1 Building tone with marks – Part 2

Name: _____ Class: _____ Date: _____

Vocabulary

Write each word three times.

English	Write it 3 times (English)		
Hatching			
Cross-hatching			
Stippling			
subtractive			
Actual texture			
implied texture			

Recall

- You have shaded a shape darker by pressing harder or scribbling more.
- You can see that a brick wall and smooth glass have different surfaces.
- You know a drawing of fur looks different from a drawing of metal.

New ideas

Read these first. Each idea has a short worked example. Then do the Practice below.

■ 1 Hatching

Hatching builds tone with parallel lines. Closer, denser lines look darker; wider spacing looks lighter. **Cross-hatching** adds a second layer at a new angle.

Worked example. To darken one side of a cube, draw parallel lines close together; leave them further apart on the lighter side.

■ 2 Stippling and marks

Stippling builds tone from dots – dense dots read dark, sparse dots read light. A mark can be **subtractive**, made by lifting material off with an eraser.

Worked example. Shade an area grey, then drag an eraser through it to make a light streak – that streak is a subtractive mark.

■ 3 Texture and surface

Actual texture is the real surface of the work (rough paper); **implied texture** is a drawn illusion of a surface.

Worked example. Draw fur with short curved strokes and stone with broken marks – each mark type imitates a real texture.

Watch out: Do not shade with messy lines going every direction – that reads as noise. Choose one angle for each flat surface and keep the spacing even.

Practice

2.1 In hatching, how do you make an area look darker? [2]

2.2 What is cross-hatching? [2]

2.3 What is a subtractive mark? Give one example. [2]

2.4 Explain the difference between actual and implied texture. [2]

2.5 Why should hatching lines on one flat plane keep the same angle? [2]