6
SHADING
HANDOUTS
ACTIVITIES
POSTERS

LOOK BETWEEN THE LINES
BY WHITNEY PANETTA

FOR MIDDLE & HIGH SCHOOL ART CLASSES

Shading Review
Practicing and Applying Drawing Techniques

BIG IDEA:
- Practicing and applying drawing techniques

ESSENTIAL QUESTIONS:
- How can graphite pencils differ from each other based on the letter and [number] printed on them?
- How are different shading techniques useful in different types of draw[ing]?
- How can you apply the different shading techniques to improve your dra[wing]?

OBJECTIVES: Students will…
- Review shading basics covered in Introduction to Art by completing six worksheets that focus on pencil types and shading techniques.
- Apply their knowledge and demonstrate their understanding of the shadi[ng] techniques by drawing and shading 5 objects of their choice in their sket[chbook].

STANDARDS: http://www.nationalartsstandards.org/
Middle School:

- Various objects for students to choose from to draw (or they can draw things in their backpack, brought from home, in their locker, etc.)

PRODUCT:
- 6 completed worksheets (6 daily grades)
- 5 shaded object drawings (sketchbook grade)

PRINTABLES:
- Graphite pencil worksheet
- General shading worksheet
- Hatching worksheet
- Cross-hatching worksheet
- Stippling worksheet
- Scribbling worksheet
- Checklist grading sheet

VOCABULARY:
- Value: The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value half[w]ay between these extremes is called middle gray.

- Hatching: A method of shading where parallel lines are used to create s[hadows], mid-tones, and highlights. Lines are spaced closer together for shadows [and] spread out for highlights.

- Cross-hatching: A method of shading where crossed lines are used to cr[eate] shadows, mid-tones, and highlights. Lines are spaced closer together for [shadows] and spread out for highlights.

- Stippling: A method of shading where dots are used to create shadows, m[id-tones] and highlights. Dots are spaced closer together for shadows and spread [out for] highlights.

- Blending: A method of shading where the material is evenly spread to cr[eate an] even gradient from dark to light. Often used to represent smooth objects.

- Elements of art: The building blocks of a work of art. The visual compon[ents:] color, form, line, shape, space, texture, and value.

- Principles of design: describe the ways that artists use the elements of art [in a] work of art. Includes: balance, emphasis, movement, proportion, repetitio[n,] pattern, rhythm, unity, and variety.

IMPLEMENTATION: For a 50 minute class, times may vary.

DAY 1: Introduction
Before class begins make sure you have enough copies of all six worksheets. Also [have a] sheet of drawing paper, drawing board, and various drawing supplies to complet[e a] demo of the different shading techniques. Make sure you have all the pencil types [used] on the graphite pencil worksheet.
- Begin class by passing out the various worksheets.
  - Go over each worksheet, pointing out main things to focus on and [the] instructions on the back.
- Encourage students to participate in a discussion about the techniques.

[...] ss in trying [...]

- They should keep all completed worksheets until it's time to turn in all [...] worksheets and their sketchbook to be graded.
- Float and help as needed.
- The last few minutes of class have students clean up.

DAY 3-4: Object Drawing
- Start class by reminding them of the requirements of their sketchbook [...]
  - They must draw 5 different objects.
  - The objects must be shaded using 5 different shading techniques.
  - They need to include as much detail as possible.
  - They need to include a cast shadow to help ground the object.
- Reference you demo from day 1 as you explain the assignment. Remin[d] they will be working on this a much longer period of time than you sp[ent on] demo, their drawings should be much more complete.
- Once students complete all 6 worksheets they should start on their obj[ect] sketches.
- Float and help as needed.
- Allow students to clean up the last few minutes of class.

DAY 5: Wrap and Submission
- Remind students that their worksheets and object drawings are due at t[he end of] class.
- Let students get to work finishing up their assignments.
- At the end of class they need to turn in their worksheets and sketchbo[ok].

Name: _____

Worksheet Checklist

Each worksheet counts as a separate 20/20 daily grade. In order to get full credit you must complete the worksheet accurately and neatly.

Graphite pencil worksheet: _____ (20 pts)

General shading worksheet: _____ (20 pts)

Hatching worksheet: _____ (20 pts)

Cross-hatching worksheet: _____ (20 pts)

Stippling worksheet: _____ (20 pts)

Scribbling worksheet: _____ (20 pts)

Comments: _____

Object Sketchbook Assignment Checklist

This assignment counts as a 100-point sketchbook grade. In order to get full credit you must draw 5 different objects and shade them using 5 different shading techniques (blending, hatching, cross-hatching, stippling, and scribbling). Your drawings must be detailed and include highlights, shadows, and a cast shadow.

Blended object: _____ (20 pts)

Hatched object: _____ (20 pts)

LESSON PLAN & CHECKLIST

GRAPHITE pencil SCALES

drawing basics: tips & ho

NUMERICAL GRAPHITE SCALE: Pencils are number

→ As the numbers increase, the core hardness i
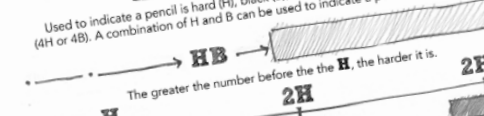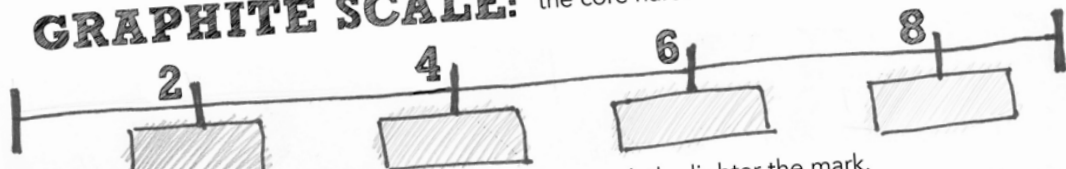
2   4   6

The har

GRAPHITE SCALES

DRAWING BASICS: TIPS & HOW TOS
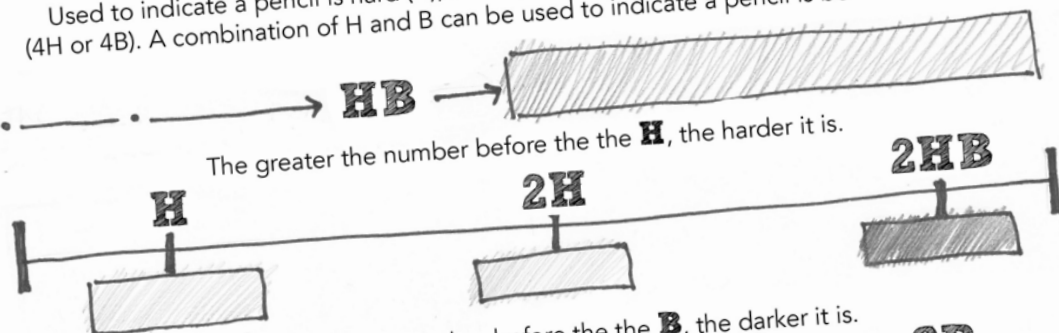
NUMERICAL GRAPHITE SCALE:

Pencils are marked with a number. Example: 2, 3, 4. As the numbers increase, the core hardness increases.

2   4   6   8

The harder the graphite core, or lead, the lighter the mark.

HB GRAPHITE SCALE:

Used to indicate a pencil is hard (H), black (B), and the degree of hardness and darkness (4H or 4B). A combination of H and B can be used to indicate a pencil is both hard and dark.

→ HB →

The greater the number before the the **H**, the harder it is.

H   2H   2HB

The greater the number before the the **B**, the darker it is.

8B

TEST:
Test **H** pencils in the boxes below. Try varying the pressure and erasing areas. Label the boxes with the number and letter of the pencil you tested.

1. ____
2. ____
3. ____
4. ____
5. ____
6. ____

TEST:
Test **B** pencils in the boxes below. Try varying the pressure and erasing areas. Label the boxes with the numbers and letters of the pencil you tested.

