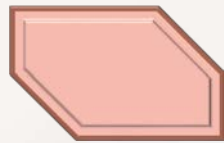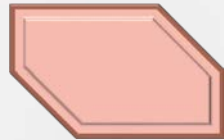# DRAWING BASICS

Objectives

- To demonstrate anatomical figure drawing.
- To demonstrate drawing in one-point, two-point and multi-point perspective.
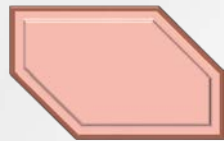
Main Menu

Drawing Basics

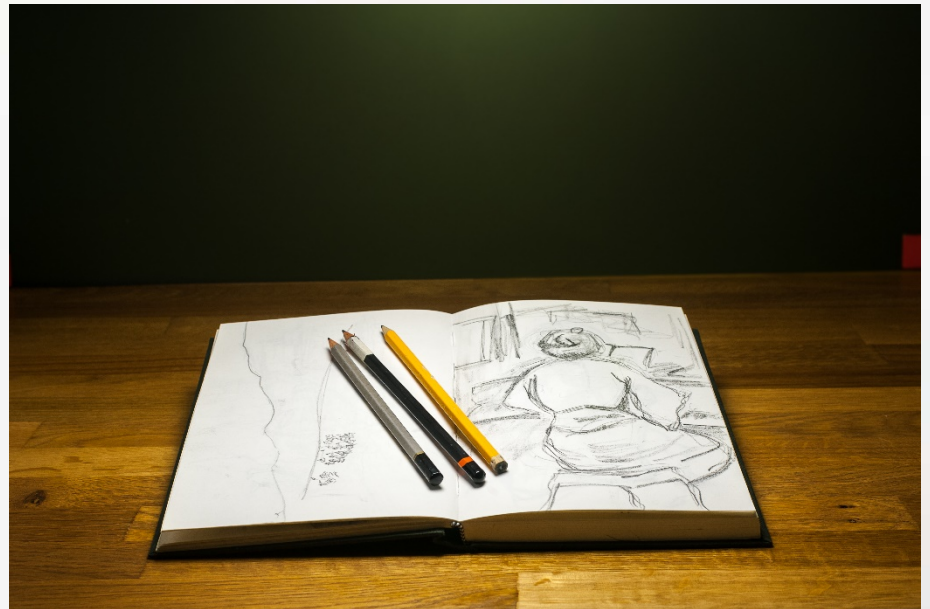Drawing Perspective & Depth

Drawing People

DRAWING BASICS

Drawing

- Is the technique of producing images on a surface by making marks using various mediums

Mediums

- Are the materials used to create art
- Include:
  - paper
  - pen
  - pencil
  - charcoal
  - digital drawing

Paper

- Is the typical medium in which artists draw
- Types include:
  - sketch paper
  - drawing paper

Sketch Paper

- Is a light and thin paper which is ideal for practicing techniques and experimenting
- Does not withstand heavy erasing
- Is the least expensive paper option

Drawing Paper

- Is a heavier paper intended for final sketches
  - can withstand more erasing and detailed work
- Has a rougher surface than sketch paper allowing for darker tones
- Is typically the choice for artists using charcoal due to the rougher surface and texture

Paper Production

- Includes:
  - hot press paper
    - pressed with heat to create a smooth paper with minimal texture
  - cold press paper
    - pressed under lower pressure with no heat creating a coarser, textured paper

Pens

- Are tools which contain a tube of ink housed in a plastic or metal casing for drawing
- Include:
  - technical drawing pens
  - felt tip markers
  - fountain pens

Technical Drawing Pens

- Have a needle point tip which makes precise, consistent marks
- Feature:
  - various tip sizes
  - metal and plastic tip materials
  - disposable and reusable
  - various ink filling systems

Felt Tip Markers

- Allow smooth marks and control
- Feature:
  - various tip materials
  - various tip sizes
    - including angled tips which can create variation
 - feathering options
  - various ink qualities

Fountain Pens

- Dispense ink, which is housed in a cartridge, through a nib onto paper
- Allow for a variation in line thickness depending on how much ink is released from the nib
- Feature a variety of nib sizes

Pencils

- Are tools containing a graphite stick housed in a wooden or plastic case for drawing
- Are chosen based on the hardness of the lead which ranges from 10H to 10B
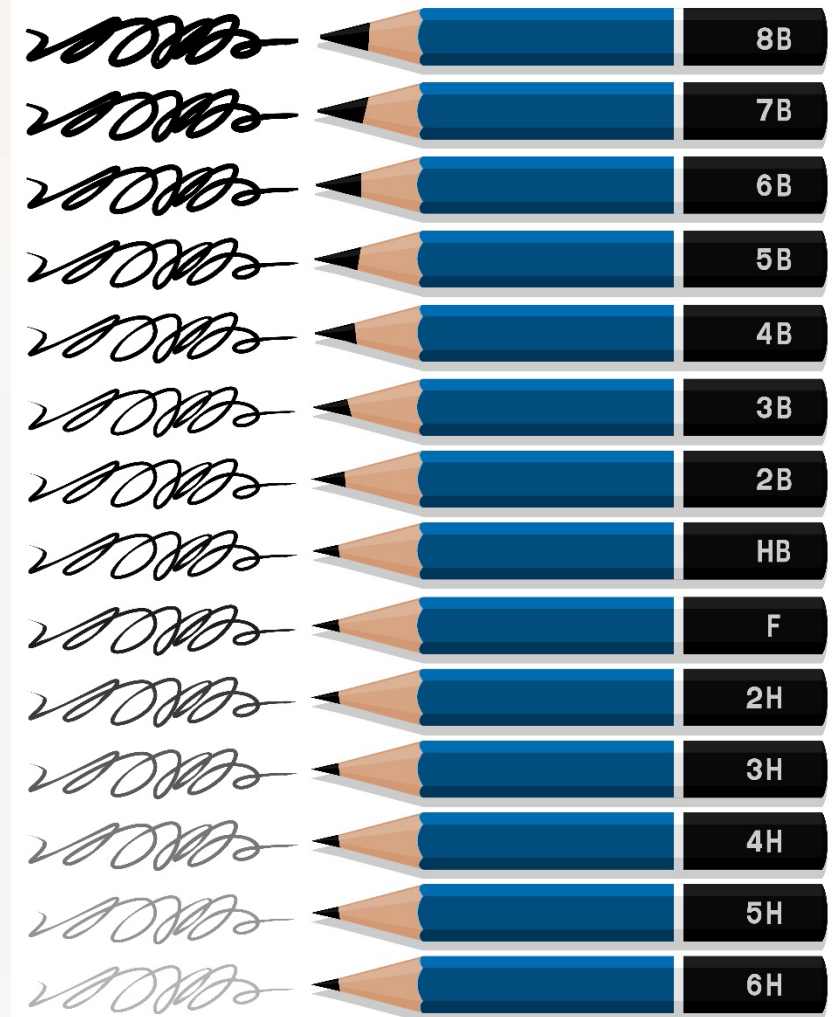
Pencil Grades

