Drawing
FUN-DAMENTALS

This portfolio is a place for you to build on your knowledge of drawing fundamentals. Inside this packet, you will find resources, prompts, and areas for reflection. Below is a list of the 7 areas within drawing that we will focus on. You will be asked to reflect on your process within each section, as we work our way through these skills.

| The Skills I Will Learn & Master	Struggles I Overcame	What I Learned & How I Grew
DEXTERITY & PROCESS Learning how to control hand movement, and pressure Building staminia and learning to refine refine refine!		
CONTOUR LINES Mastering the use of line. Using line weight and implied lines to create detail and depth.		
BUILDING WITH BASIC SHAPES Developing an ability to break complicated figures down to it's basic shapes.		
CREATING PERSPECTIVE Using basic geometry and the rules of perspective, we will create the illusion of space by mastering one point and two point perspective.		
BUILDING WITH FORMS Developing an ability to break complicated figures down to it's basic three dimensional forms.		
RENDERING Understanding light, and creating a light source: Cast shadows, bounce light, highlights, terminators, gradients. Master various rendering techniques such as: Hatching, Cross Hatching, Blending, Stippling, Scrumbling.		
FIGURE DRAWING Exploring proportion and the basic rules of placement when drawing faces and bodies. Learn the Loomis Method, and how to 'draw what you see, not what you know.'		

WHERE ARE YOU STARTING?

To see growth, we have to know where we are starting. Take some time to complete the following prompts.

DRAW AN APPLE, USING ONLY OUTLINES.
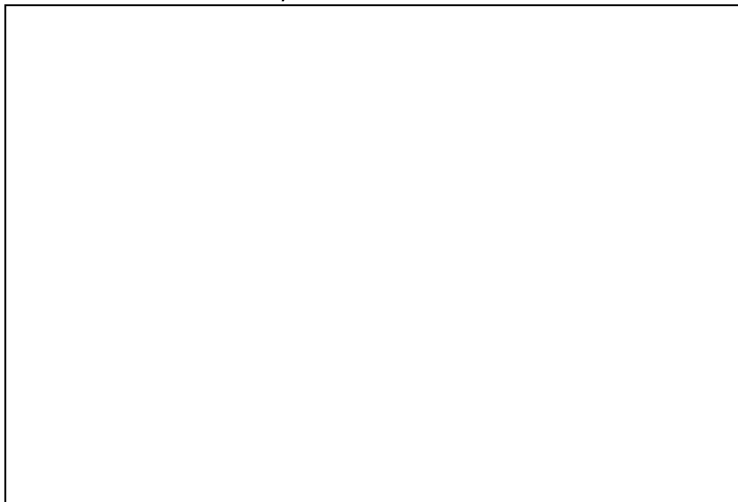
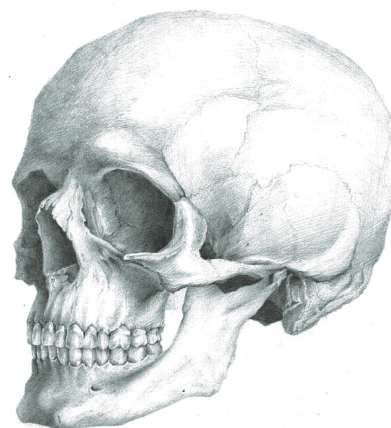## DRAW A ROW OF TREES USING ONE POINT PERSPECTIVE. HORIZON LINE IS MARKED.

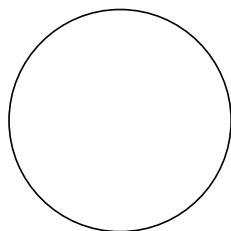horizon Line
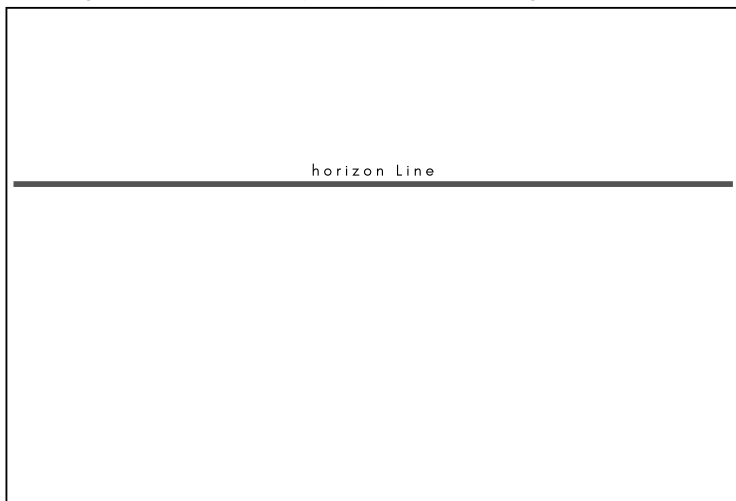
DRAW THE BASIC SHAPES IN THIS FIGURE.