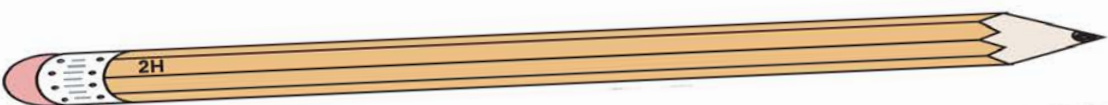1. ____
2. ____
3. ____
4. ____
5. ____
6. ____

TEST:
Test any other pencils you have such as ebony, charcoal, or number only pencils. Label your box with the pencil type.

1.   2.   3.   4.   5.   6.   7.

TEST YOUR KNOWLEDGE. REFERENCE THE FRONT IF YOU NEED HELP.

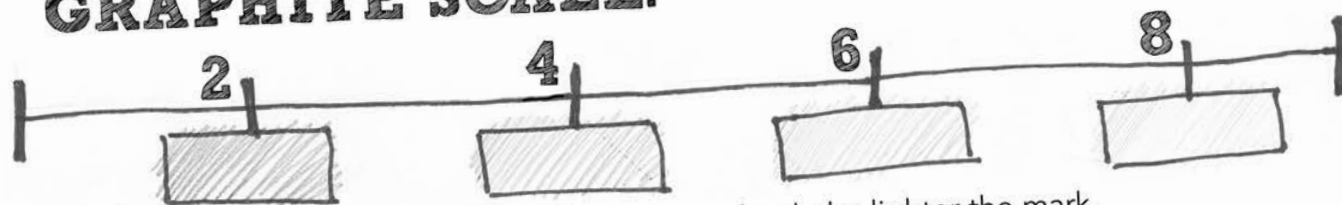# GRAPHITE SCALES
HANDWRITTEN & TYPED VERSIONS

GRAPHITE SCALES

DRAWING BASICS: TIPS & HOW TOS

NUMERICAL GRAPHITE SCALE:

Pencils are marked with a number. Example: 2, 3, 4. As the numbers increase, the core hardness increases.

2   4   6   8

The harder the graphite core, or lead, the lighter the mark.

HB GRAPHITE SCALE:

Used to indicate a pencil is hard (H), black (B), and the degree of hardness and darkness (4H or 4B). A combination of H and B can be used to indicate a pencil is both hard and dark.

→ HB →

The greater the number before the the **H**, the harder it is.

H   2H   2HB

The greater the number before the the **B**, the darker it is.

B   2B   4B   6B   8B
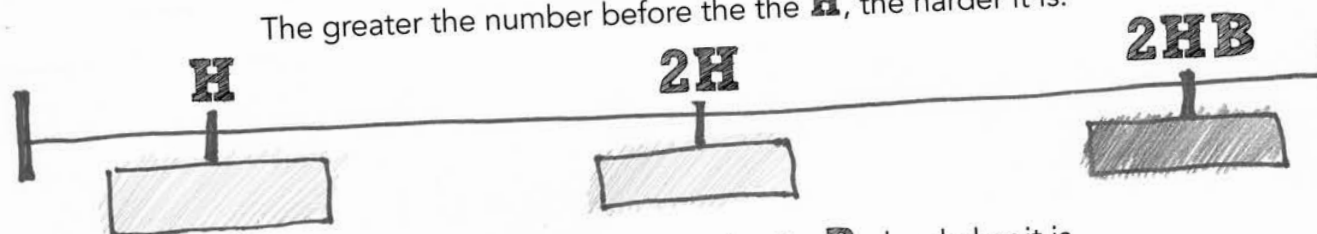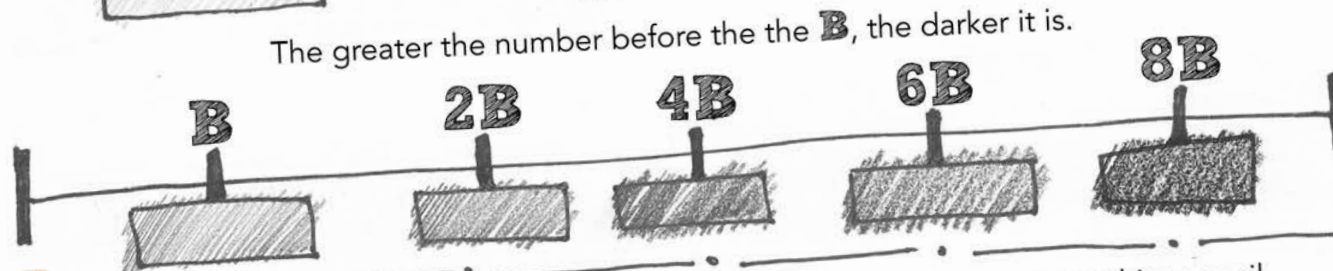
EBONY PENCILS:

Very smooth, very dark graphite pencil with thick lead. Similar to a 6B pencil.

EBONY   6B →

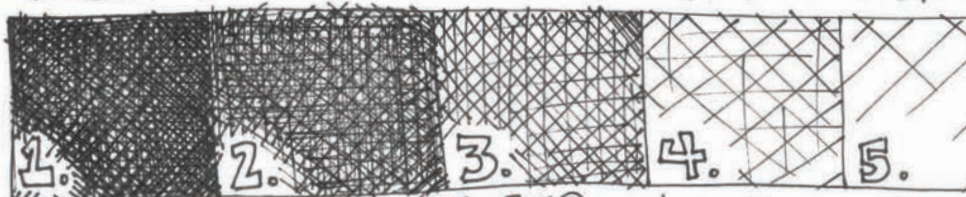...ed to designate a pencil that can be sharpened to a very fine point.
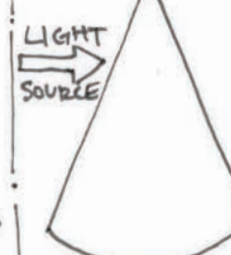
EBONY

SHADING
The basics of shading tips and techniques

TRY OUT the different shading techniques below →

VALUE SCALE: Shows the range from VALUES to the lightest in even steps.

1. 2. 3. 4. 5.

Start with the darkest VALUE and work towards t...
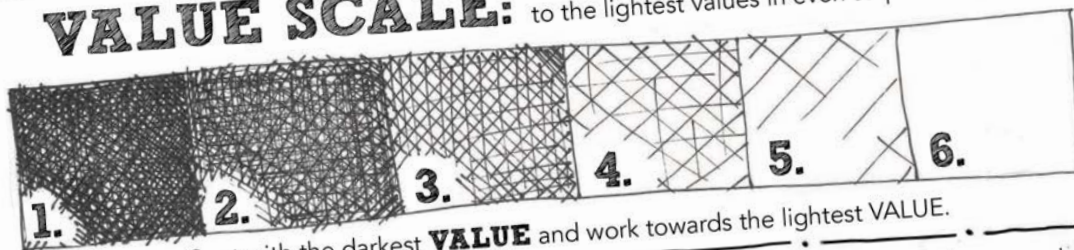
Identify your Light...

LIGHT SOURCE

SHADING
THE BASICS OF SHADING: TIPS & TECHNIQUES

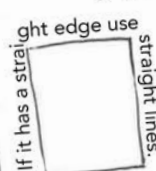## VALUE SCALE: Shows the range from the darkest values to the lightest values in even steps.

1. 2. 3. 4. 5. 6.

Start with the darkest **VALUE** and work towards the lightest VALUE.

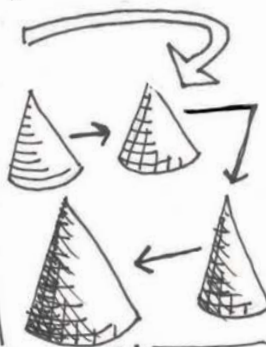Identify your **LIGHT SOURCE**. Where the light hits your object will be the **HIGHLIGHT** or the lightest **VALUE**.

LIGHT SOURCE

Look at how the steps in the **VALUE SCALE** are also in the drawing

4. 5. 6. 3. 1. 2.

