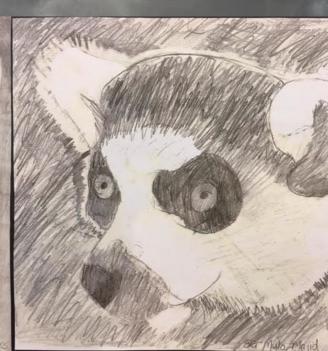


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ANIMAL PORTRAITS TONAL DRAWING

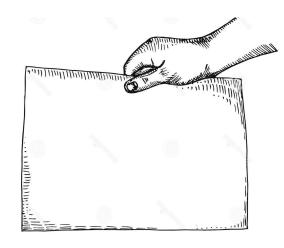




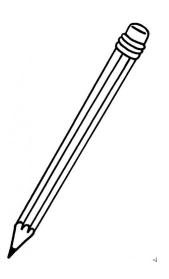


YOU WILL NEED:

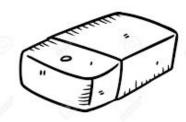
PAPER



PENCIL



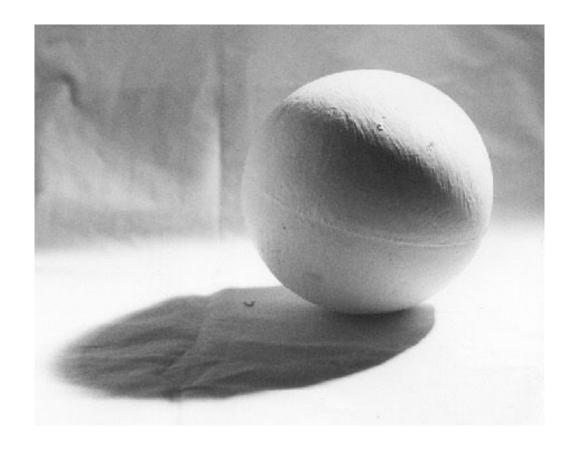
RUBBER



First we need to learn about:

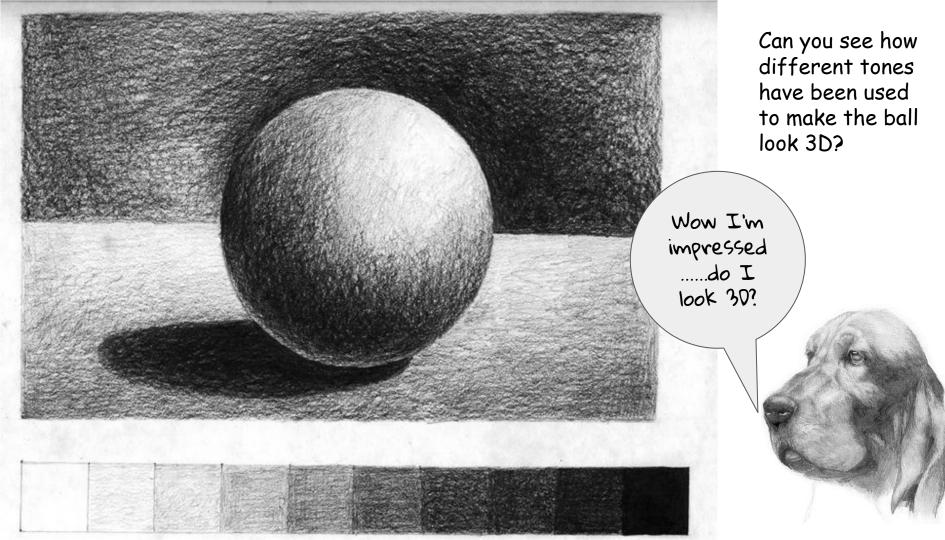


In art we call areas of light and dark, TONE. You can create areas of TONE by shading and using a rubber. TONE helps us make our drawings look 3D.



Here is a picture of a sphere with light coming from one side.

You can use TONE to make your drawing look 3D.





TONAL DRAWINGS LOOK AMAZING! CAN I START DRAWING NOW?

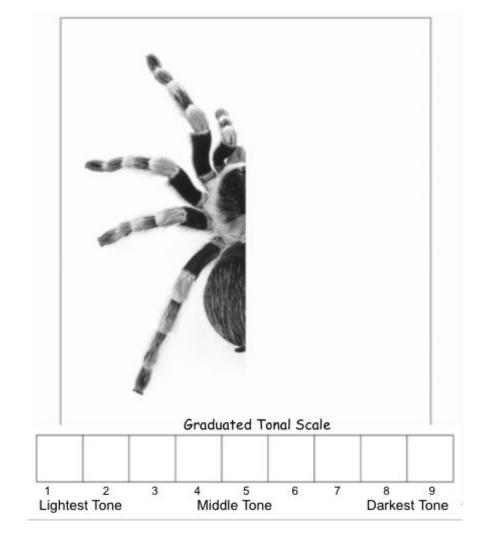
OK, BUT WE NEED TO KNOW ABOUT GRADUATED TONE FIRST!