DRAW THE BASIC FORMS IN THIS FIGURE.

Use colored ink to draw over these images, showing your understanding of shape and form.

SHADE IN THIS CIRCLE SO IT LOOKS THREE DIMENSIONAL. LIGHT SOURCE IS MARKED.

DRAW A FACE. INCLUDE ALL FACIAL FEATURES IN REALISTIC PROPORTION.

No anime for this one please

DEXTERITY & PROCESS

BUILDING HAND CONTROL

Repeatedly trace over the implied lines to get yourself started, and to help create muscle memory.
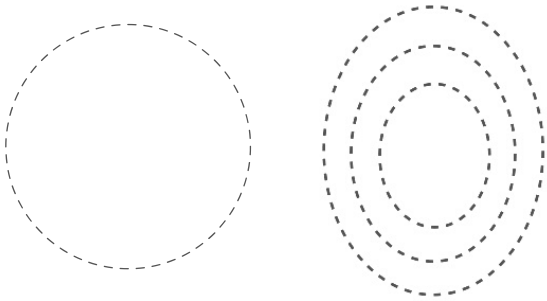
As **perfect** as you can, draw your own: circle, oval, horizontal line, vertical line. NO MICRO drawings please.

PRESSURE

Get to know your own strength! Using the specified pressure, draw a line from one dot to the other, as straight as you can – and – shade in the box.
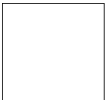**No rulers** or straight edges please. Free hand these

Light Pressure
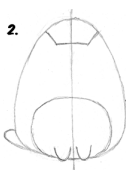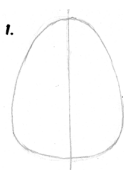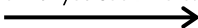
Medium Pressure

Heavy Pressure

BONUS

Can you shade in these boxes (with the specified pressure) and show no pencil strokes? No finger blending!

✓

✗

PROPORTION

Resizing, and creating variation in size can be difficult. In the box provided, try drawing this image **half** the size that you see it here.
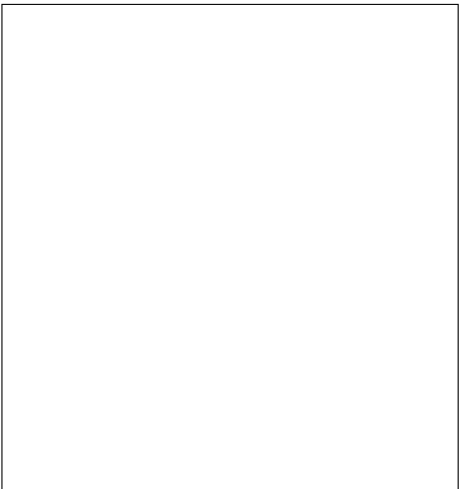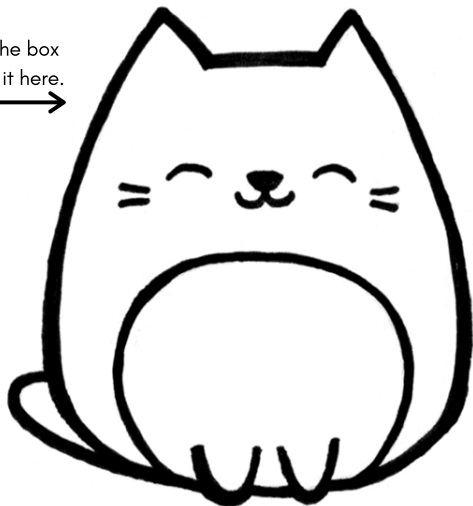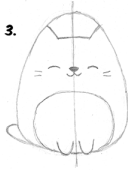
1.

2.

3.

CONTOUR LINES

Mastering the use of line. Using line weight and implied lines to create detail and depth.

LINE WEIGHT DEFINITION: _____

_____

DRAW AN EXAMPLE OF:

IMPLIED   LINE

STRAIGHT   LINE   A LINE THAT CHANGES FROM STRAIGHT TO CURVED

CURVED   LINE

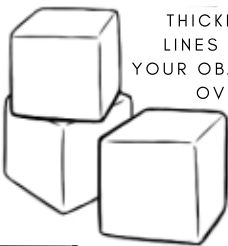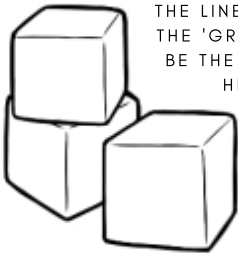THICK   LINE   A LINE THAT CHANGES FROM THIN TO THICK

THIN   LINE

LOOK AT THE TWO APPLES, AND SEE HOW THE RIGHT APPLE USES LINE WEIGHT TO CREATE THE ILLUSION OF LIGHT. LOOK AT WHERE THE THICKER LINES ARE PLACED.