SHADE along the **CONTOURS** (the outline) of an object.

ght edge use straight lines.

If it has a straight edge use

If it is rounded, curve your lines.
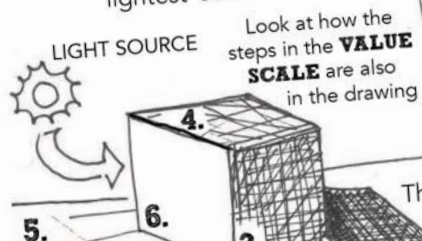
Slowly darken areas by layering **VALUE** to create an even **GRADIENT** for a more realistic look.

The **DARKEST** areas will be your **SHADOWS**. When an object blocks the light, a shadow is created on the opposite side of the object from the **LIGHT SOURCE**.

1: Stipple 2: Hatch 3: Cross Hatch

Try out 5 different shading techniques below. Use the arrows to show where the light source is hitting as a guide for where your highlights and shadows should be.
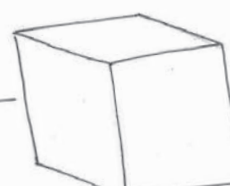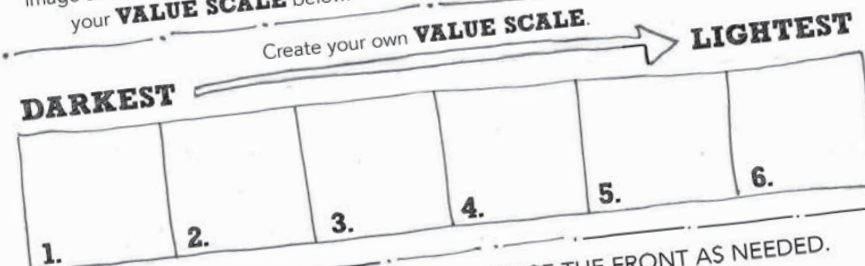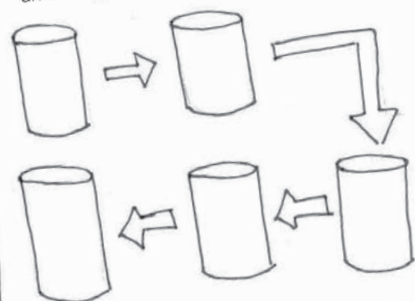
BLEND **CROSS HATCH** **STIPPLE** **SCRIBBLE** **HATCH**

Show the layering process to create an even gradient on the objects below.

Identify the **LIGHT SOURCE**. Shade the VALUES based on image and label the **VALUE SCALE** below.

Create your own **VALUE SCALE**. **LIGHTEST**

DARKEST

1. 2. 3. 4. 5. 6.

...WORKSHEET. REFERENCE THE FRONT AS NEEDED.
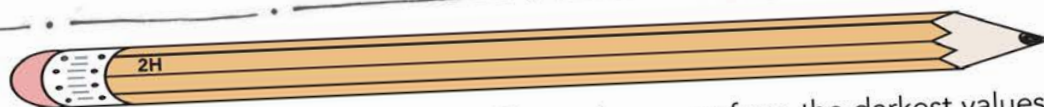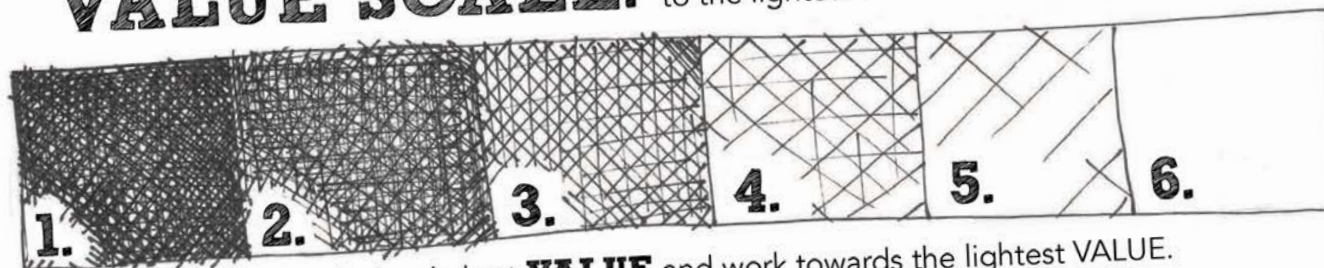

GENERAL SHADING
HANDWRITTEN & TYPED VERSIONS

SHADING

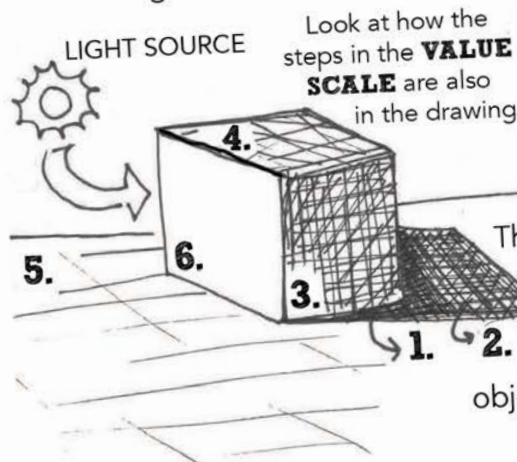THE BASIC OF SHADING: TIPS & TECHNIQUES

VALUE SCALE:
Shows the range from the darkest values to the lightest values in even steps.
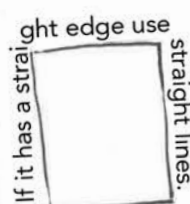
1. 2. 3. 4. 5. 6.

Start with the darkest **VALUE** and work towards the lightest VALUE.

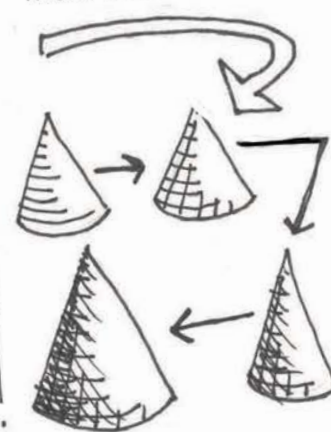Identify your **LIGHT SOURCE**. Where the light hits your object will be the **HIGHLIGHT** or the lightest **VALUE**.

LIGHT SOURCE

Look at how the steps in the **VALUE SCALE** are also in the drawing

4.
5. 6. 3.
1. 2.

SHADE along the **CONTOURS** (the outline) of an object.

If it has a straight edge use straight lines.

If it is rounded, curve your lines.

The **DARKEST** areas will be your **SHADOWS**. When an object blocks the light, a shadow is created on the opposite side of the object from the **LIGHT SOURCE**.

Slowly darken areas by layering **VALUE** to create an even **GRADIENT** for a more realistic look.

WAYS TO SHADE:
1: Stipple 2: Hatch 3: Cross Hatch
4. Scribble 5: Blend

2: HATCH
Use parallel lines ...ate **VALUE**.

3: CROSS HATCH
Use crossing lines to create **VALUE**.

4: SCRIBBLE
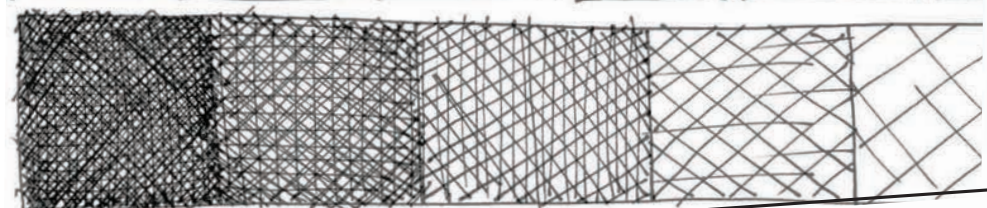Use looped, crossed, scribble lines to create **VALUE**.

5: BLEND
Color in the shadow, then smooth it out to create **VALUE**.