- Include:
  - H grades
    - extremely smudge resistant
    - gives cleaner lines
  - F and HB grades
    - middle of the spectrum
    - darker lead with minimal smudging
  - B grades
    - smooth to write and draw with
    - smudges easily but easy to erase

Medium Matters: The typical #2 pencil is a HB grade.

Charcoal

- Allows artists to control and vary the values in a drawing
- Can be used to create gesture in drawings which require little detail
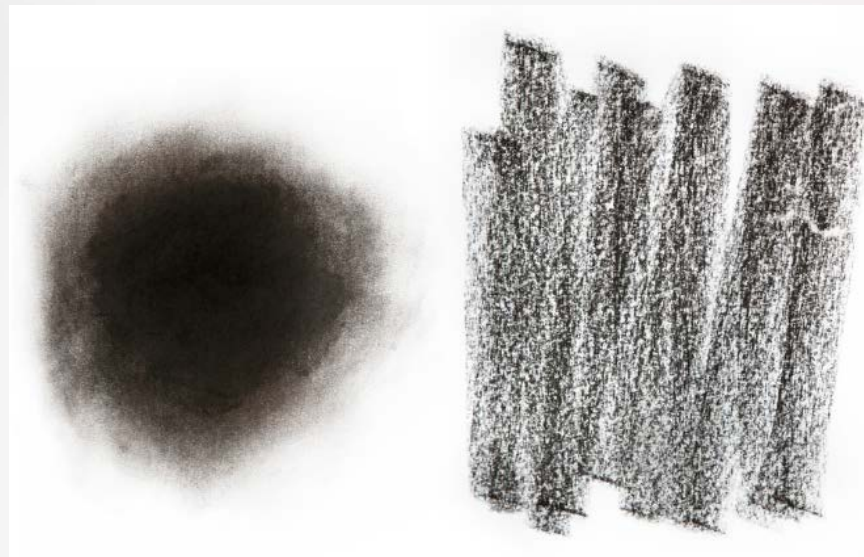
Gesture: plan of how a person or object is formed or posed

Digital Drawing

- Is a process of drawing, doodling or sketching using an electronic device or program
- May include:
  - sketching tablets
  - graphic design programs

Digital Drawing

- Produces a file which can be easily viewed and shared
- Provides more options for line thickness and stroke variations within one place
- Is easily edited

Drawing & Design

- Is used for:
  - concept development
  - layout organization
  - client communication
  - refinement of design
  - adding design

Drawing & Design

- Can be an informal or formal drawing
  - informal:
    - sketching or doodling
  - formal:
    - drawings used for design or business
- Is used to create:
  - design plans
  - handwritten designs
  - animations
  - drawings of people

DRAWING PERSPECTIVE & DEPTH

Perspective

- Is the set of techniques used to create an appearance of three-dimensional space on a two-dimensional surface
- Techniques includes:
  - size variation
  - overlapping
  - linear perspective
  - aerial perspective
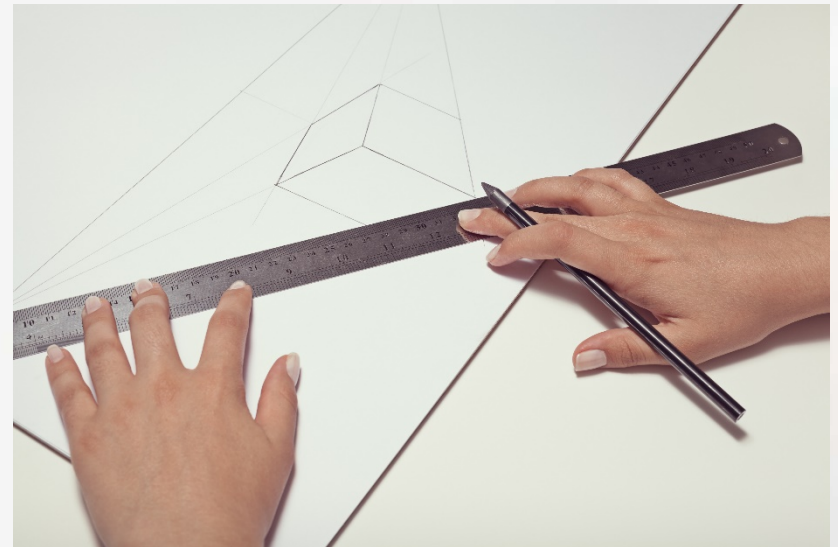
Size Variation

