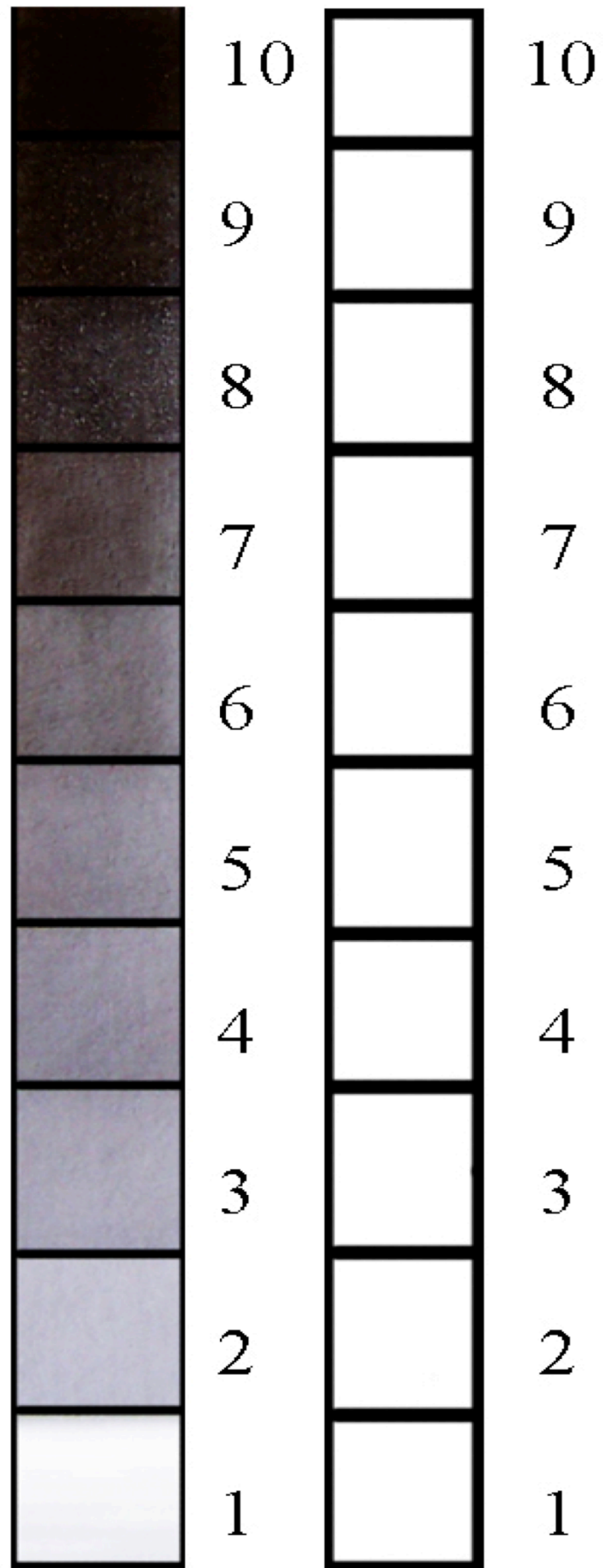


Shading Scale



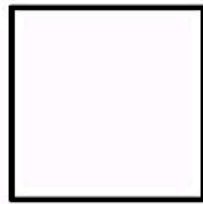
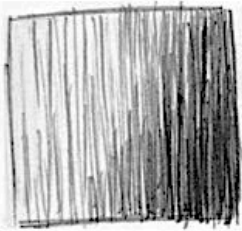
Creating Shading with Texture

NAME: _____

Creating and Shading with TEXTURE

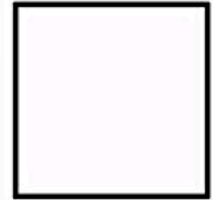
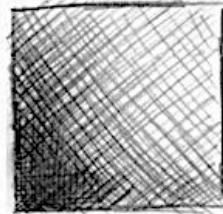
TEXTURE is... _____

Hatching



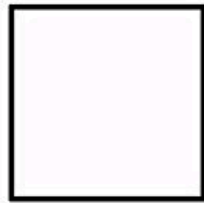
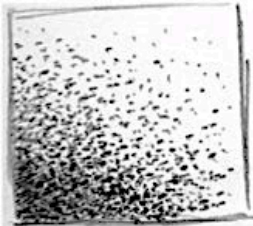
Vertical lines
Vary space of lines to shade

