Vocabulary/ Formal Elements:

Form — Form is a three dimensional shape, such as a cube, sphere or cone.
In 2D artworks, tone and perspective can be used to create an illusion of form.

Shading — Shading is used to capture different tones in a drawing. It helps to create an illusion of form in a 2D artwork.

Tonal Range — A range of tones from light to dark or dark to light.

Line — Defines shape, the outer edge of something.

Hatching — Drawing technique used to create tonal or shading effects by drawing closely spaced parallel lines.

Cross -hatching — Crosshatching adds a second layer of lines that are drawn in the opposite direction. The second layer is applied at right angles to the first.

Texture — You can create visual texture by using different lines, shapes, colours or tones. Think about how different marks can be used to show texture.

Highlight — Use highlights to show where the direction of light is coming from.

Shadow — A shadow is formed by the object in the opposite direction of the light source.

Materials

Pencils, pencil crayons, chalk, charcoal, watercolour paint, poster paint, felt pens and acrylic.
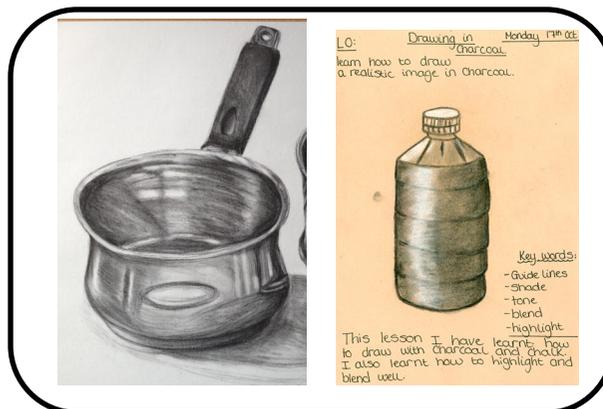
Mixed Media

- Tones, highlights and shadows can be achieved using a range of colours
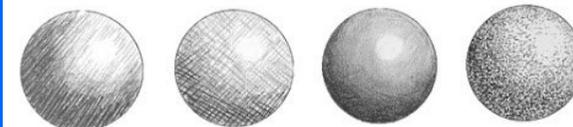- Achieve a similar effect to Marcello Barenghi's work by applying a variety of materials

Inspiration

Artist - Marcello Barenghi

www.youtube.com/watch?v=7I-gRG0fJx4

Pencil shading techniques

Hatching   Cross-hatching   Blending   Stippling

Making something look 3D

- To prevent objects looking flat, a **range of tonal shading** is essential to make objects look 3D
- Pressing **harder** and lighter with a pencil creates the different tones
- As a surface goes away from you the tones usually darken
- Shading straight across a surface will make an item appear flat
- Use the direction of your pencil to help enhance the 3D surface
- Including shadows help to make objects appear 3D

Shading and highlights create 3D a effect