- Is the perspective which shows distant objects as smaller and closer objects as larger
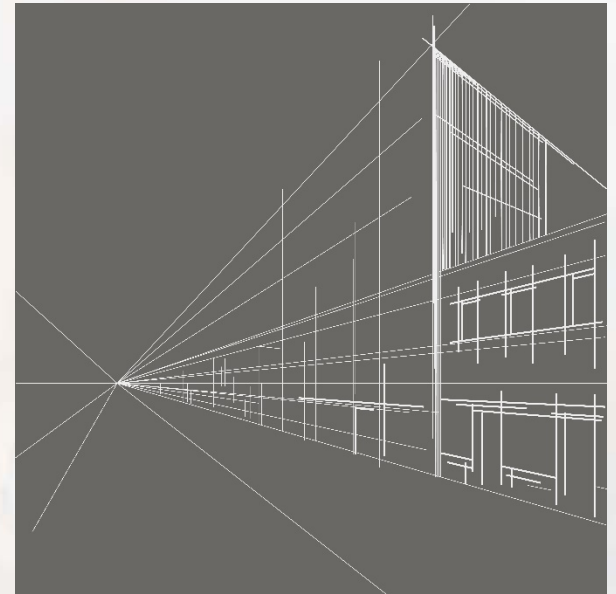
Overlapping

- Is the practice of drawing closer objects on top of a more distant one to show layers and depth
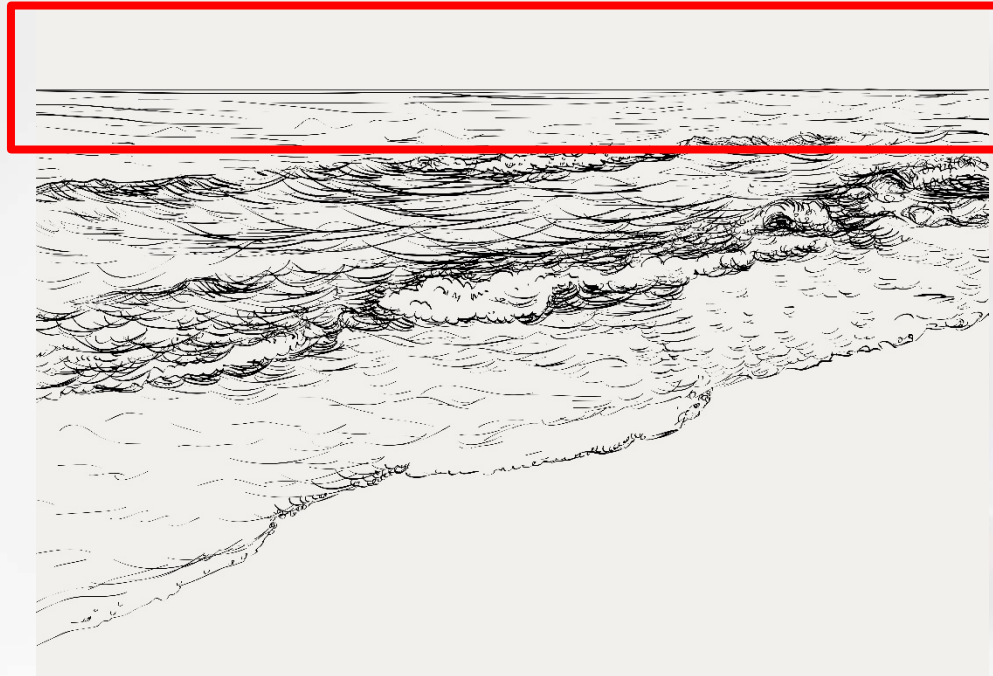
Linear Perspective

- Is a technique to show depth which utilizes horizons, vanishing points and orthogonal lines determined by the specific vantage point
- Includes:
    - one-point perspective
    - two-point perspective
    - multi-point perspective

Horizon

- Is the point where sky and land meet in the distance
  - affects the scene's vantage and vanishing points

Vanishing Point

- Is the place where lines join and disappear along the horizon to show distance
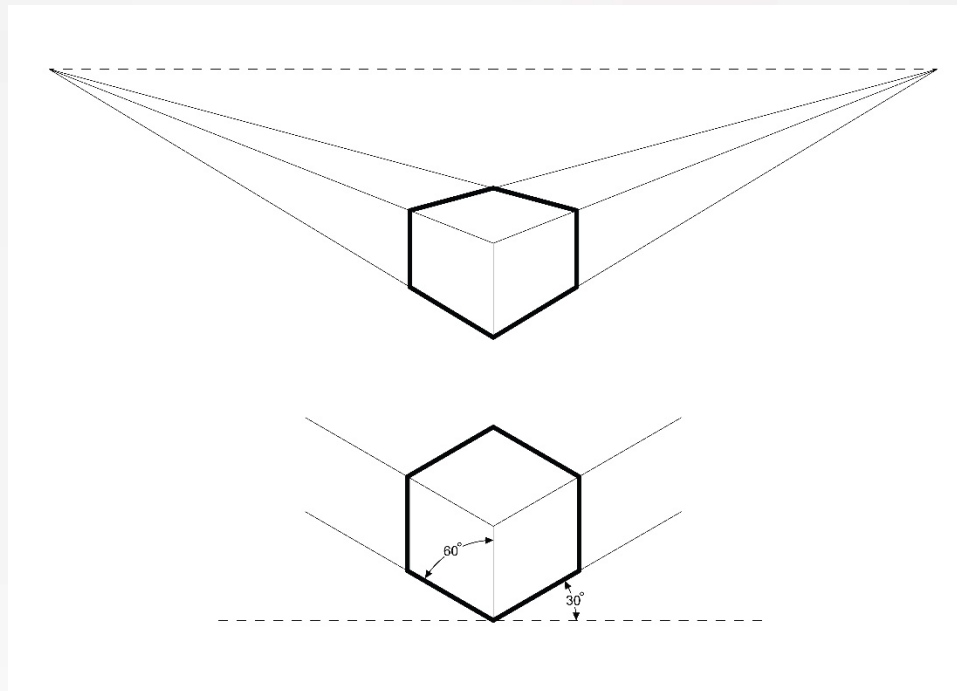
Vantage Point

