

SECTION ONE

Let's Learn to Draw and Colour!

Shall we start at the beginning? If we are going to learn to draw, we first need to learn to observe. So, what does observation mean?

It is what you do every day – looking and seeing. You observe what is around you. If you want to draw something you look at the object you want to draw to see what it looks like, and then you draw it. This is called observation.

Here is a bit of a challenge for you...go and find an apple and place it on the table in front of you. Below are a couple of examples of the same apple at different angles. Set your apple in front of you at any angle.



Look at the apple for 30 seconds and then hide the apple under the table so you cannot see it any more. Can you remember what your apple looked like? Try not to think of just any apple, but the apple you have hidden under the table. Without peaking ask yourself these questions and write your answers on scrap paper.

Was your apple perfectly round?

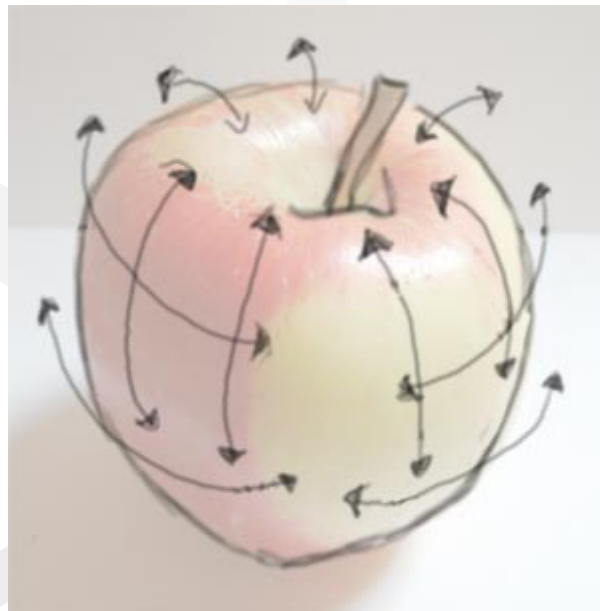
- * Did your apple have a flat top?
- * Did your apple have wobbly edges?
- * Did your apple have a stalk?
- * Did your apple have flat bottom?
- * Did your apple have round bottom?
- * What Colour was your apple?
- * Did it have more than one colour - If yes what colours can you remember?
- * Did your apple have any patterns on it?
- * What did the apple feel like?
- * Did it have any bumps?
- * Can you see any shiny areas?
- * Does it have any shadows from the apple onto the surface of the table?
- * Does it have a stalk?

Step Four - Looking at the contours in our object

So now we have learnt how to hold our pencil, practised our shading techniques and drawn and shaded our tonal strip we are ready to move onto the next step of our apple drawing!

Objects all have contours and undulations that we need to follow whilst shading. The direction of shading is really important and hopefully by looking at the diagram below will give you an idea of what I mean.

You should be able to see the photo of the apple very faintly, and drawings of arrows on top. The arrows indicate the direction of shading you need to use. By shading in these directions - within the contours of the object - we will be able to give the impression of a three-dimensional object.



Once we understand the contours of the object we can start to draw and shade them on our apple. As you can see from the drawing below, I have very lightly shaded within these contours and the apple is already looking three dimensional. It almost looks like a wire structure! Try it and see what yours looks like. Once you have got to this stage we can then move onto solid shading!