CROSS HATCHING

Shading Basics

A SHADING technique that uses crossing lines
VALUE. Place lines closer together for darker
spread them out to create lighter VALU

Darker

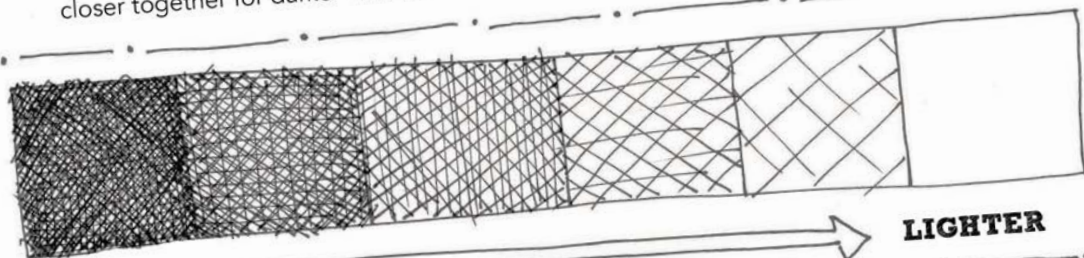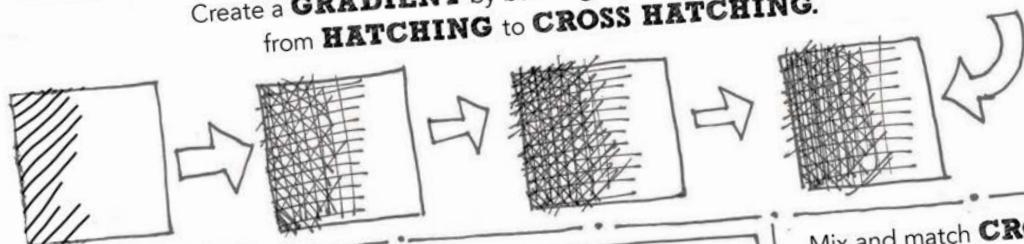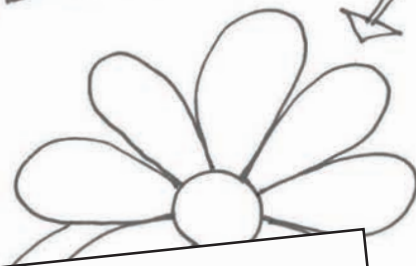Try out the six types of CROSS
HATCHING in the boxes below.

Fill in the image using
a VARIETY of CROSS HATCH
lines

CROSS HATCHING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses crossing lines to create **VALUE**. Place lines closer together for darker **VALUES** and spread them out to create lighter **VALUES**.

LIGHTER

DARKER

Create a **GRADIENT** by building layers of lines and moving from **HATCHING** to **CROSS HATCHING**.

TIGHT CROSS HATCHING

CONTOUR CROSS HATCHING

ALTERNATING CROSS HATCH

Mix and match **CROSS HATCHING** techniques for a more interesting look.

Try out six types of **CROSS HATCHING** in the boxes below.

Fill in the image using a variety of **CROSS HATCH** lines.

Label the type of line when you are done.

Create a **GRADIENT** by mixing **HATCH** (parallel lines) and **CROSS HATCH** lines.

Slowly build your layers to create an even **GRADIENT**.

Fill in the **VALUE SCALE** using **CROSS HATCH** lines.

DARKEST **LIGHTEST**

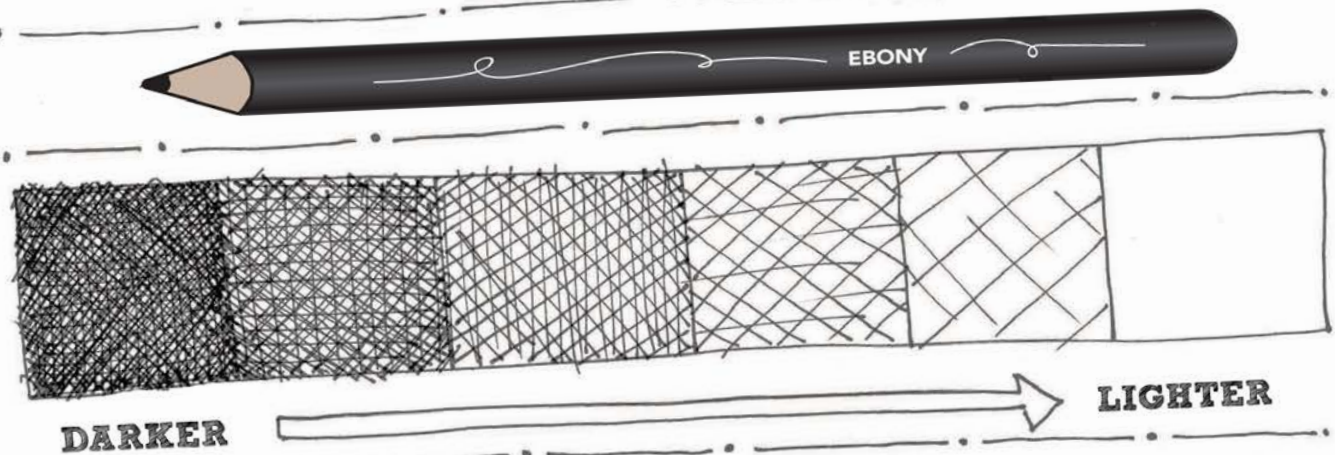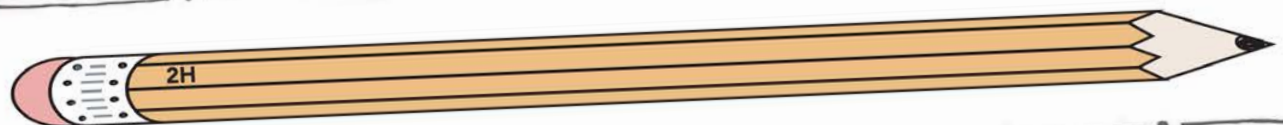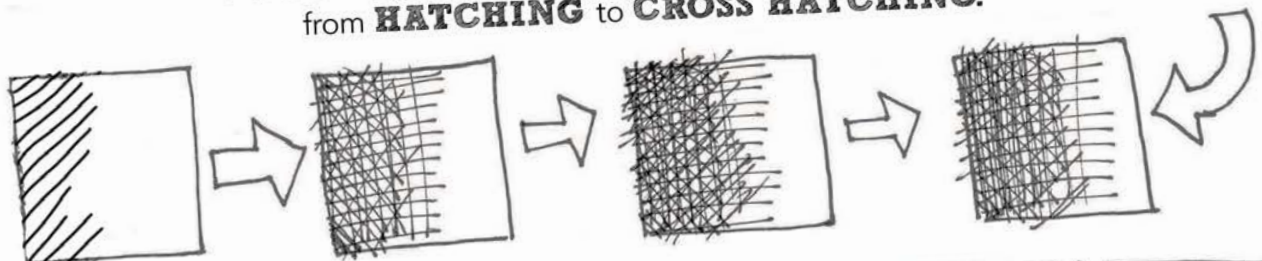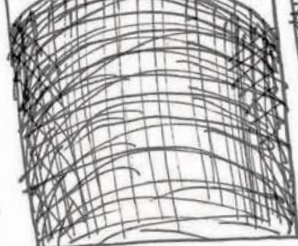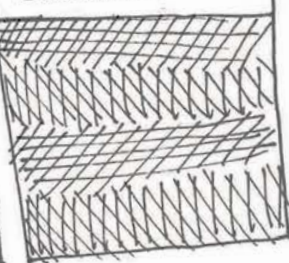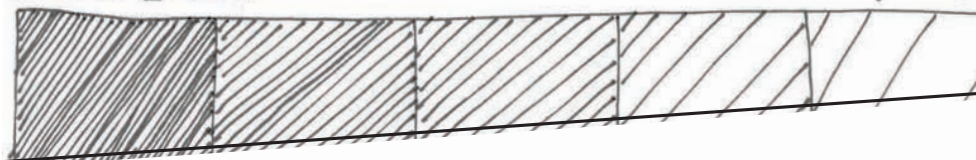THE WORKSHEET. REFERENCE THE FRONT AS NEEDED.