- Is the location where the scene is viewed from

Orthogonal Lines

- Are parallel lines which angle from the vantage point to the vanishing point
 - outlines of subjects run parallel to the orthogonal lines

One-Point Perspective

- Is a linear perspective with orthogonal lines going toward one vanishing point
- Is used if the vantage point of the subject is straight on, for example:
  - roads
  - hallways
 - railroads
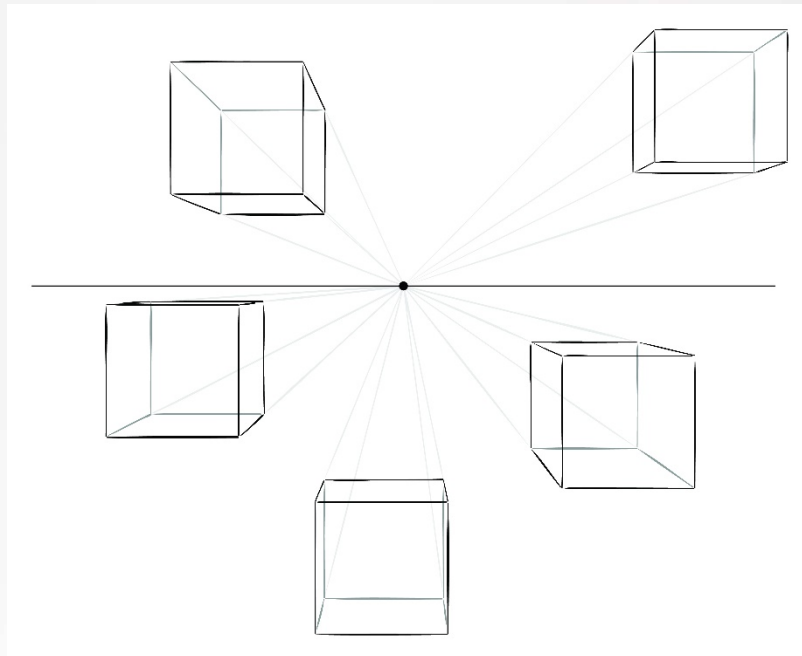
Two-Point Perspective

- Is a linear perspective with orthogonal line going toward two vanishing points
  - vanishing points are usually on opposite sides of the frame
- Is used when viewing a subject from the side or on an angle
  - intersections of halls or roads which go in separate directions
  - building or landmark viewed from a corner
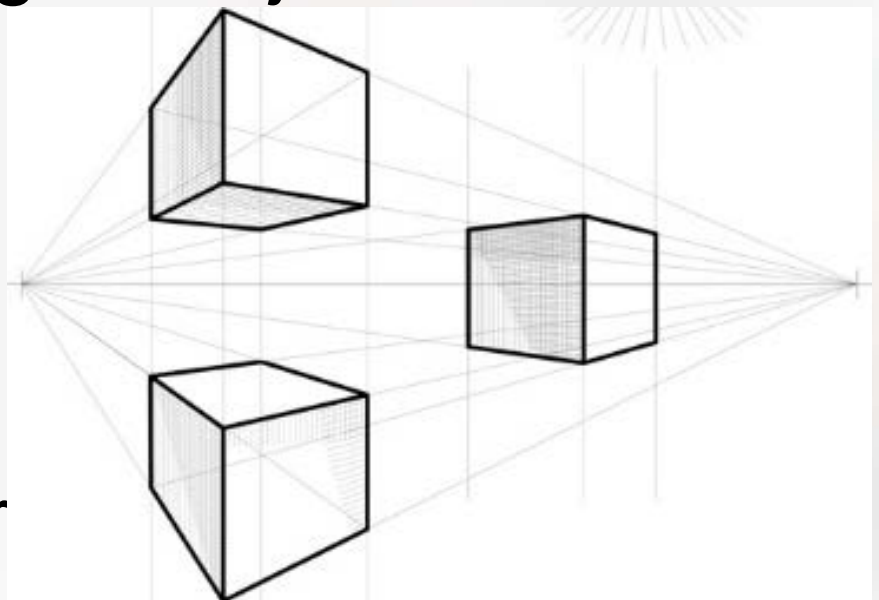
Multi-Point Perspective

