

Objective:

I can create a scenery picture using the drawing terms.

I can create a scenery picture using a graphite painting technique.

Supplies

Paper – 9 x 12 – your sketch book and a few extra pieces of scratch paper. Some tissues.

Medium – pencil/graphite

The drawing terms came from the start of the Renaissance. Artists were trying to draw using depth. Terms: Foreshortening, size, surface, density, overlapping, shading and contour line.

The artists at the time of the Renaissance went back to the Greeks to try and understand how to draw using depth. This time in History is called the Renaissance, which means “re birth”. After the fall of Rome in 476 CE to 1300 CE, (called the Middle Ages), there was little to no art or literature created. At the beginning of the Renaissance, depth was created without using a ruler as Linear Perspective was not yet re-discovered. The Renaissance was a period in European history regarded as the cultural bridge between the Middle Ages and modern history. (Dates: the 14th to the 17th century, 1300-1600)

Terminology

Stencil: A piece of paper that is torn to create an organic line.

Drawing shield: A piece of paper placed under the hand to protect the graphite drawing.

Graphite the edge: To layer the organic edge with graphite/ pencil.

Smudging: Taking the finger or a tissue to smear the graphite from the stencil edge to the image.

Organic: A natural look, not manmade. In this case the paper is torn to give the edge an organic look.

Additive technique: Material is added. In this case, graphite is added to the picture.

Subtractive technique: Material is taken away. In this case, graphite is erased.

Procedure: Using a stencil, a graphite pencil and a tissue, one will create a scenery picture using the **drawing terms** to create depth.

Hills: Use **smudging/ shading**. This is smearing or rubbing the graphite with your finger or a tissue.

1. Create a drawing stencil by tearing a piece of paper. Tear the paper



so that it has hills and valleys. Tearing makes an organic line.

2. Graphite the edge of the stencil by using the pencil on the flat side and covering the edge with graphite.

3. Create the closer hills:

A. Place the stencil low on the picture plane to make the foreground.

B. Place the edge with the graphite pointing down to the bottom of the paper so that the hill will be darker than the rest of the picture.

C. Rub the graphite edge with a tissue to transfer the graphite to the clean paper. If you need these hills darker, put more graphite on the stencil and repeat the step. The closer hills should be dark.

4. Create the middle hills:

A. Place the stencil in the middle of the picture plane and rub the graphite edge with a tissue. The middle hills should be lighter than the foreground hills. This shows "Atmospheric perspective". Remember that the hills are a darker value than the sky. (The hills should not be white.)

B. The middle hills are a lighter value than the foreground hills.

5. Create the background hills:

A. Please the stencil up higher than the middle hills and rub the graphite edge with a tissue.

B. The background hills are the lightest value.

Tree in the foreground: use the stencil technique to create a tree trunk using shading.

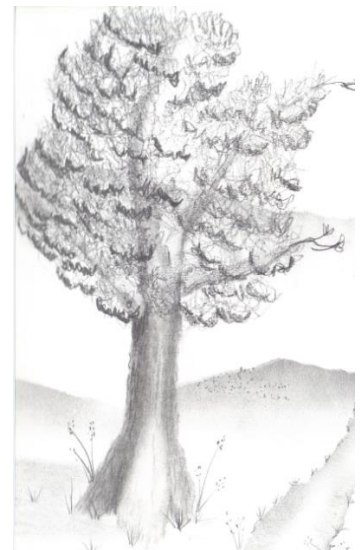
1. Tear a shorter piece of paper. Tearing the paper keeps the line organic.

2. Graphite the edge of the stencil and place it on the paper so that the tree will be on the lower left part of the picture. The tree is the closest object to the viewer so should be the darkest object on the picture. The tree is placed in the foreground and **overlaps** all three hills.

3. Transfer graphite to the paper by rubbing the graphite edge of the stencil with a tissue. Shading/smudging - Caution: The edge of the tree is created by the edge of the stencil. Think before rubbing as the desire is to have a dark tree trunk, not a white one with shadows falling in the air. The bottom of the tree should be rounded – **contour line**.

4. Create tree branches using the graphite/stencil technique. Branches are thicker at the trunk and taper to the end of the branch.

Caution: Tree trunks are wider at the bottom of the tree. Tree branches are wider at the trunk and become thinner as they grow away from the trunk.



5. Shading: Use shading techniques to texture and shade the trunk and branches of the tree so that the tree does not look like a ghost tree. Add leaves. The example has vertical hatching on the trunk and scribbling for the leaves.

Shading techniques/terms

Smudging: smearing the medium

Scumbling/scribbling: scribbling to create value and texture.

Stippling/ pointillism: Small dots used to create value and texture.

Hatching: short parallel lines used to create value and texture.

Cross hatching: Crossing lines used to create value and texture.

Lettering: using letters and symbols to create value and texture.

6. **Atmospheric perspective:** Place the pencil on the side and use small circles to create a recognizable value difference between the hills. Each hill section must have an even value throughout. Use a tissue or a finger to help blend

7. Create a smaller tree on the right. Place it in the middle ground to help move the eye around the picture.

Size: Create a smaller **tree** to show depth. Surface: Create the smaller tree higher on the page to show that it is farther away from the viewer. Density: Tree should be lighter and have less detail.



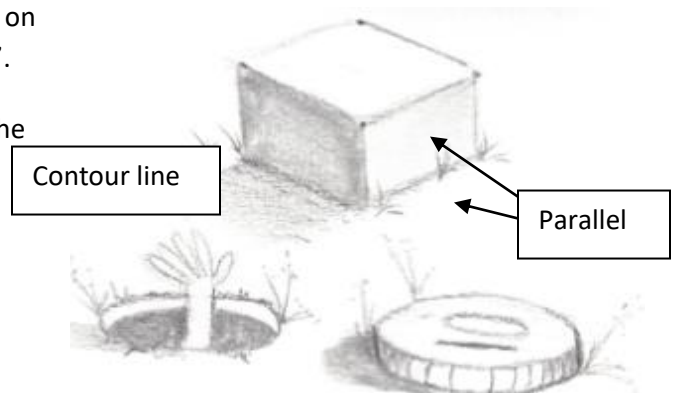
Road: Density, surface and size:

1. Use an eraser and a subtractive technique to create a road or path. Or use the stencil /smudging technique to create the road. The road should be wider at the bottom of the page and get thinner as it goes off into the distance.
2. The grass and details of the road should get smaller and harder to see as the road goes off into the distance. This is **Density**.

Sun/Moon:

1. Tear a small circle or oval out of paper and graphite the edge. Place the circle in the upper right of the picture. Rub or smudge the edge to transfer the graphite to the picture.
2. The "sun" will appear whiter than the rest of the paper because it is surrounded by the dark graphite shading. This is an optical trick.
3. Note: Birds or clouds are added to lead the eye from the Sun on the right to the tree on the left. This is called "leading the eye".

Hole and dime Foreshortening: Create a hole and a dime in the foreground using ovals.



The hole: Draw an oval. Draw a contour line, (curved line), for the back "lip". Darken in the hole and put grass around the outside of the oval to ground the hole.

The dime: Draw an oval. At the edges of the oval, draw two vertical lines to show the edges of the dime. Draw a contour line for the bottom of the dime. Add contour lines to the edge of the dime putting them close together at the edges showing depth.

Contour line

The cube: Draw a diamond shape. Draw three vertical lines from the corners to create the edges of the foreshortened cube. Draw two lines parallel to the lower edges of the diamond to create the bottom edges of the cube. (or think of drawing two parallel lines to the top edge of the foreshortened cube.)

This last example is missing the cube.