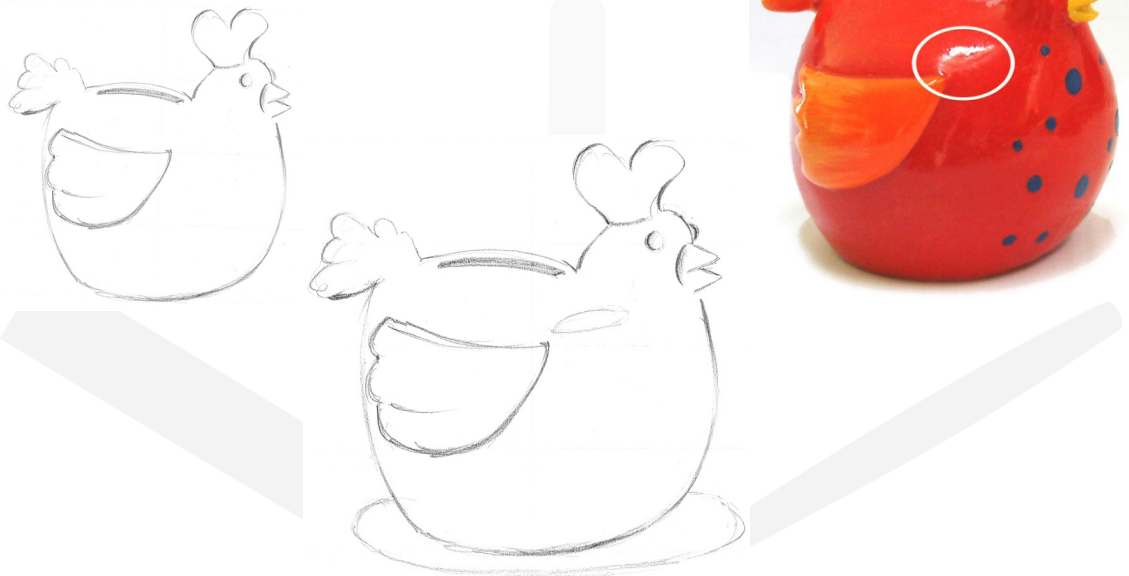


DRAW A TOY – STEP BY STEP

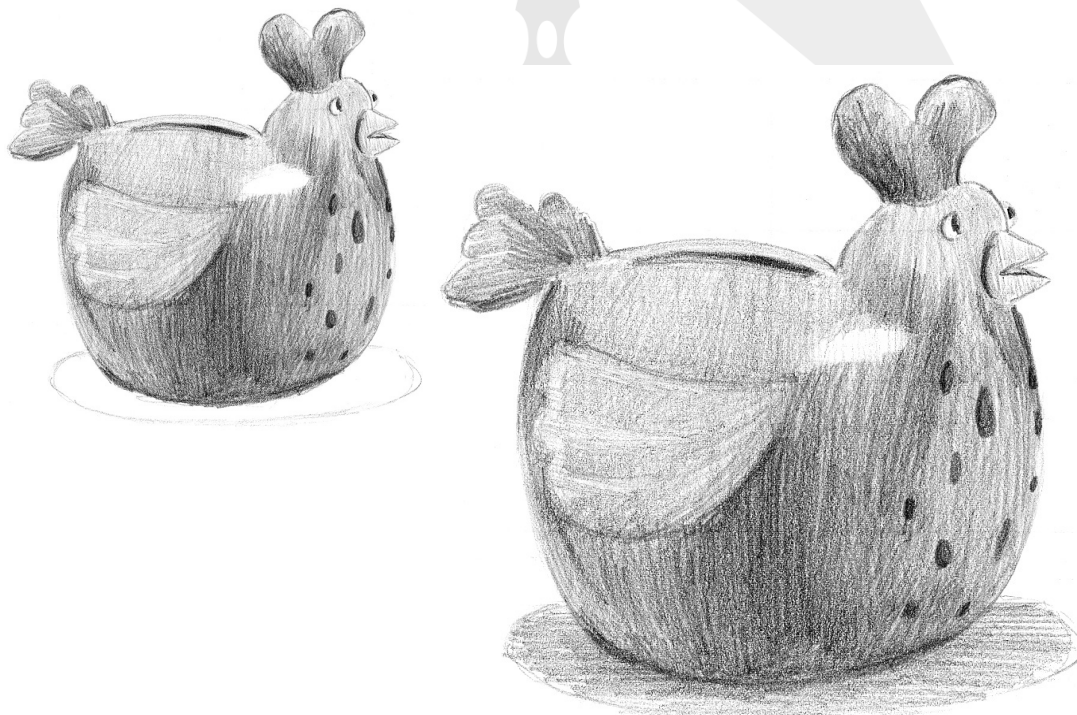
This chicken money box is an ideal object to draw. If you have a similar object, try to draw your own, if you don't have one, why not copy this one.



Step 1 - First draw the outline and the light.



Step 2 - Shade your ornament as shown below. Can you see the direction I have shaded the ornament? Don't forget you can use your tonal strip to help you. Finally add your shadow and don't forget to shade from side to side.



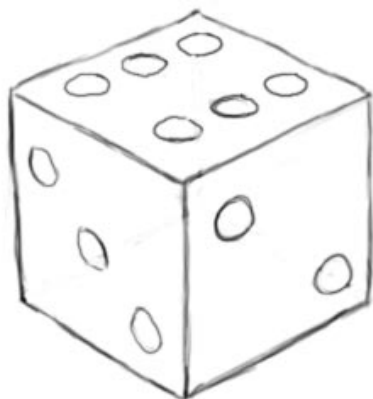
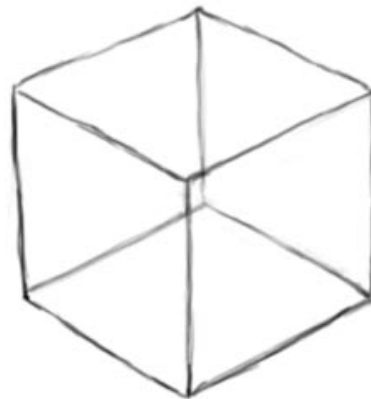
DRAW A DICE - STEP BY STEP!