THICKEN THE LINES WHERE YOUR OBJECTS OVERLAP.

CREATE YOUR OWN DRAWING USING THREE LINE WEIGHTS. ⟶

#1 DETAILS
#2 OVERLAP
#3 GROUND

THICKEN YOUR EXTERIOR LINES. THE LINES THAT TOUCH THE 'GROUND' SHOULD BE THE DARKEST. THIS HELPS 'GROUND' YOUR OBJECT.
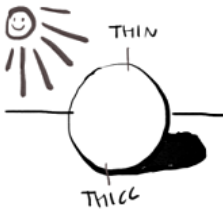
THIN

THICK

ITS IMPORTANT TO SHOW THE PRESENCE OF LIGHT IN LINE-WORK BY USING THIN LINES IN LIT AREAS AND THICK LINES IN AREAS CAST IN SHADOW.

TO CREATE VOLUME, WEIGHT THE LINES ACCORDING TO THE WEIGHT OF THE FORM.
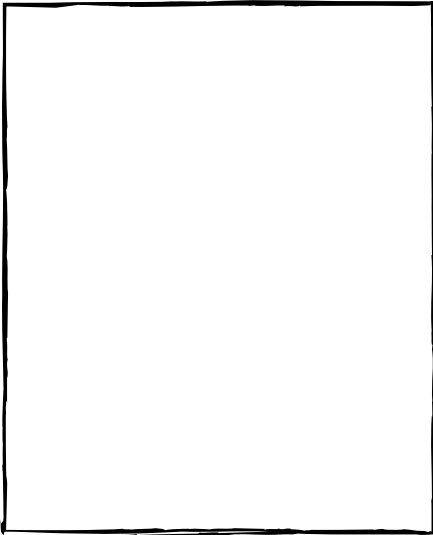
LINES GET THICKER

BUILDING WITH BASIC SHAPES

Developing an ability to break complicated figures down to it's basic shapes.

GIVE IT A TRY
Draw just **the basic shapes** that make up this super adorable dog. It should look similar to the image on the left.

GIVE IT A TRY
Draw this fly using the steps provided. Resist the urge to draw the fly at step 4. Practice building up to step four by using basic shapes. When you get to complicated forms, like the human body, this skill will be **crucial**!

