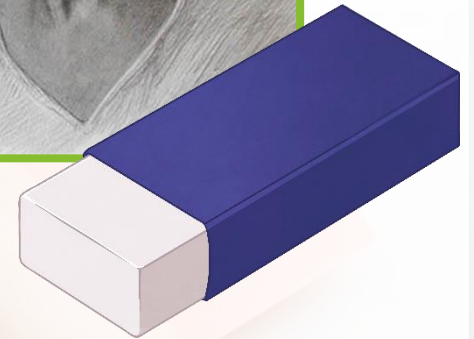
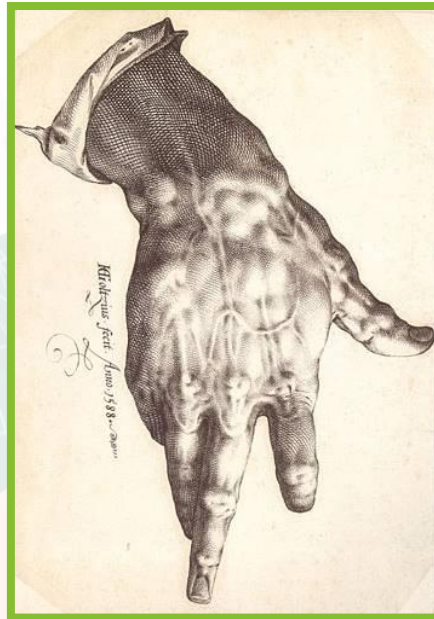
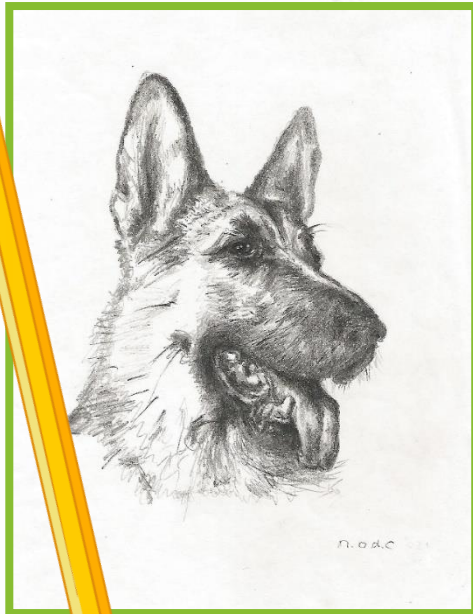


Formal Elements of Art

Tone: Drawing Techniques

How has the artist made these objects appear 3D?



Learning Objective

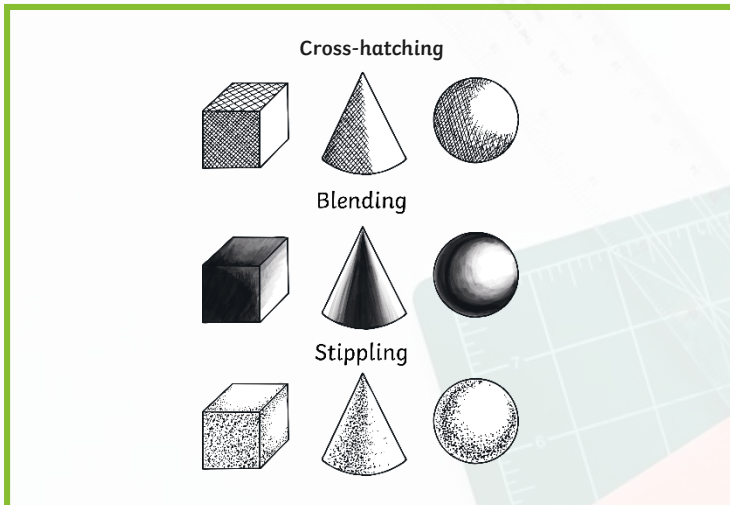
- To develop your drawing technique when creating tone.

Success Criteria

- To create light, medium and dark tones with pencil.
- To experiment with cross-hatching, blending and stippling.
- To apply these techniques to make an object appear 3D.

Tonal Shading

You will be experimenting with the following three techniques to create tone:



Cross-hatching

Layers of lines are drawn in several directions. The more layers are used, the darker the area becomes.

Blending

Different pressures are used when shading to achieve light, medium and dark tones. Using your finger tip to gently blend and smooth the graphite achieves a smooth blend; a rubber can also be used to blend and add highlights.

Stippling

Layers of dots are built up to give the appearance of light, medium and dark tones within an object or drawing – think Pointillism



Pause for Thought

Why is tone an important skill to develop when drawing?

Further Tonal Shading

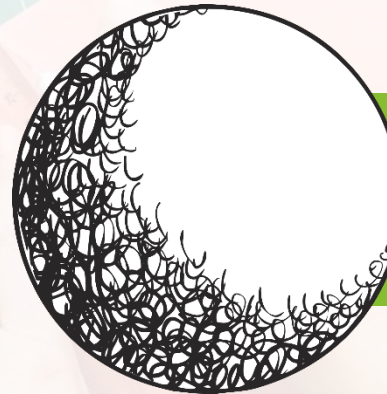
Now try the further techniques of scumbling and contour-hatching!

Contour-hatching follows the contour, curve or outline of the object you are drawing.

Scumbling, sometimes called controlled scribbling, uses small scribbly loops and curves.



Contour-hatching follows the contour, or curve or outline, of the object. In this case, the hatching is rounded to match the shape of the circle.



Scumbling – tiny, squiggly circular lines – sort of like “controlled scribbling”



Key Terms
Cross-hatching, Blending,
Stippling, Scumbling,
Contour-hatching.

Learning Objective

- To develop your drawing technique when creating tone.

Success Criteria

- To create light, medium and dark tones with pencil.
- To experiment with cross-hatching, blending and stippling.
- To apply these techniques to make an object appear 3D.

What Have We Learnt Today?

Thinking about the success criteria below, ask someone to give you two positive comments about your work and one thing they think you could improve upon.

- To create light, medium and dark tones with pencil.
- To experiment with cross-hatching, blending and stippling.
- To apply these techniques to make an object appear 3D.