Cross-Hatching



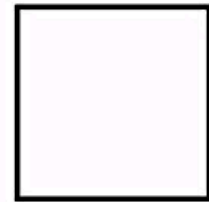
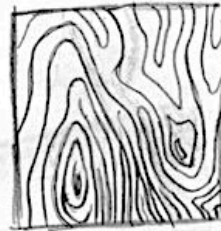
Diagonal lines going in opposite directions
Can add vertical + horizontal lines
Less lines as it gets lighter

Pointillism/Stippling



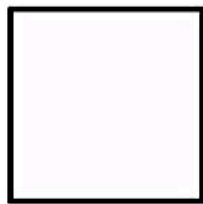
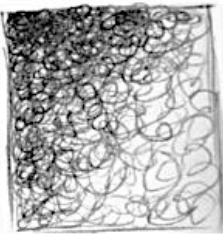
Make dots with your pencil/pen
More dots = darker
Dots close together = darker

Wood Grain



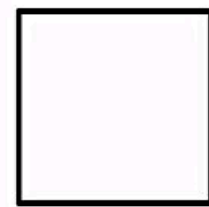
Organic (curvy) shapes
Lines loop around each other
but DO NOT TOUCH
Add lines in between, closer together
to make dark

Scribbles/Curly



Circular motions with pencil
Tighter/smaller the curl, darker it is

Scumbling



Short, random curvy marks
More angular (pointy) than scribbles

The Illusion of Space: Shading

The Illusion of Space: Shading

We use LINE to create VALUE.

VALUE is... _____

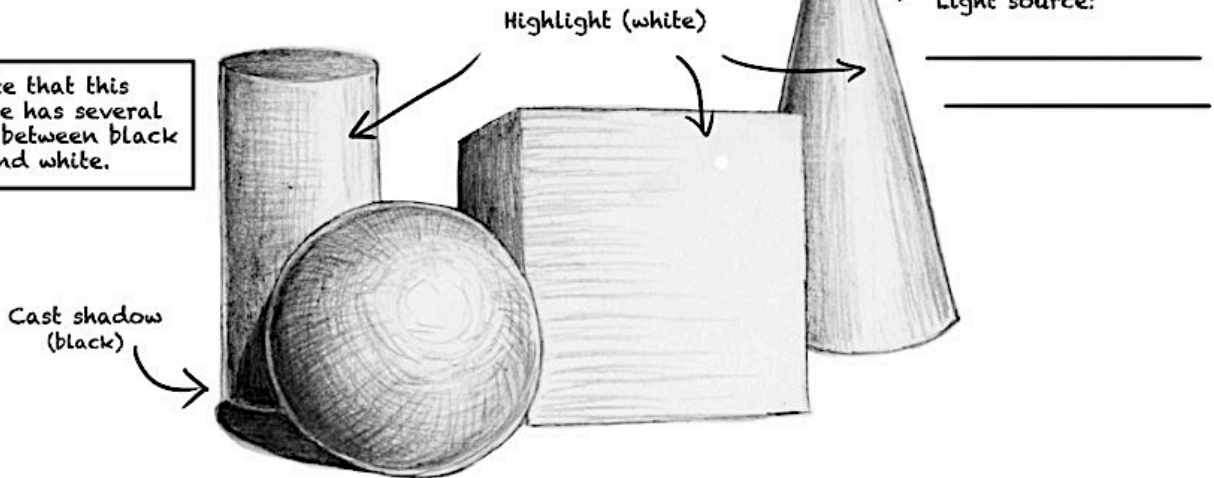


This is a value scale, showing 8 degrees of gray between white and black.

