

Drawing Studies 003



Perspective and Shading

Cross hatching



The first style of shading

Try hatching in felt pen and ball point

- 1 Ruled , evenly spaced and parallel.
- 2 Freehand and multi-directional.
- 3 Linear faint, medium, bold.
- 4 Hatching can done by movement of fingers, hand or arm.

Parallel Perspective

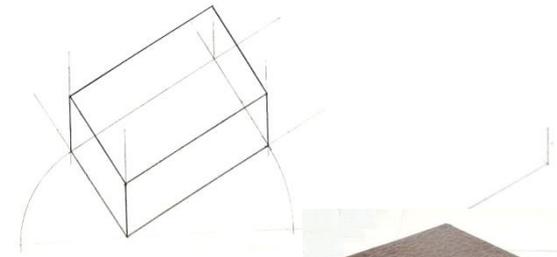
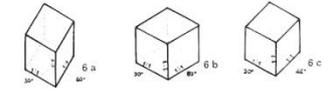
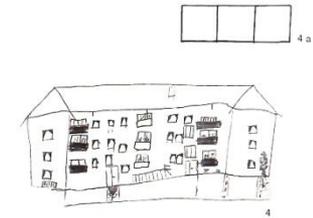
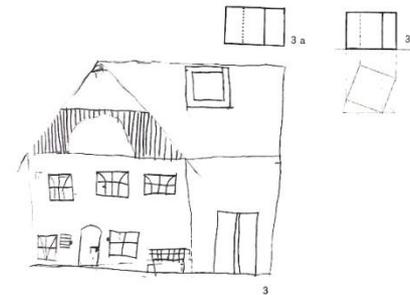
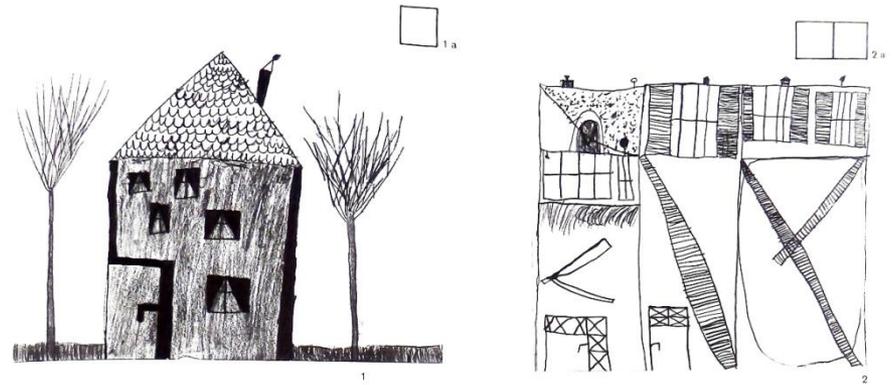
This is how we refer to our rectilinear environment, with its planes at right angles.

1. Look at a box then just from imagination draw several views of it. Then refer to the actual box, the changes in angles and lengths of sides can be observed as the box is seen from differing positions.

2. Visualize your house. Sketch the view of the front.

3. Draw the front elevation of the house. Join the side elevation onto the front view. Then join the rear elevation to the side view.

4. Imagine the aerial view of your house site. Draw a plan of the block layout. Include sheds, pathways, vegetable and garden beds, trees, furniture. Define the areas with various hatching and textures. Draw your neighbors blocks and the street.