RAPID FIRE Art
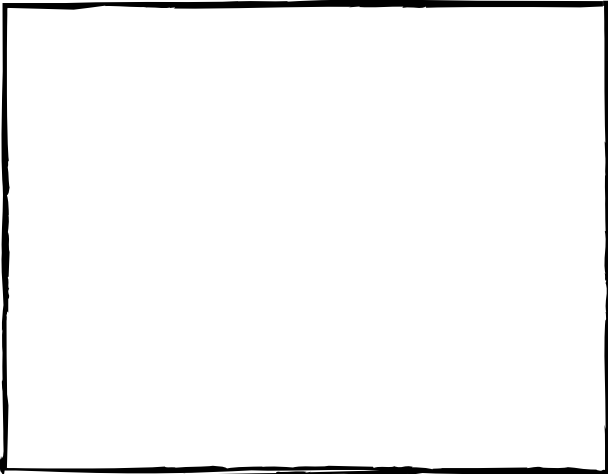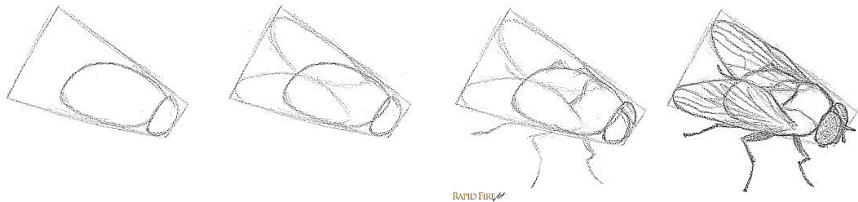
### GIVE IT A TRY
Draw each animal head, using basic shapes
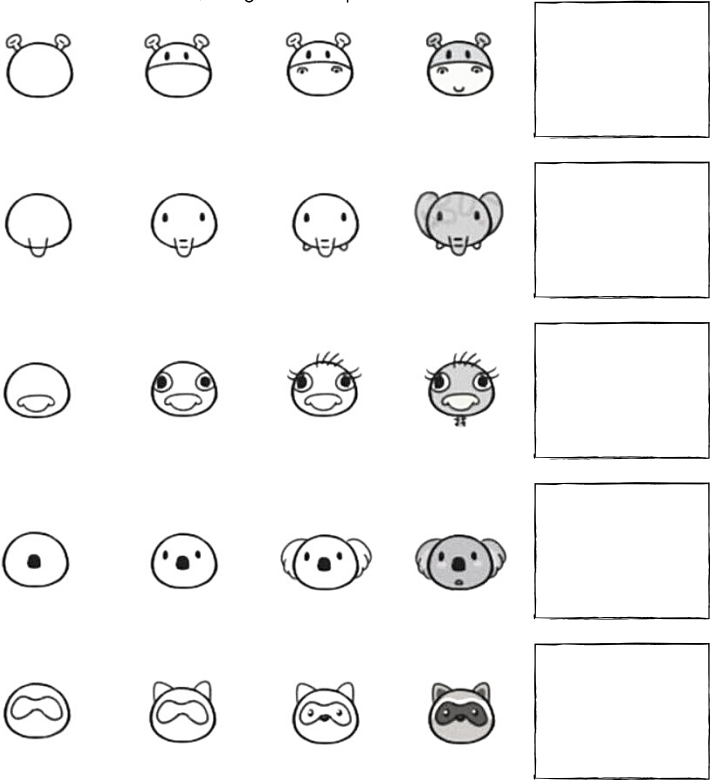
OUTLINE THE BASIC SHAPES
Draw shapes over Patrick and Spongebob, to show what basic shapes makeup their figures.
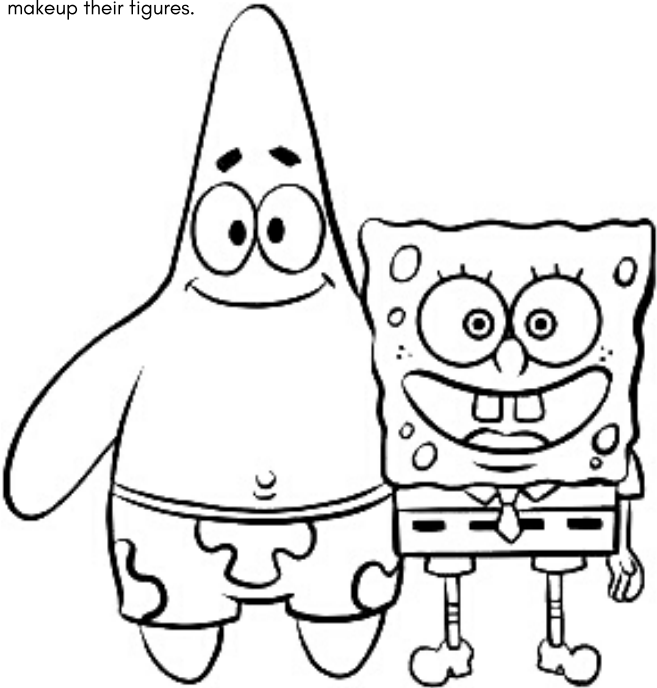
CREATING PERSPECTIVE

Using basic geometry and the rules of perspective, we will create the illusion of space by master one point and two point perspective.
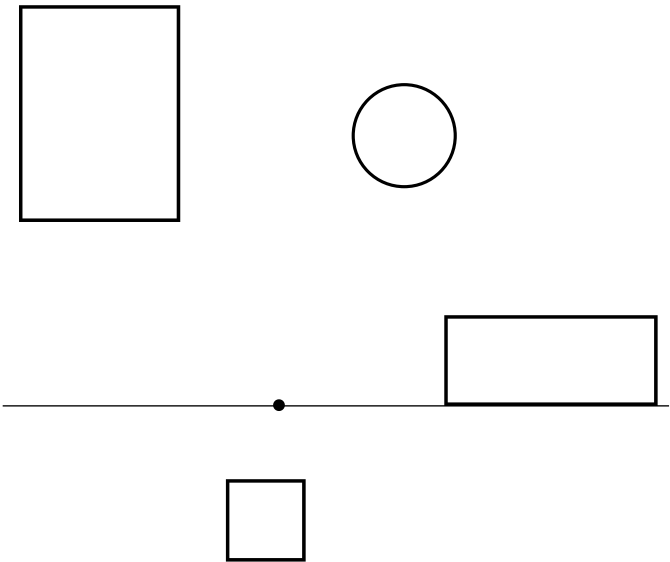
vanishing points

one point   two point   three point
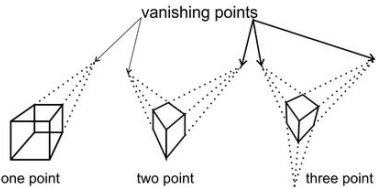
IMPORTANT TERMS