- Is a linear perspective with multiple vanishing points
- Is used when the vantage point is at a different angle to each object or viewed from above or below
  - design sketches or plans with multiple objects and angles such as:
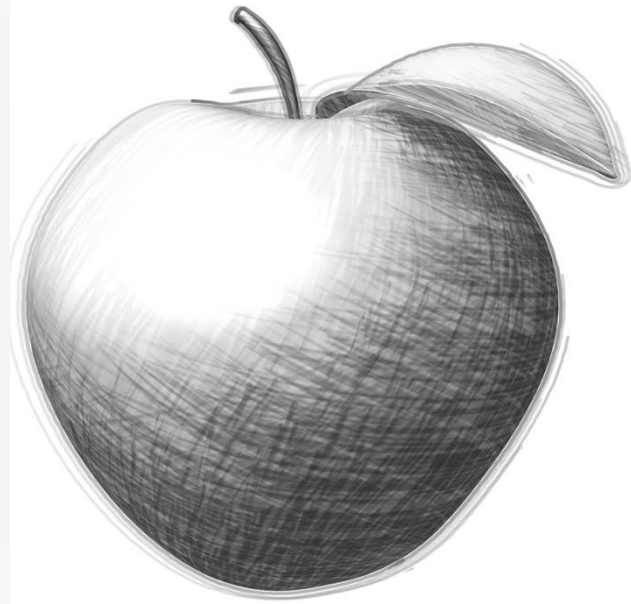   - interior design
    - construction
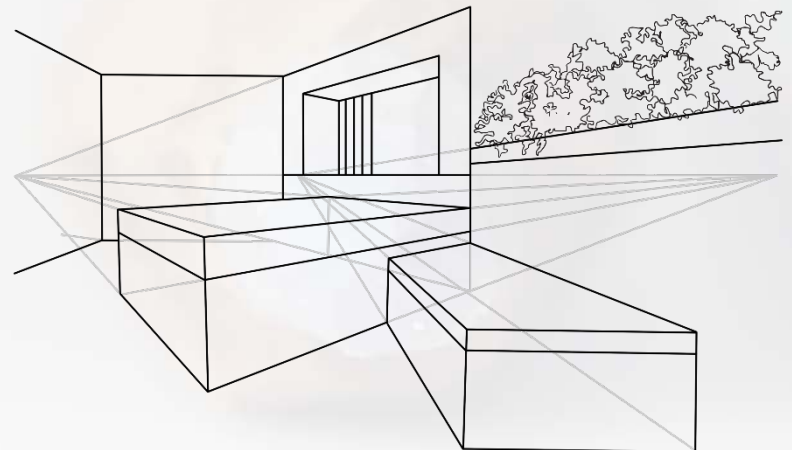
Aerial Perspective

- Is a technique used to create an illusion of depth by showing object as less detailed, paler and having more blue or purple in the background

Shading

- Is completed by filling parts of an object with various values from light to dark
- Is used to create an illusion of depth within an object

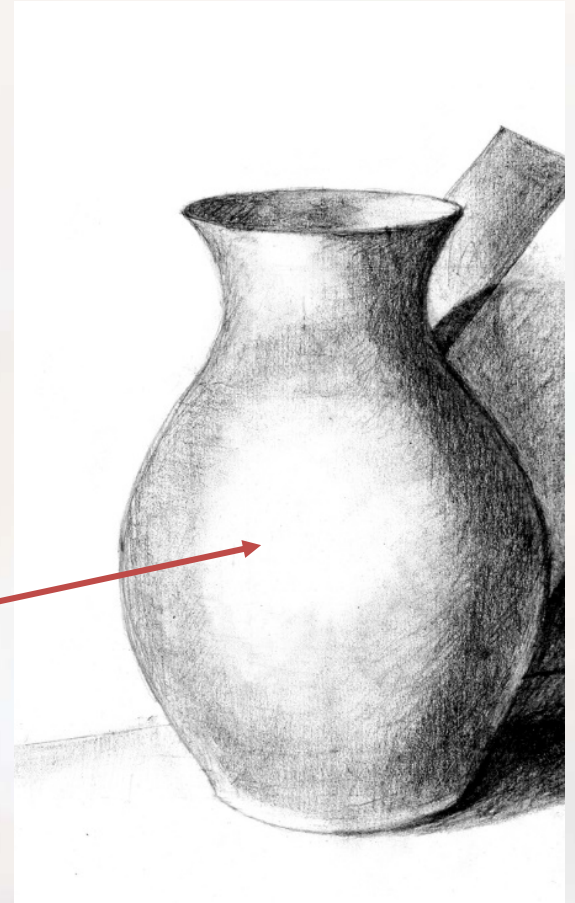Values: degrees of lightness and darkness

Shading

- Is completed through the use of:
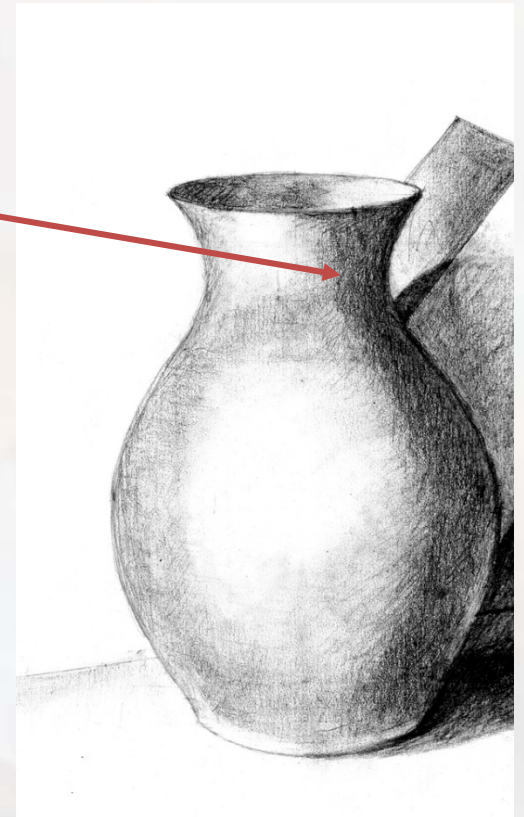 - highlights
  - form shadows
  - cast shadows