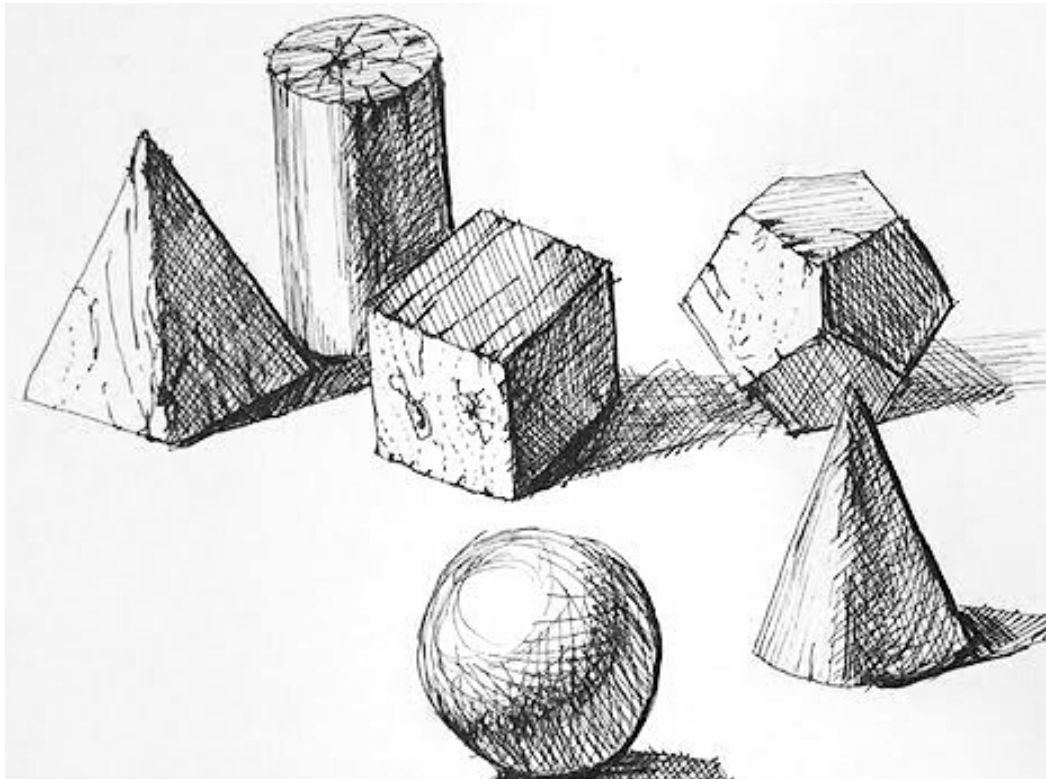
When we shade, we:

- * go light to dark
- * follow the contour of the object
- * vary the pressure on our pencil

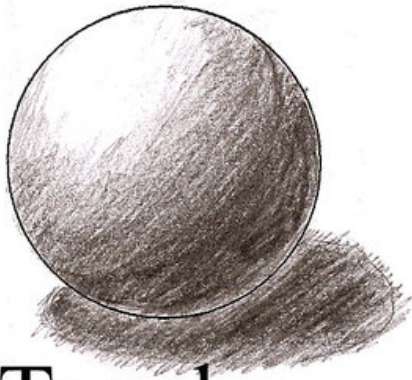
Note that this picture has several values between black and white.



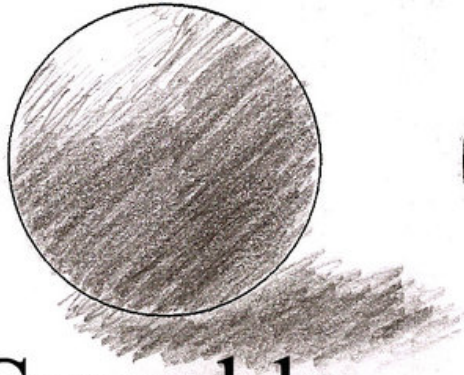
What is the difference between SHAPE and FORM?



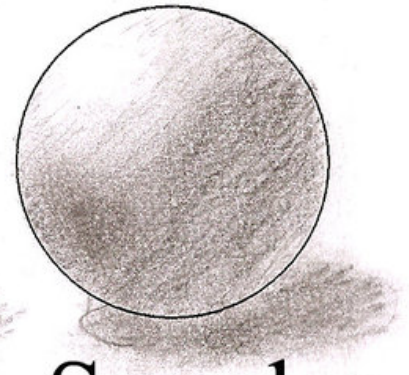
Shading Techniques and Form



Tonal

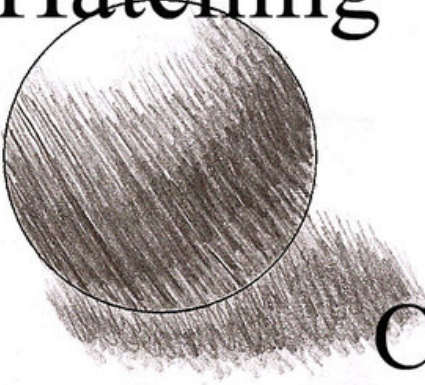


Scumble

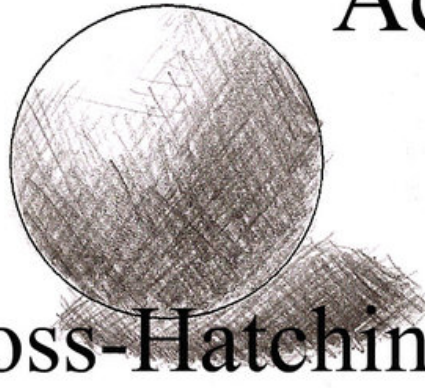


Smudge

Hatching



Accent Lines



Cross-Hatching