This dice is the perfect starting point to drawing a three dimensional object. The dots on each side will also help you with the perspective of the object.

Step One – Drawing the outline

As you can see I have drawn the box as if it is see-through. This shows us how the box is constructed and makes sure that our lines are in the right places. Try to draw this stage, but draw very lightly as we will be erasing some of the lines in the next step.



Step Two – Drawing the Dots

The next step is to draw the dots, and by adding these in it will help us shade each side of the box and also it will help make the box look three dimensional.

Can you see the circles are also drawn in perspective? They aren't flat circles, they have all be drawn at angles. Try to draw each circle in the correct way, following mine as a guide.

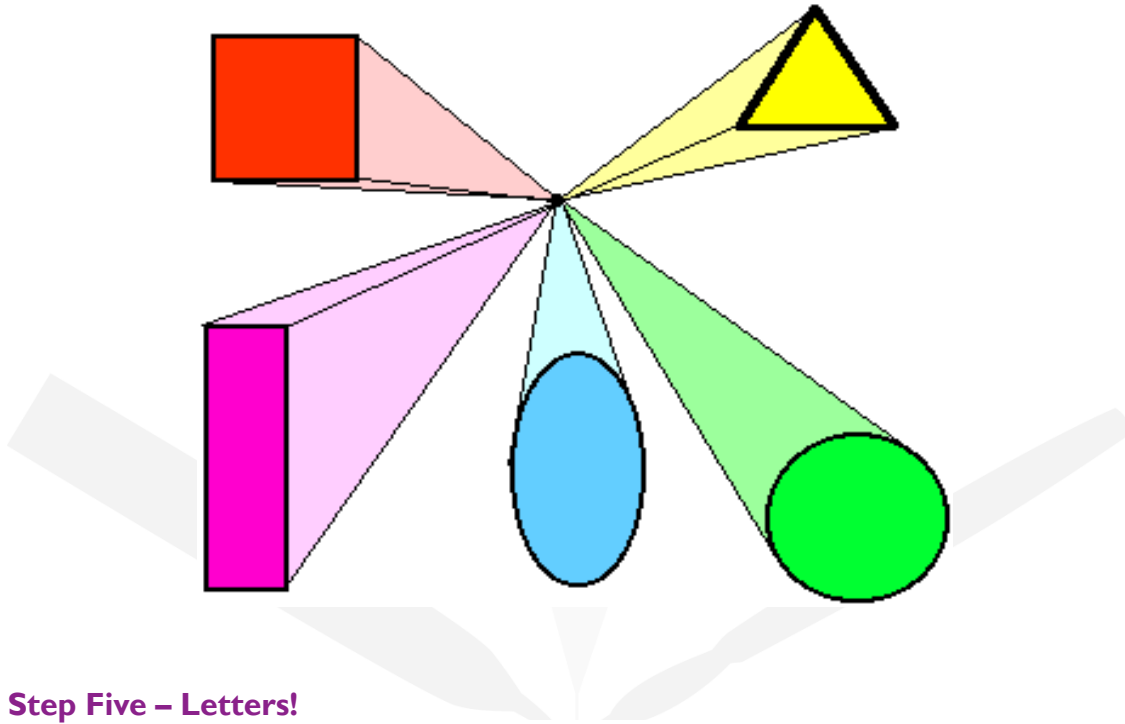
Step Three – Shading!

The final step is to shade your dice. Can you see the direction of the shading I have used? Each side of the dice has been shaded to enhance the three dimensional feel. I have also shaded the front the lightest, where the light is hitting, the top a mid tone and the side the darkest which is in shadow. Try to shade your box the same.



Step Four – Colour your Shapes

Now we need to shade in the new sections we have created. Try to shade them lighter so they look like they are further away. This is called aerial perspective which is the effect of objects looking appearing to be lighter the further away they are.



Step Five – Letters!

Now we can turn any shape into 3d, we can create our own 3 dimensional letters and words. Start with the word Hello, as a practice

To start off draw out your word similar to the diagram left and then add your vanishing point above it.



Step Six – Lines and colour

We can now start to draw the lines from the letters to the vanishing point. We can also move the vanishing point around the page, just like I have left.