Highlights

- Are the points where light is reflected upon an object
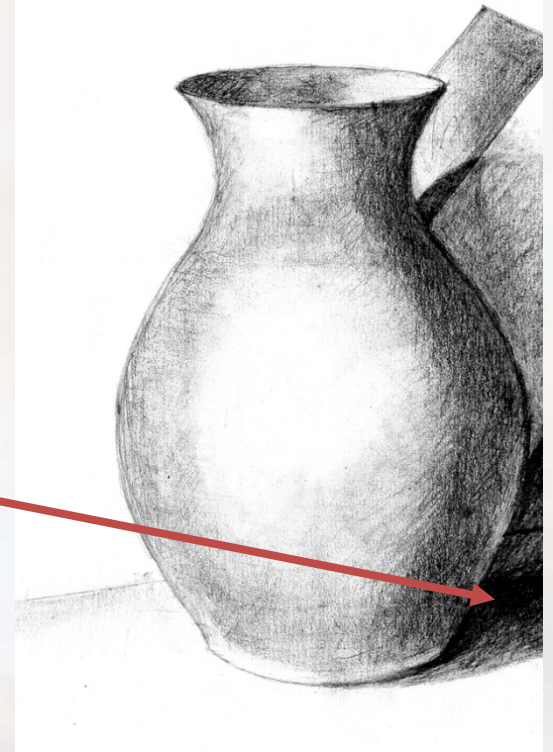- Are drawn in a lighter value

Form Shadows

- Are the dark areas on an object which gives depth where light is not reflected
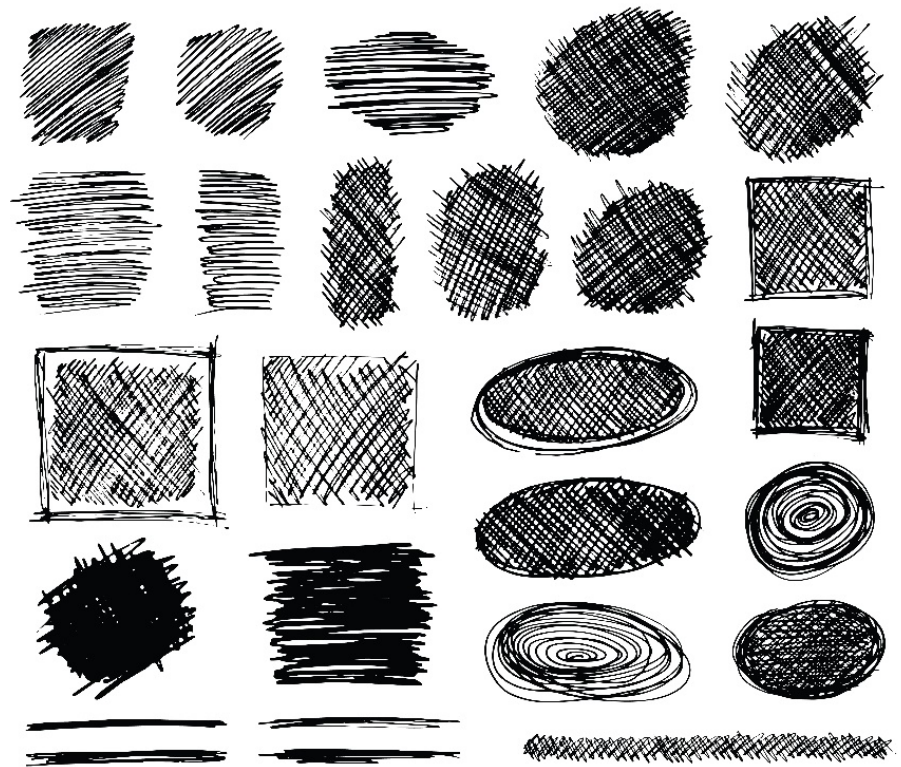
Cast Shadows

- Are the dark areas which are reflected on the surroundings due to how the light is hitting the main object
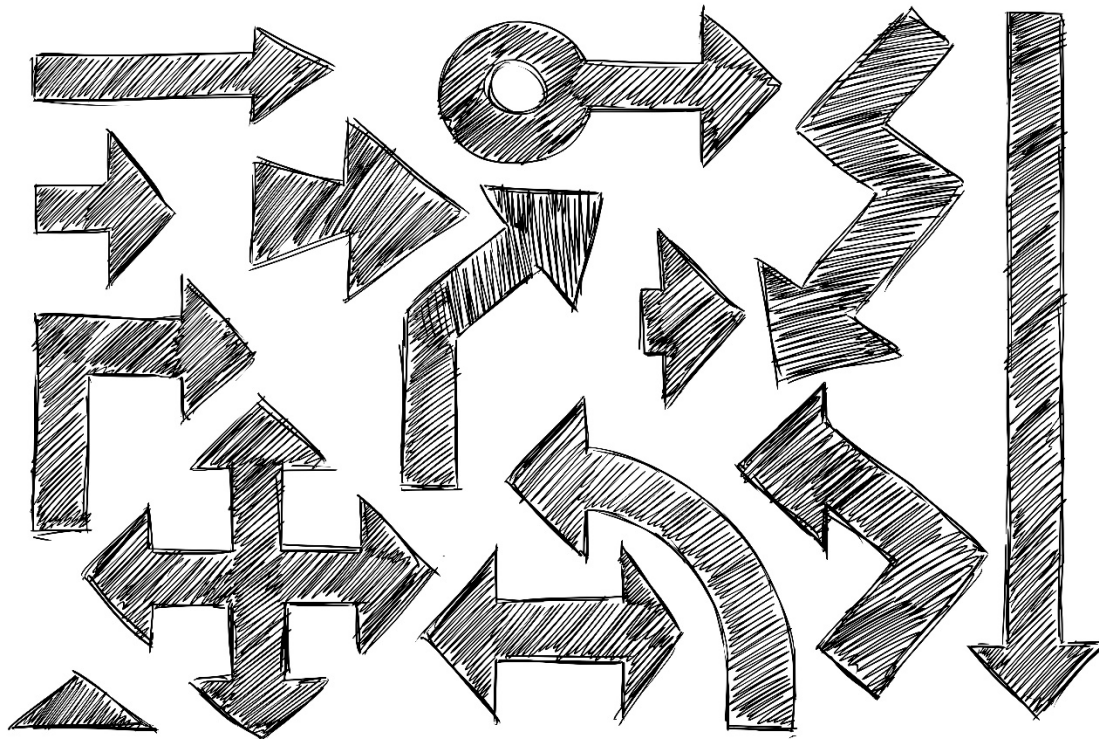
Way to Create Shading

