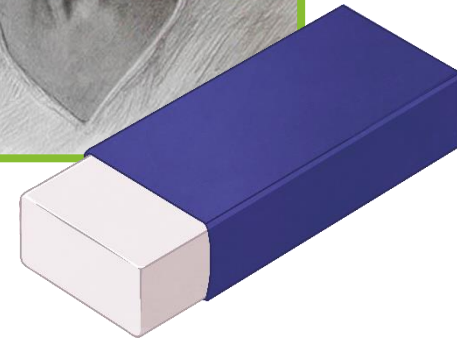
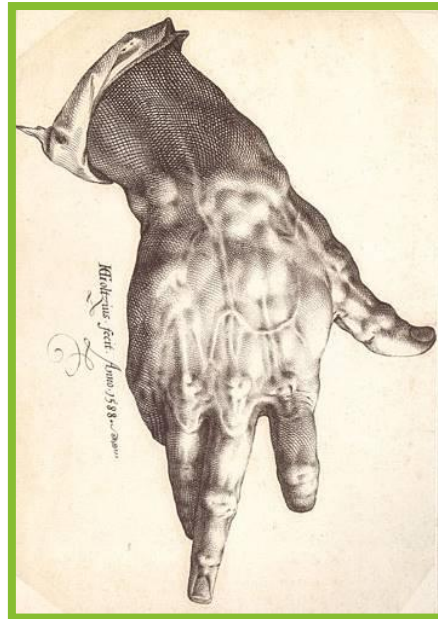
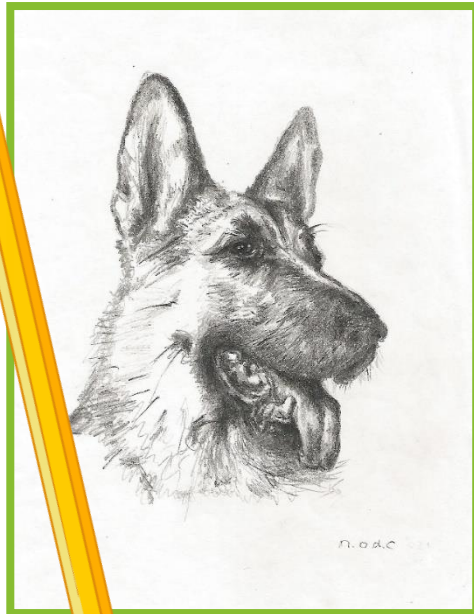


WALT: notice line, shape and pattern and use these visual qualities when they draw their impressions of people, places, events, objects and animals, real and imagined

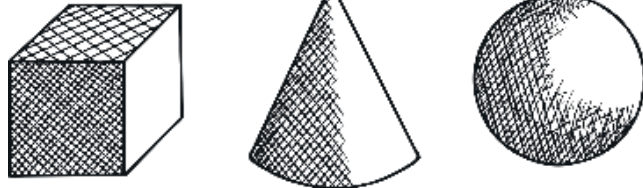
How has the artist made these objects appear 3D?



# Tonal Shading

You will be experimenting with the following techniques to create tone:

Cross-hatching



Blending



Stippling



## Cross-hatching

Layers of lines are drawn in several directions. The more layers are used, the darker the area becomes.

## Blending

Different pressures are used when shading to achieve light, medium and dark tones. Using your finger tip to gently blend and smooth the graphite achieves a smooth blend; a rubber can also be used to blend and add highlights.

## Stippling




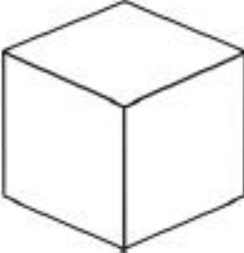
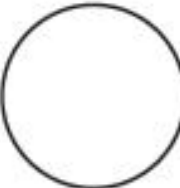




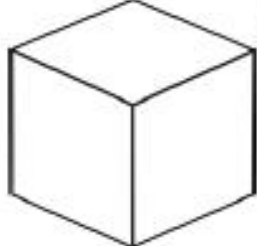
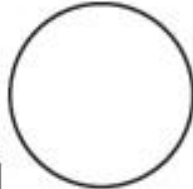

Layers of dots are built up to give the appearance of light, medium and dark tones within an object or drawing.

Why is tone an important skill to develop when drawing?

Apply what you have learnt to 3D shapes.

Using one or more of the tonal drawing techniques, apply these to the composition on the next slide.

You can print the sheet, or create the shapes yourself!

Technique	Example					
Cross-Hatching						
Blending						
Stippling	