Perspective: _____

Horizon Line: _____

Vanishing Point: _____

Converging Lines: _____

Bird's Eye View: _____

Worm's Eye View: _____

Front Facing Line: _____

Diminishing Forms: _____

ONE POINT PERSPECTIVE

One point perspective uses one point on your horizon line, and the parallel lines that recede from the viewer converge to a single vanishing point.
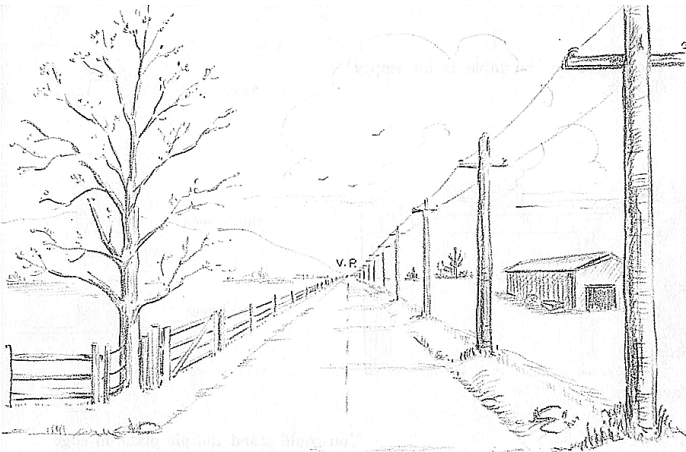
Trace all of the converging lines you see in this 1pt perspective image.
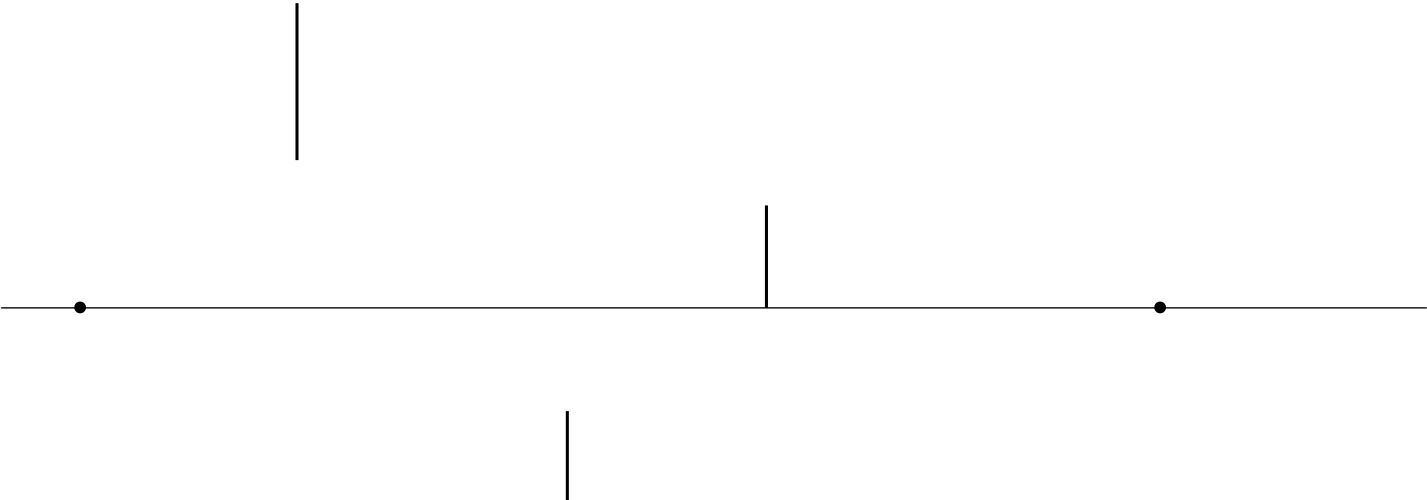
Turn these shapes into forms, using 1 pt perspective. **Label** your HL and VP.