- Include:
  - hatching
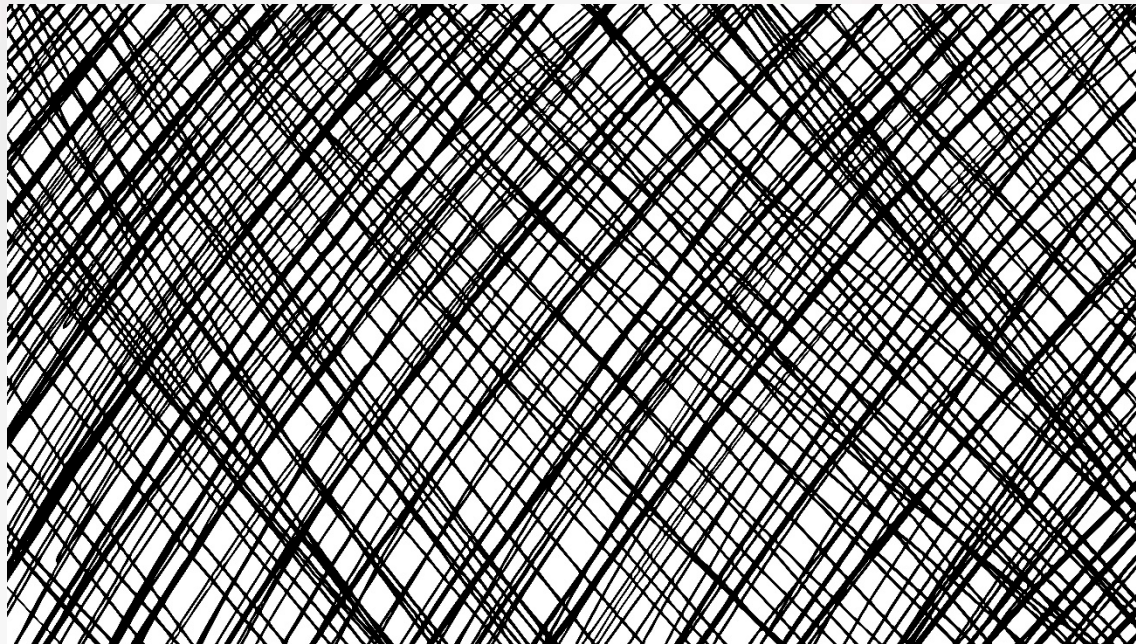 - crosshatching
  - rendering

Hatching

- Is completed by drawing numerous parallel lines to fill in blank space

Cross Hatching

- Is completed by drawing hatching then adding a line going in the opposite direction to create a cross or x

Rendering

- Is completed by applying graphite to a surface and then using an eraser to remove a portion of it
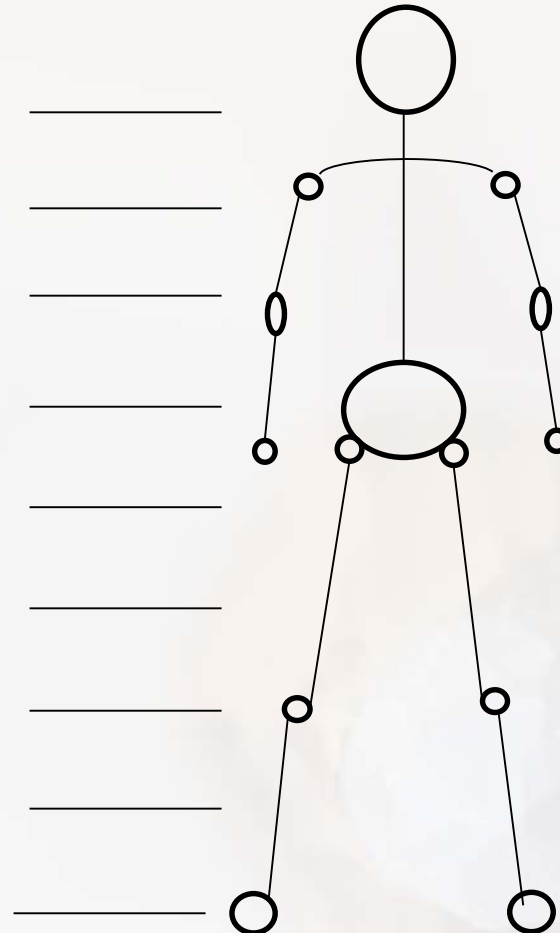
DRAWING PEOPLE

Drawing People

- Is the action of drawing figures to mimic how people look, act or move
  - requires understanding proportions and human body mechanics
- Can be completed in different ways including:
  - drawing proportionate people
  - drawing people in action
  - drawing people using shapes
  - drawing cartoon people