CROSS HATCHING
HANDWRITTEN & TYPED VERSIONS

CROSS HATCHING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses crossing lines to create **VALUE**. Place lines closer together for darker **VALUES** and spread them out to create lighter **VALUES**.

EBONY

DARKER → **LIGHTER**

Create a **GRADIENT** by building layers of lines and moving from **HATCHING** to **CROSS HATCHING**.

2H

TIGHT CROSS HATCHING

CONTOUR CROSS HATCHING

ALTERNATING CROSS HATCH

Mix and match **CROSS HATCHING** techniques for a more interesting look.

X2

ORGANIC CROSS HATCH

PATTERN CROSS HATCH

HATCHING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses lines that DO NOT cross to create **VALUE**. Lines are placed closer together to create darker **VALUES** and spread out to create lighter **VALUES**.
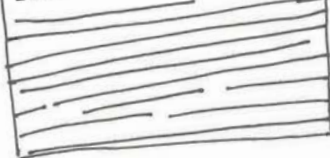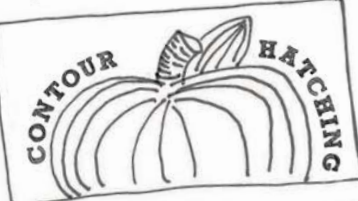
DARKER → LIGHTER
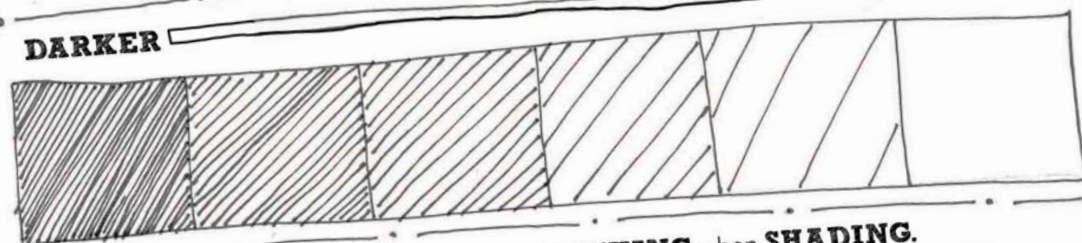
There are a lot of ways to use **HATCHING** when **SHADING**.
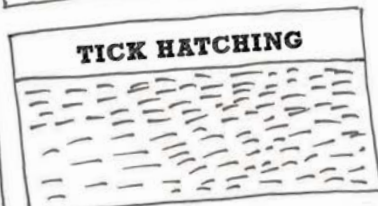
PARALLEL HATCHING

CONTOUR HATCHING

DIAGONAL HATCHING

WOVEN HATCHING
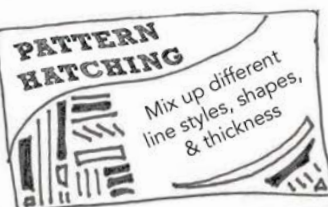
TICK HATCHING

PATTERN HATCHING
Mix up different line styles, shapes, & thickness

Fill in the image using a variety of **HATCH** lines.

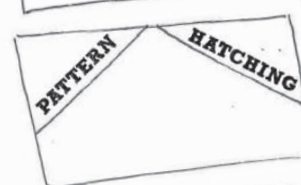Fill in the shapes with different types of **HATCH** lines.
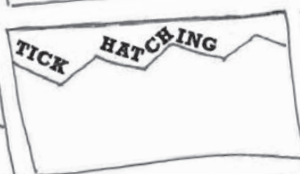
PARALLEL HATCHING

DIAGONAL HATCHING

CONTOUR HATCHING

PATTERN HATCHING

TICK HATCHING

WOVEN HATCHING

Fill in the **VALUE SCALE** using **HATCH** lines. → LIGHTEST

DARKEST

COMPLETE THE WORKSHEET. REFERENCE THE FRONT AS NEEDED.

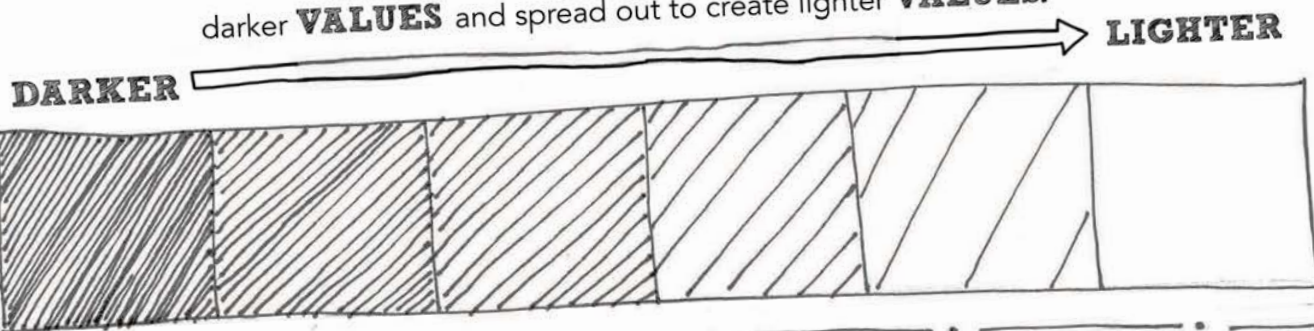# HATCHING
HANDWRITTEN & TYPED VERSIONS

HATCHING
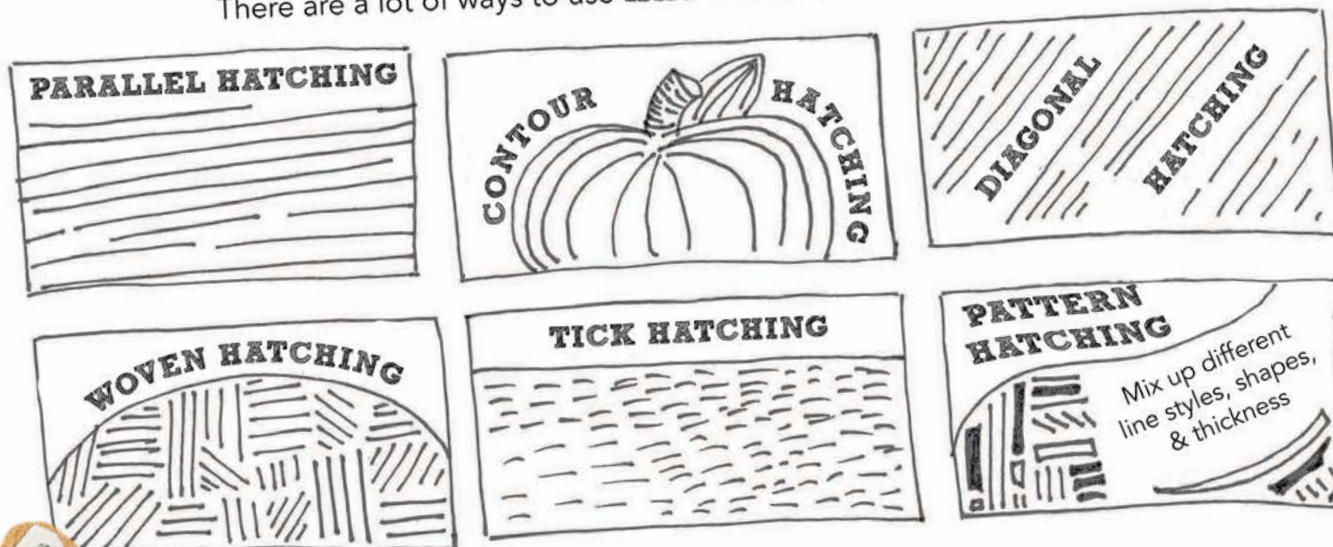
THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses lines that DO NOT cross to create **VALUE**.