TWO POINT PERSPECTIVE

Two point perspective uses two points on your horizon line, and the parallel lines that recede from the viewer converge to a vanishing point on either side of the object.
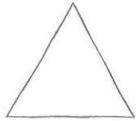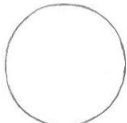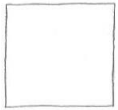
Turn these front facing lines into forms, using 2 pt perspective. **Label** your HS and VPs.
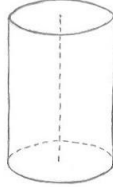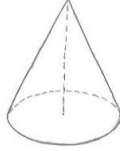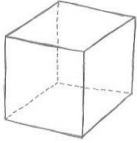
BUILDING WITH FORMS

Developing an ability to break complicated figures down to it's basic three dimensional forms.
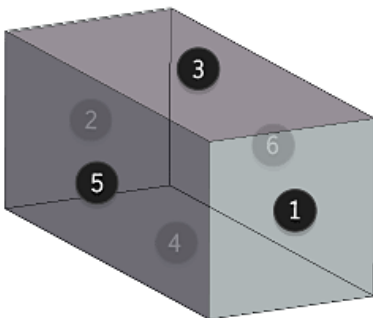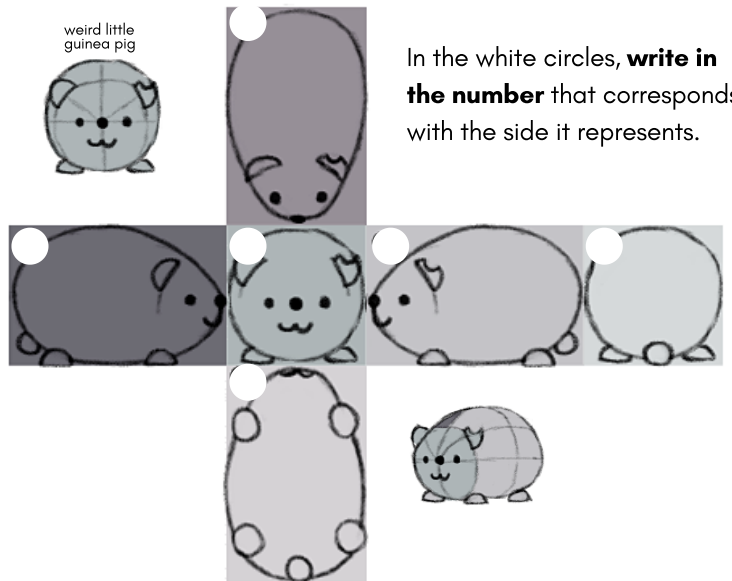
Shapes

Forms

Use the space below, to draw each of these 7 forms:

There are 6 basic sides we can find when looking at forms:

1. FRONT
2. BACK
3. TOP
4. BOTTOM
5. SIDE A
6. SIDE B

weird little guinea pig

In the white circles, **write in the number** that corresponds with the side it represents.

Directing lines are able to change a flat outline into a whole set of different forms.

**Draw your own directing lines** to change the surface of this form.

RENDERING

Understanding how light acts, and creating a light source: Cast shadows, bounce light, highlights, terminators, gradients. Master various rendering techniques such as: Hatching, Cross Hatching, Blending, Stippling, Scrumbling.

Value is: _____

Create an 8 value scale in each of the rows, using the specified rendering technique.
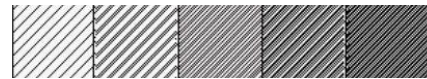
HATCHING

CROSS HATCHING
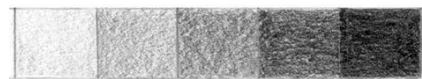
STIPLING

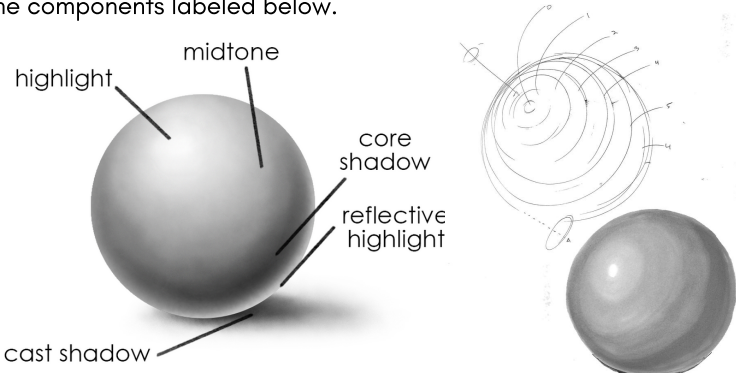**BLENDING** (SMUDGING)

Draw a cube. Render the cube using a 4 value scale, like seen below:
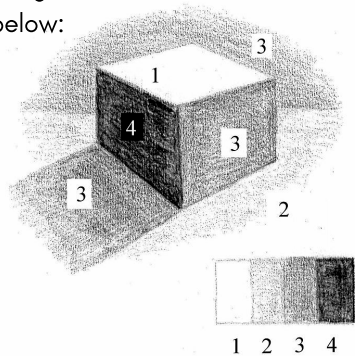
Draw a sphere. Render the sphere, making sure you have all of the components labeled below.

highlight   midtone   core shadow   reflective highlight   cast shadow

FIGURE DRAWING

Exploring proportion and the basic rules of placement, and drawing faces and bodies. Learn the Loomis Method, and how to 'draw what you see, not what you know.'

