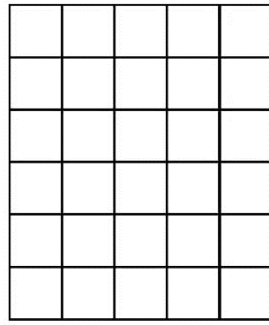
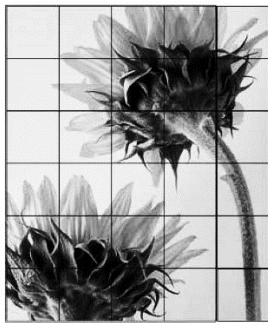


**AO3 (Considered CREATION)**

**DRAWING**

**Primary source observational drawing:** Drawing from something real in front of you

**Secondary Source Drawing:** Drawing from an image / photograph



**Key Word / Visual Elements Creating from observation**

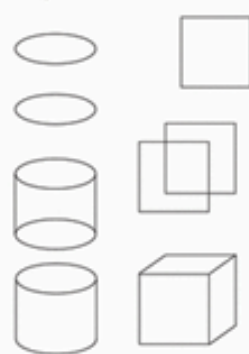
<b>Viewfinder</b>	A window to select focus area for a drawing
<b>Composition</b>	The position and layout of shapes / objects on the page
<b>Line</b>	A continuous mark which can be straight, curved, broken, continuous, thick, thin etc
<b>Shape</b>	A 2D outlined area - The outline of the object / Thing you're drawing
<b>Form</b>	A 3D shape - Appearing 3 dimensional / solid / having depth
<b>Pattern</b>	The repetition of a shape or line
<b>Texture</b>	The way a surface feels or appearance of a surface, how rough or smooth it is
<b>Scale</b>	The different sizes of shapes
<b>Proportion</b>	The size and shape of one object in comparison to another
<b>Tone</b>	The lightness or darkness of a colour
<b>Directional shading</b>	Shading in a particular direction to make something appear solid
<b>Mark making</b>	Using different techniques to capture textures. i.e. stippling, scribbling hatching
<b>Hatching / Cross Hatching</b>	Shading with parallel lines closer or further way from each other to achieve different tones

**Sketching Out:**

When starting a drawing proportioning is very important. To gain accurate **proportioning** you can:

- Use a **grid** to help you break objects down into simple shapes
- **Break complex objects down into simple shapes** and
- add detail and refine

*A Cylinder      A Cube*



**Making something look 3D (solid / giving it form / depth)**

In drawing and painting we want to make things appear solid / 3 dimensional when they are not.

We do this by adding **TONE / SHADING**.

When Shading we need to think about the following things...

- **How much pressure we use.** If we press on harder we get darker tones. Less pressure and we have light tones
- **Which pencil** we use different grades of pencil create different tones.
- **The direction we shade in.** We can use directional shading. Shading with the form of the object to help make it seem more solid.
- **Adding shadows** will also help to make objects appear more 3D / Solid.

**Grades of Pencils**

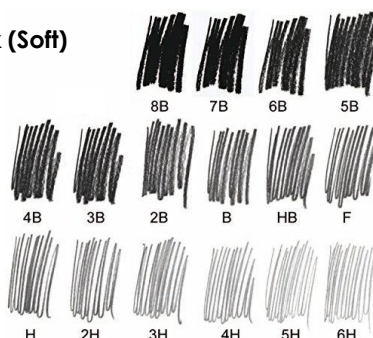
Pencils come in different grades. The softer the pencil the darker the tone.

**H = Hard, B = Black (Soft)**

Hard pencils

**(H) Are good for light shading** and soft pencils **(B) are good for dark shading**

HB (Hard Black) is a good all round pencil



**Mark Making**

Try using your pencil in different ways to create and capture different surface textures.

