



## Drawing – Direct Observation

Vocabulary	
tone	how light or dark a colour is
proportion	the size difference between two or parts of a picture
geometric shapes	regular shapes such as squares or circles
shadow	the dark side on an object not facing the light that reveals the form and mass of the shape
cross-hatching	breaking objects into parts to show multiple sides
stippling	the layering of multiple lines to achieve tone
shading	creating lightness and darkness to give an object form and depth
blending	the smoothing out the edges of shades or colours to soften harsh lines

Ian Murphy (born 9 March 1963) is a contemporary British Artist.



He uses direct observation to create detailed, textured drawings of real-life architecture.

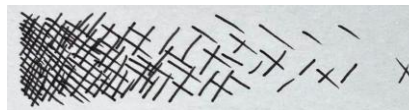


### Cross-hatching

Cross-hatching involves drawing lines that cross each other to help show different tones.

- fewer lines = **lighter areas**
- more lines = **darker areas**

Artists follow the shape of the object when drawing the lines to make it look realistic.



### Stippling

Stippling is the drawing and grouping together of dots to illustrate shadows.

- Dots that are far apart make the area look light
- Dots that are close together make it look dark



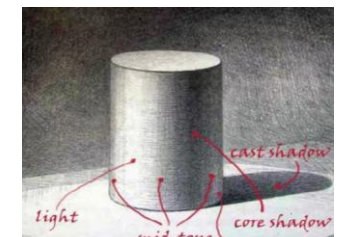
### Direct Observation

Direct observation focuses on artists drawing by looking carefully at real objects. This could be:

- a portrait (someone's face)
- a building (architecture)
- a still life (like a bowl of fruit)

### Tone

**Tone** is used to show the effect of light on surfaces or objects. Contrasting tones create depth and 3D shape or form.

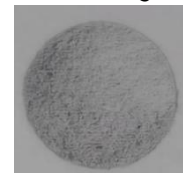


### Shading vs Blending

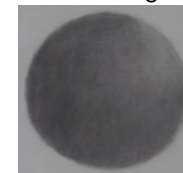
Shading uses lightness and darkness to create depth.

Blending helps to smooth any harsh lines or edges to make a drawing look more realistic.

shading



blending



Pencils are graded from 9H (very hard and light) to 9B (very soft and dark).