EBONY

Lines are placed closer together to create
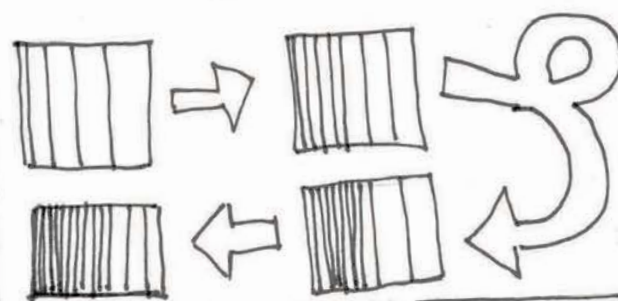darker **VALUES** and spread out to create lighter **VALUES.**

DARKER → LIGHTER

4B

There are a lot of ways to use **HATCHING** when **SHADING.**

PARALLEL HATCHING

CONTOUR HATCHING

DIAGONAL HATCHING

WOVEN HATCHING

TICK HATCHING

PATTERN HATCHING
Mix up different line styles, shapes, & thickness

HATCHING
...eate an interesting look.

Slowly add lines to your drawing to
add darker **VALUES** and build the
GRADIENT.

X2

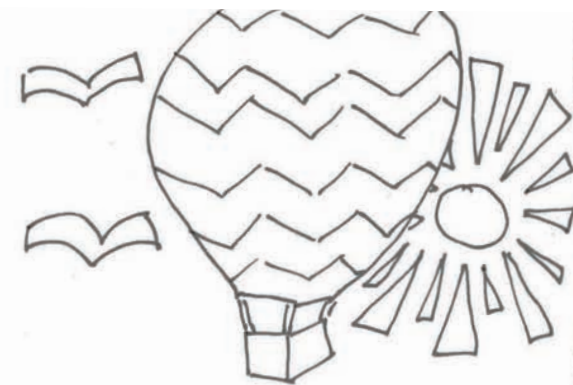# STIPPLING

Shading Basics

MIX & MATCH STIPPLING styles in the image below

A SHADING technique that uses small dots, or to create VALUE. Place the dots close together darker VALUE, spread them out to create ligh
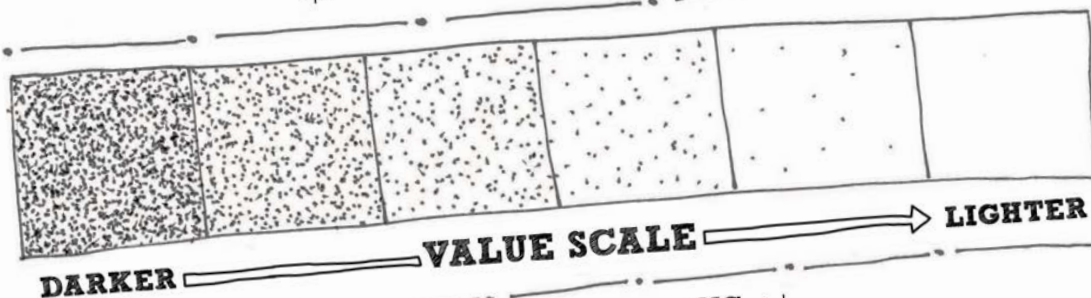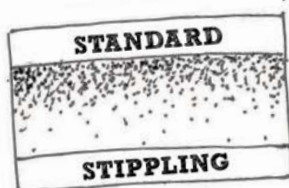
MIX & MATCH STI

the different STIPP

STIPPLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses small dots or marks to create **VALUE**. Place the dots closer together to create darker **VALUES** and spread them out to create lighter **VALUES**.
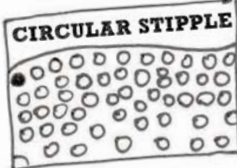
DARKER → VALUE SCALE → LIGHTER

There are a range of **STIPPLING** styles.
Experiment with your mark making and **SHADING**.

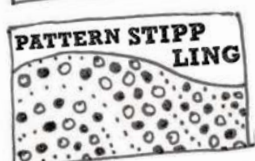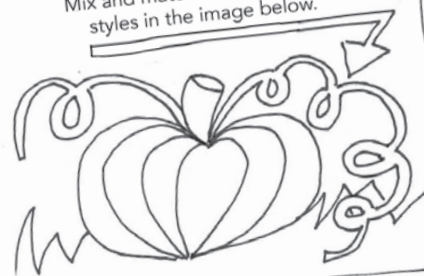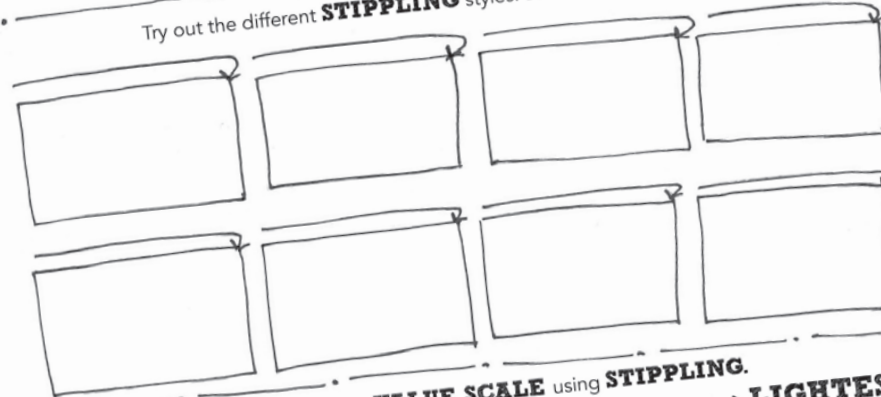| STANDARD STIPPLING | LARGE DOT STIPPLING | CIRCULAR STIPPLE | + or x STIPPLING |
| CURVED STIPPLE | V STIPPLING | PATTERN STIPPLING | TICK STIPPLING |

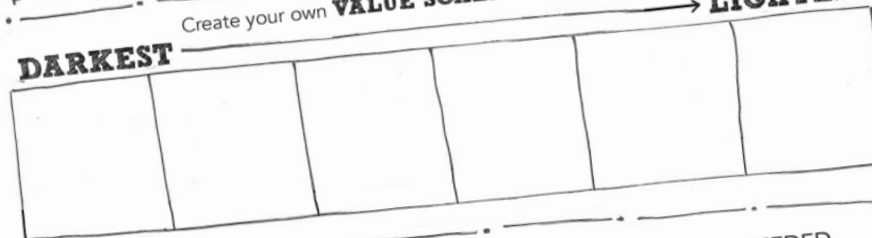Mix and match **STIPPLING** styles in the image below.

Mix and match **STIPPLING** with other **SHADING** techniques.

Try out the different **STIPPLING** styles. Label them when you are done.

Create your own **VALUE SCALE** using **STIPPLING**.