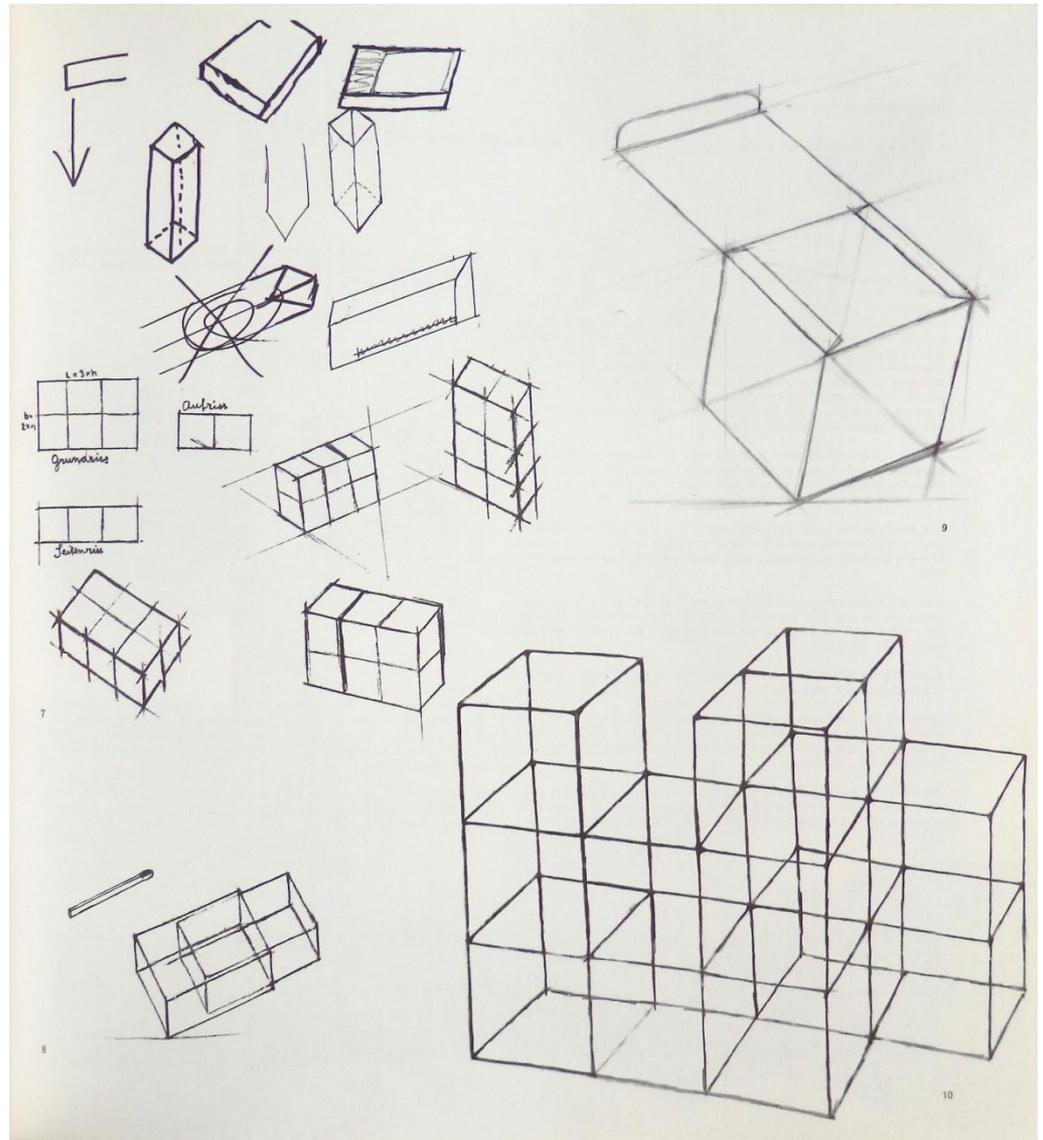


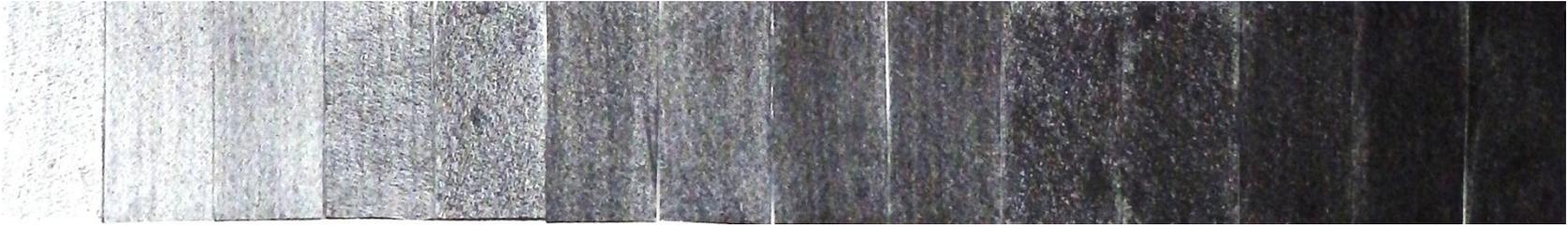
Linear cubes

Conventions in drawing parallel perspective:

- Edges that recede from us are drawn inclined upward.
- Receding lines are shortened to appear away from the viewer.
- Parallel edges are drawn parallel.
- Vertical edges are drawn vertical.
- Angles are partially distorted to fit the illusion.

1. Draw simple cubic structures.
2. Draw a box open like a match box or container.
3. Draw a series of stacked cubes, perhaps a child's climbing gym, a bird cage or a glass tower.





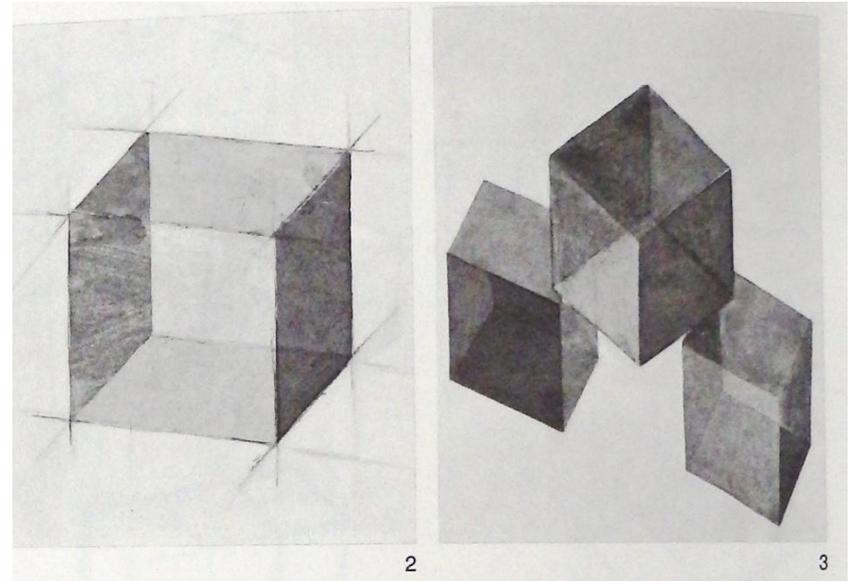
Light and Shadow for perspective

1. Begin by creating a grey scale of 8 to 12 even gradations.

Tips: Build up your tones with strokes in one direction. Smudges and smearing is a hazard use protective sheet under your hand. Start with the extreme tones so you can gauge the intensity of your media, suggest soft pencil to start with.

2. Draw the outlines of a single cube. Decide where light comes from and which surfaces will have shadow. Apply tones to surfaces. Usually upper surfaces are lighter.

3. Arrange 3 cubes and shade them as if they are semi transparent.



Cubes in light and shadow

1. Drawn 3 matchbox shapes one open another. Direct your pencil strokes the same on each of the sides to accentuate the vertical and horizontal planes.
2. Consider you have an architectural commission to design a palace. In your drawing some shapes should closely inter-relate, other extend into surrounding space.
3. Create a tower of shapes. Cast shadows of one on to adjacent planes of the other blocks and surfaces.

