7 drawing terms. From the early Renaissance

1. **Shading – darkening an object to show <u>volume</u>.** The part of the sphere that turns away from the viewer is darker which shows plumpness or **<u>volume.</u>**

2. **Contour lines – Lines that go around a round object to show <u>volume.</u>**

    These are curved lines to help show plumpness.

3. **Size – An object is smaller than the original object showing <u>depth</u>.**
    The brain knows that two objects on the same plane but having different
    sizes can mean that the smaller object is further away than the larger one.
    Think of two cars. We know that cars are all about the same size so if we see one that is much smaller, we understand that that small car is further away while the big one is near.

4. **Surface – An object is further down on the page giving the viewer the idea**
    that it is closer. This shows <u>depth</u>. We know that, within our field of vision, things that are further away from us, make us look up. While things that are close to us make our eyes drop when we look at them. Think of a bird sitting at your feet and one that is flying up in the sky. Even if the object is the same size, but is at the top of the page, our brain tells us that it is further away than the object at the bottom of the page.
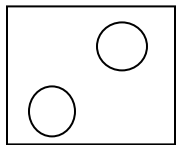
5. **Density – Objects get smaller and harder to see as they go into the distance**
    showing <u>depth</u>. This is the railroad trick. The railroad ties close to us look large and are easy to see while the ties that are far away from us look small and have little detail.

6. **Foreshortening – squashing an object to show <u>depth</u>. This comes from a**
    circle laid flat or a square laid flat. Lay the quarter down on the table. Close one eye and trace the outline of the quarter. You will get a circle or an oval depending on your line of sight. Foreshortening shows that one edge of the quarter is closer to you while the other end of the quarter is further away from you.
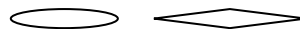
7. **Overlapping- putting one object over another object to show <u>depth</u>.** Our brains tell us that if we can't see all of an object it must be in the background. The thing that is covering it must be closer to us.
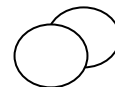
The next set of terms comes from using ink to create art. Artists could not smudge the ink to show shading so they had to develop other marks to create value or show that objects were darker or lighter.

6 shading terms

1. **Smudging** – smearing the medium to create value. (This one is used with pencil, not ink. I include it here as it is used in painting to create value.

2. **Stippling = dots in black and white /Pointillism = dots in color** – creating value using dots. If you want to create a light value have more space between the dots. To create a dark value, put the dots closer together.

3. **hatching –** short parallel lines used to create value. To create a light value, put space between the lines. To create a dark value, put the lines closer together.
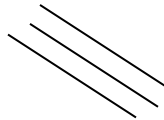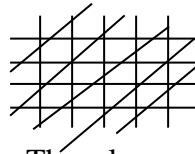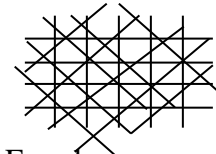
(Hatching can be short or long.)

4. **Crosshatching**- lines that cross each other to create value. To create a light value cross the first lines only once and have space between the lines. To create a darker value put the lines closer together or cross again in a different direction.
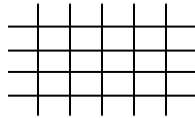
                      Two layers   Three layers   Four layers

Cross hatching can be done in layers – The first crosshatching would be perpendicular or 90 degrees from the first set of lines. The next set of crosshatching would be diagonal. The next set of crosshatching would be diagonal lines going the opposite way.

5. **Scumbling** – scribbling to create value. To create a light value, have space in the scribble. To create a dark value, the scribble should be tight with little space. Scumbling can be sharp or curvy or a combination of both.
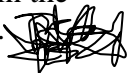
6. **Lettering/ symbols** – using letters or symbols to create value. To create a light value, have space between the letters. To create a darker value, put the letters or symbols close together or overlap them.