Drawing Proportionate People

- Is completed by recognizing correct body sizes and shapes
- Is typically measured using head lengths
  - "ideal" male is eight head lengths tall
  - pelvis is between head three and four and measures one and a half heads wide
  - knee joints sit at the sixth head
  - feet sit at the eighth head
  - shoulders are between the first and second head and are two to three head widths

Drawing Proportionate People

Drawing People in Action

- Is completed by drawing lines of action
  - a line which is drawn to show the direction or movement which an individual is traveling
   - after this line is drawn, a body will be drawn over the line

Drawing People in Action

- Requires an understanding of human body mechanics
  - for example:
    - how knees and feet bend when walking and running
    - how arms work when throwing a baseball
   - how the body adjusts to picking up a heavy box
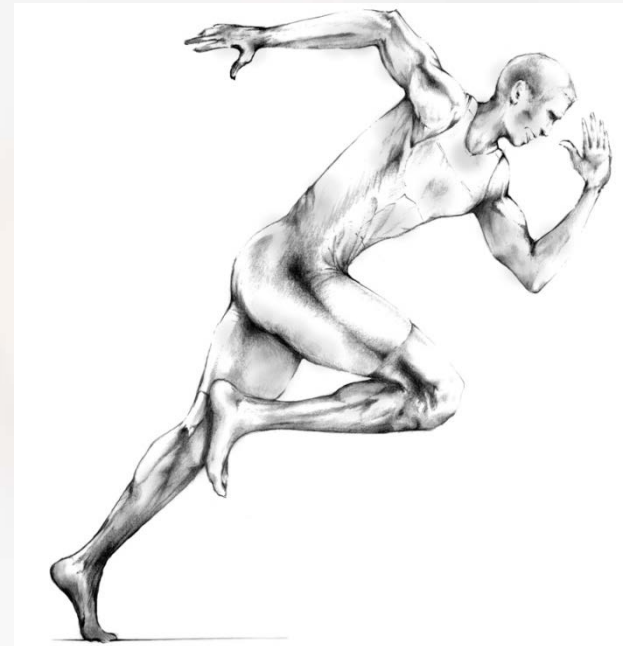
Drawing People Using Shapes

- Is completed by utilizing shapes to build the basic features of the body
- Is an abstract way to depict a human body
  - can be left as shapes or transformed into a realistic drawing
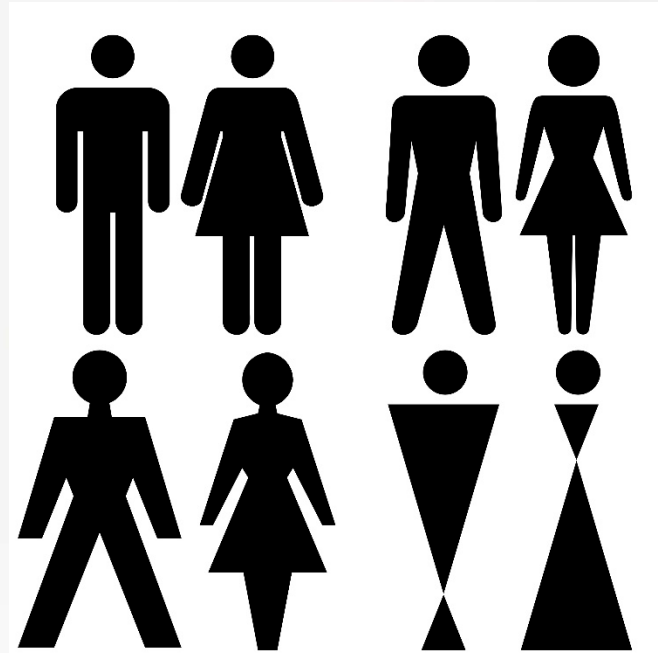
Drawing People Using Shapes

- Examples include using:
  - rectangles or squares for the lower body
  - triangle or rectangles for the upper body
  - circle for the head
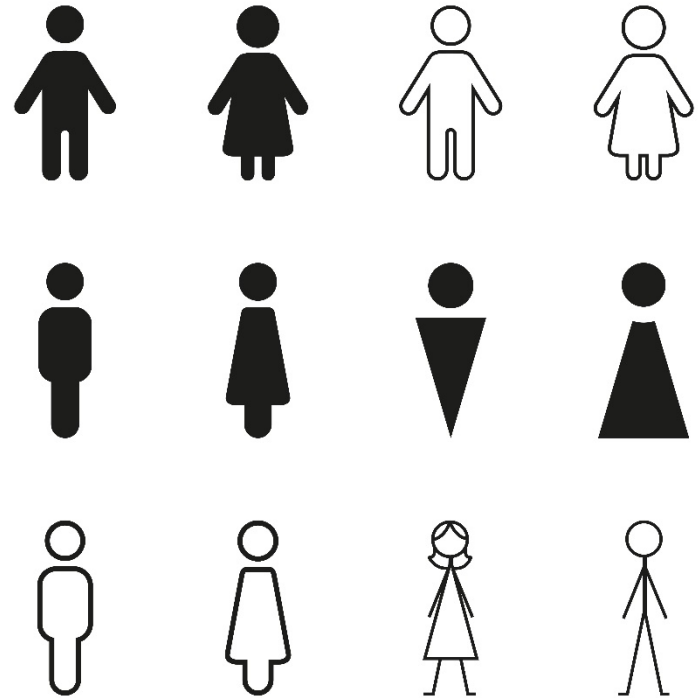
Drawing Cartoon People

- Is a way to display people without dealing with correct proportions
  - most cartoon figures do not follow the correct proportions or figure rules
  - are typically less detailed than an accurate drawing of a person

Reference

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