DARKEST → LIGHTEST

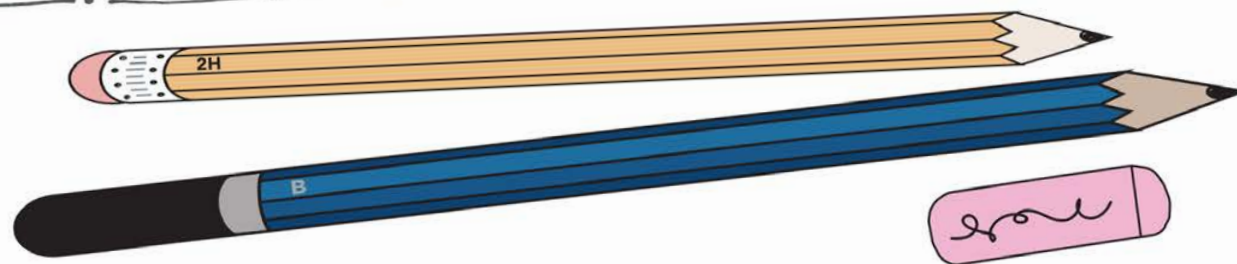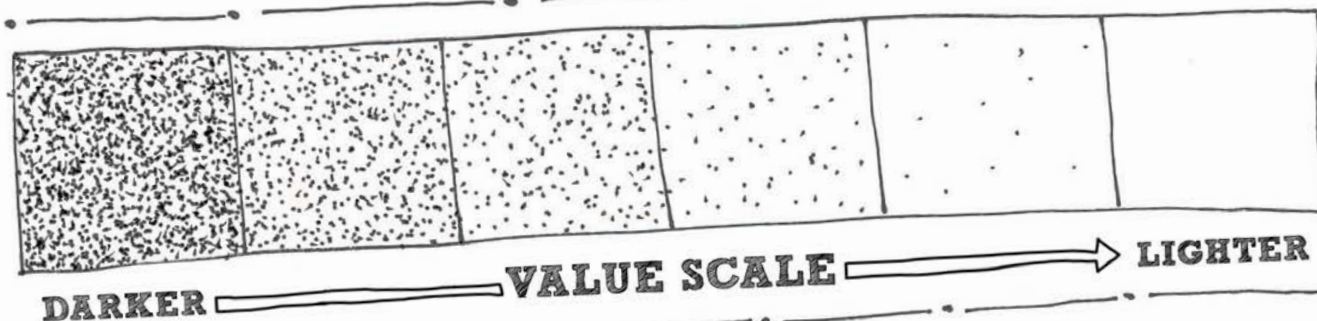COMPLETE THE WORKSHEET. REFERENCE THE FRONT AS NEEDED.
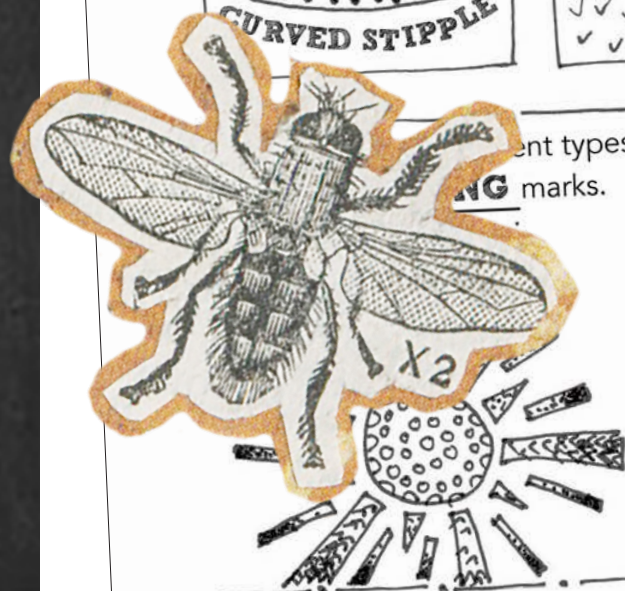
STIPPLING
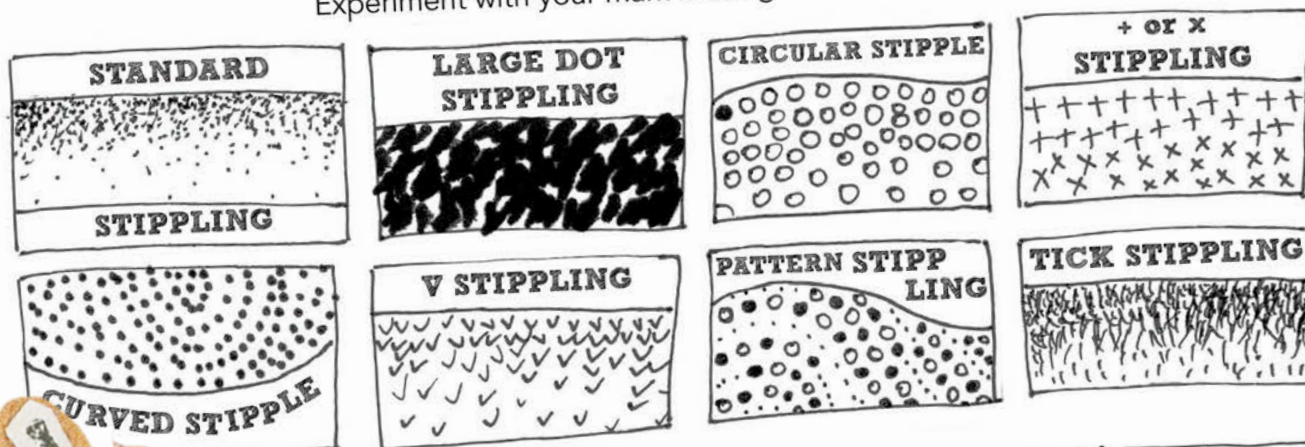## HANDWRITTEN & TYPED VERSIONS

STIPPLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses small dots or marks to create **VALUE**. Place the dots closer together to create darker **VALUES** and spread them out to create lighter **VALUES**.

DARKER ⟵ **VALUE SCALE** ⟶ **LIGHTER**

2H

B

There are a range of **STIPPLING** styles.
Experiment with your mark making and **SHADING**.

| STANDARD ... STIPPLING | LARGE DOT STIPPLING | CIRCULAR STIPPLE | + or x STIPPLING |

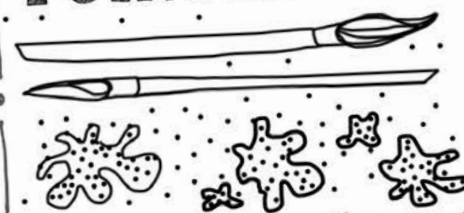| CURVED STIPPLE | V STIPPLING | PATTERN STIPPLING | TICK STIPPLING |

...ent types ...G marks.

STIPPLING is often combined with other types of **SHADING** to enhance it's effect.

STIPPLING techniques can also be used in painting but is referred to as

POINTILLISM

Scribbling

Shading Basics

A SHADING technique that uses SCRIBBLE[S] to create VALUE. SCRIBBLE in tight, small lines to c[reate] VALUE. SCRIBBLE in looser, spread out lines for lig[hter]
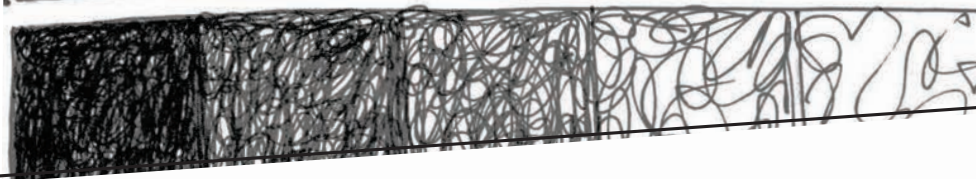
Fill in the image with a variety of SCRIBBLING techniques. Be creative and add your own SCRIBBLE designs too.!!
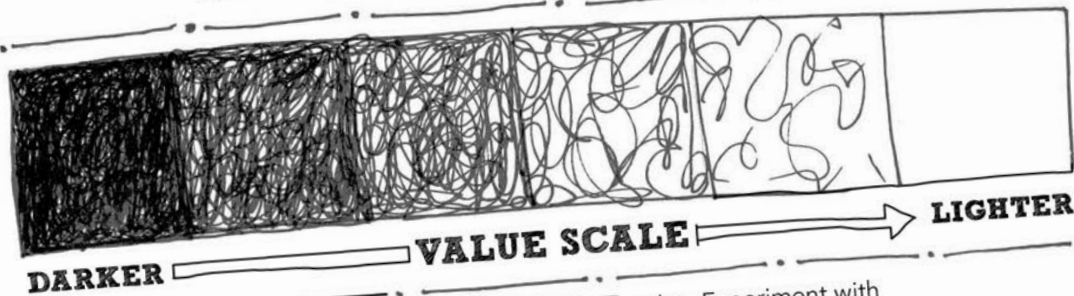
recreate 3 of the 6 SCRIBBLE examples on the front

SCRIBBLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A SHADING TECHNIQUE that uses scribbled lines to create **VALUE.** Scribble in tight, small lines to create darker **VALUES.** Scribble in looser, spread out lines to create lighter **VALUES.**

DARKER ← **VALUE SCALE** → **LIGHTER**

You can play with **SCRIBBLE** styles. Experiment with different mark making and **SHADING** styles.