In general, facial features fall in the same area on most people. Use the example below to **draw** a face with the correct placement of facial features. Start by drawing a circle in the upper half. Your jawline should fall between #2 & #3.
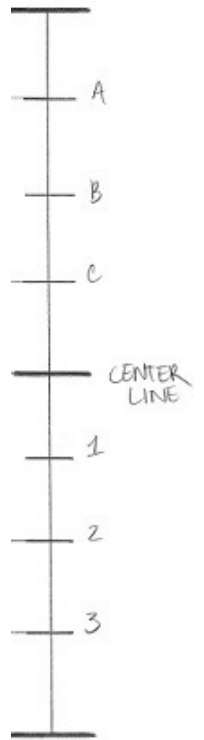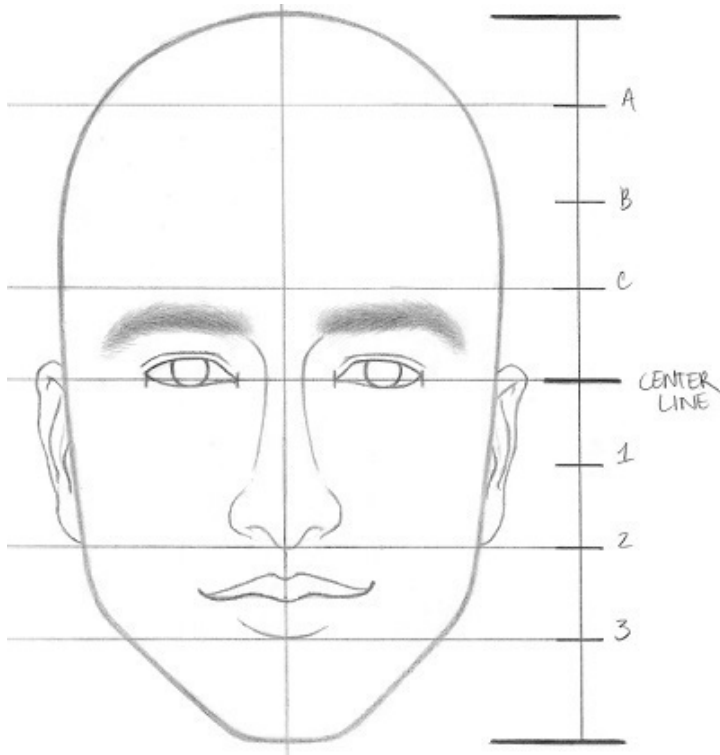
Use the guided steps below to practice **drawing facial features**. Be sure to render them as realistically as possible.
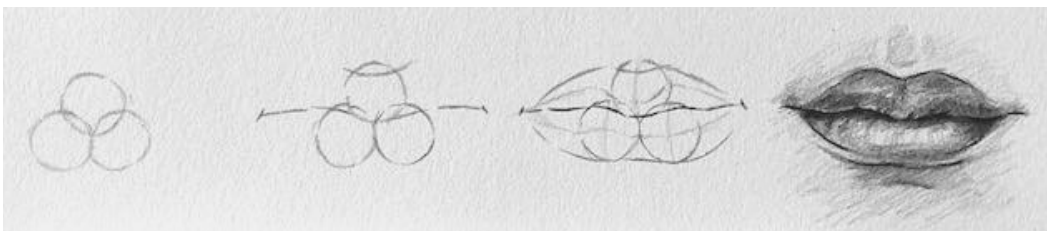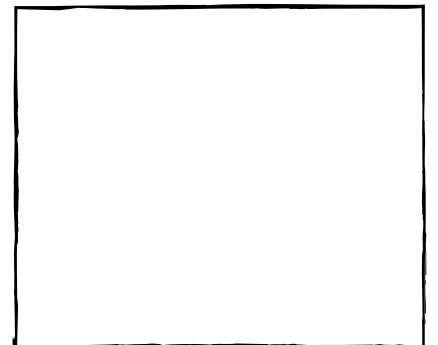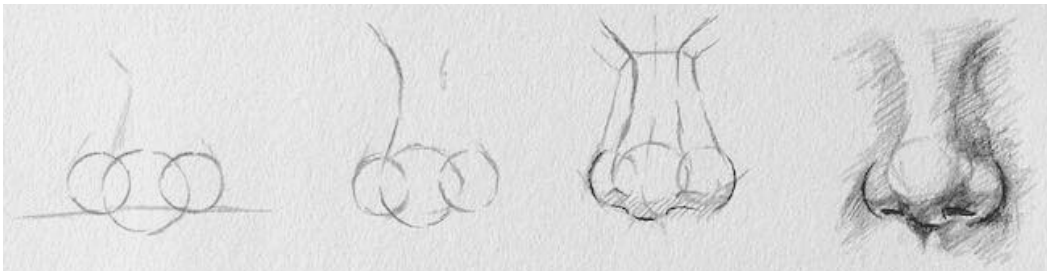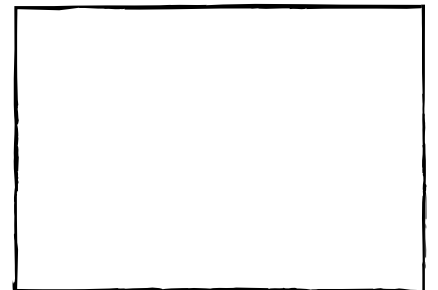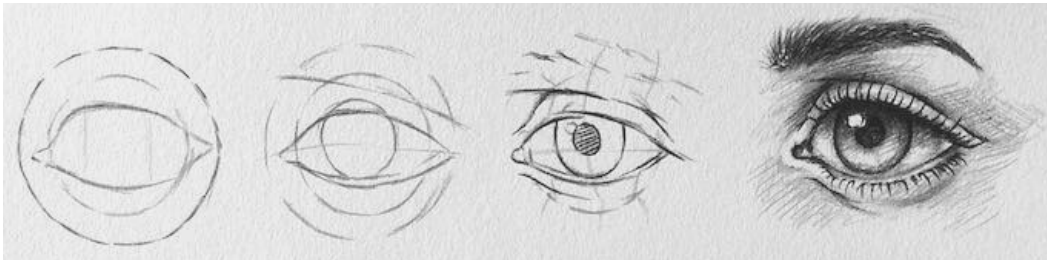
When drawing the full human body, we use what is called the **7 Heads Technique.** Basically, it means you draw your head and neck, then add 7 heads to it, to create a proportional body. Although there is no exact standard because everyone is different, the adult figure usually falls between 5-7 additional heads. **Use the numbered guide to create your own human body.** Reference the guide often!