STANDARD SCRIBBLES
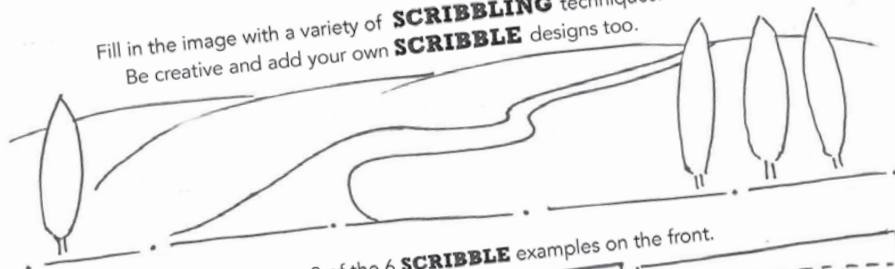**SPIRAL SCRIBBLES**
ROUND SCRIBBLES
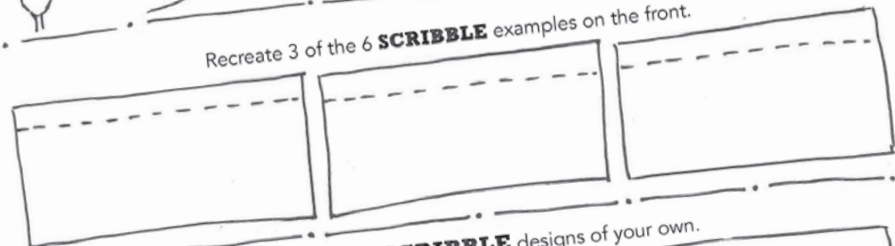**ZIG ZAG SCRIBBLES**
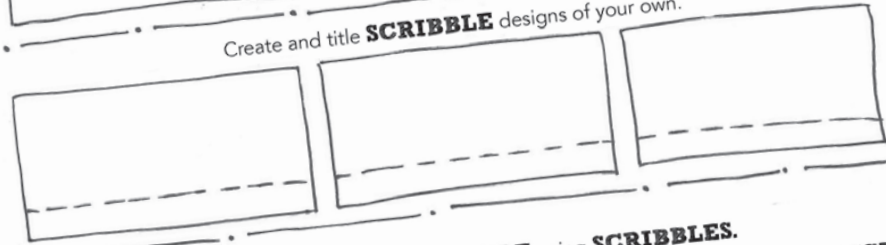**WILD SCRIBBLES**
WAVE SCRIBBLES

Fill in the image with a variety of **SCRIBBLING** techniques. Be creative and add your own **SCRIBBLE** designs too.

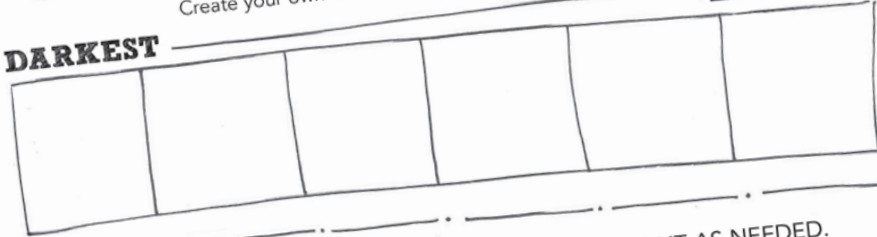Recreate 3 of the 6 **SCRIBBLE** examples on the front.

Create and title **SCRIBBLE** designs of your own.

Create your own **VALUE SCALE** using **SCRIBBLES.**

DARKEST → **LIGHTEST**

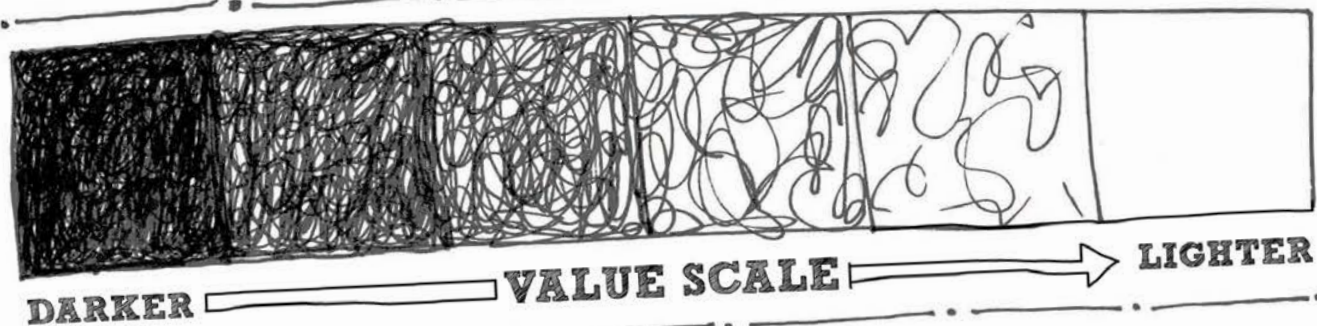COMPLETE THE WORKSHEET. REFERENCE THE FRONT AS NEEDED.

SCRIBBLING
## HANDWRITTEN & TYPED VERSIONS

SCRIBBLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses scribbled lines to create **VALUE**. Scribble in tight, small lines to create darker **VALUES**. Scribble in looser, spread out lines to create lighter **VALUES**.

DARKER ← **VALUE SCALE** → LIGHTER

2H

EBONY

You can play with **SCRIBBLE** styles. Experiment with different mark making and **SHADING** styles.

STANDARD SCRIBBLES

SPIRAL SCRIBBLES

ROUND SCRIBBLES

ZIG ZAG SCRIBBLES

WILD SCRIBBLES

WAVE SCRIBBLES
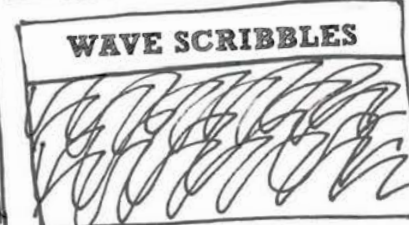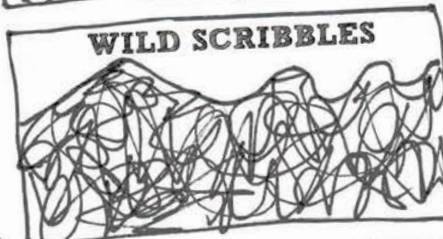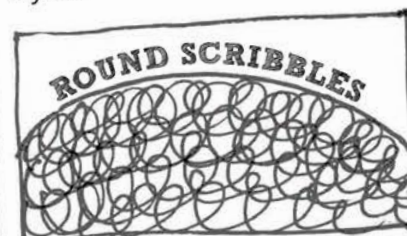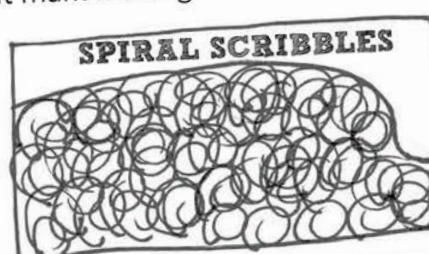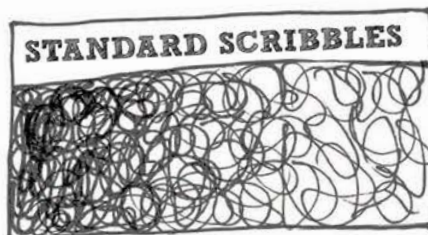
...RIBBLING

...when **SHADING**
...pencil. By layering light
...shades of a color,
...olors together,

Mix and match a range of **SCRIBBLING** styles.

X2

8B