shoulders

bust

hips

hands

knees

ankles

2

3

4

5

6

7

8
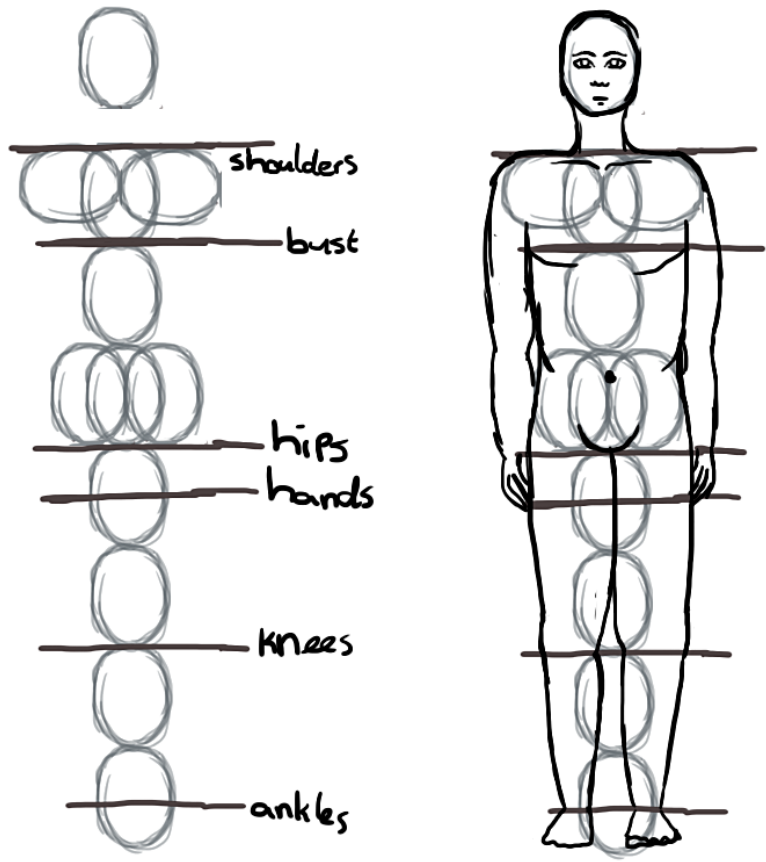
Use the guides to **practice drawing hands and feet,** in the open space below:

ADULT   1

2

3

4

CHILD   1

5

6   2   3

BABY   1

7   4   5   2

8   3