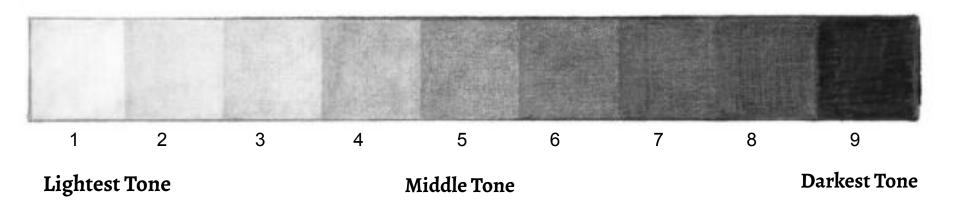
STEP 1

Using a pencil fill in the grid at the bottom of your Spider Sheet.

Fill each box going from light to dark.



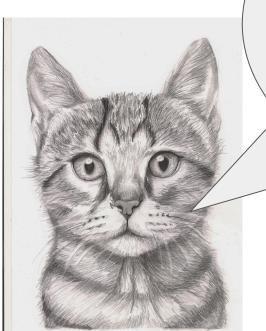
Graduated Tonal Scale



Fill in the boxes going from light to dark

Start by pressing very lightly with your pencil then gradually pressing harder (but not too hard!)

STEP 2



Once you have finished your graduated tonal scale. Start drawing the spider.

Follow the next few slides.



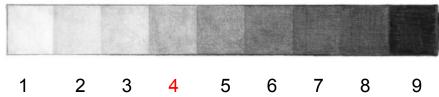
1. OUTLINE

Draw the outline, think about shape.



2. MIDDLE TONE

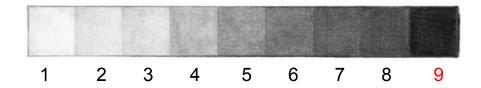
Shade in your outline using a middle tone, box no 4





3. DARKEST TONE

Shade in the darkest areas use box 9





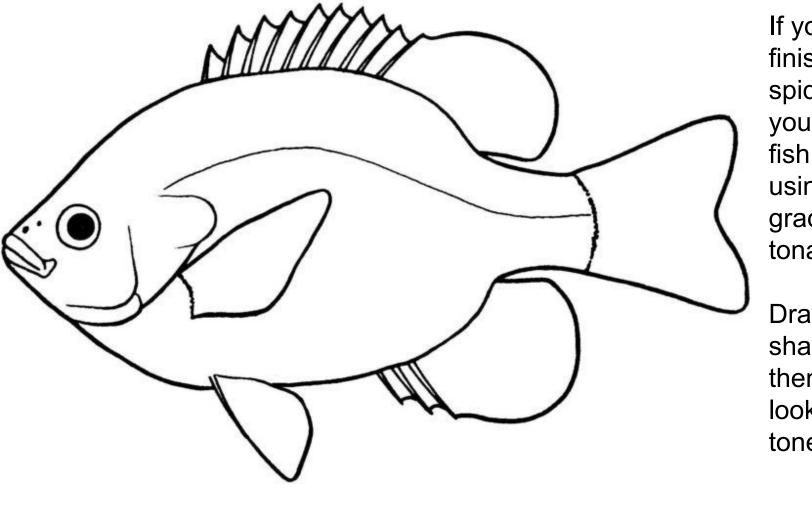
4. ADD IN THE DETAIL

Lots of hairs on the legs



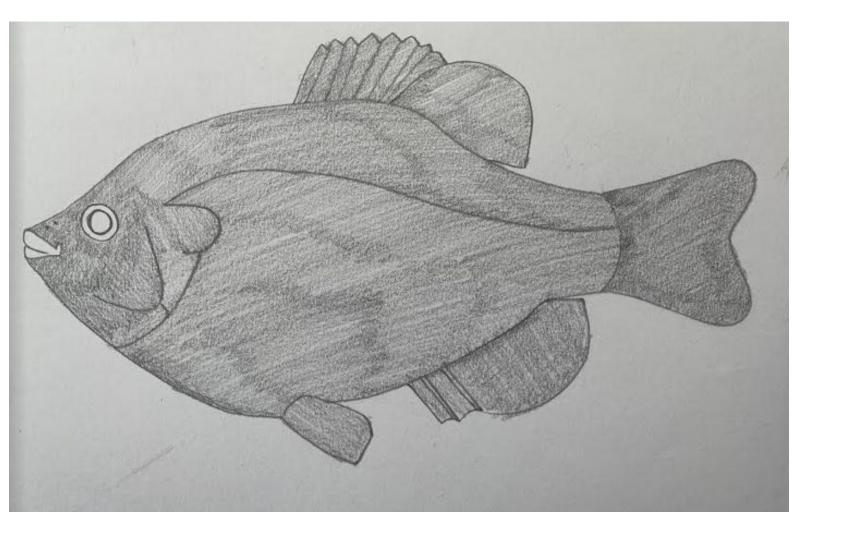
5. DRAW WITH YOUR RUBBER.

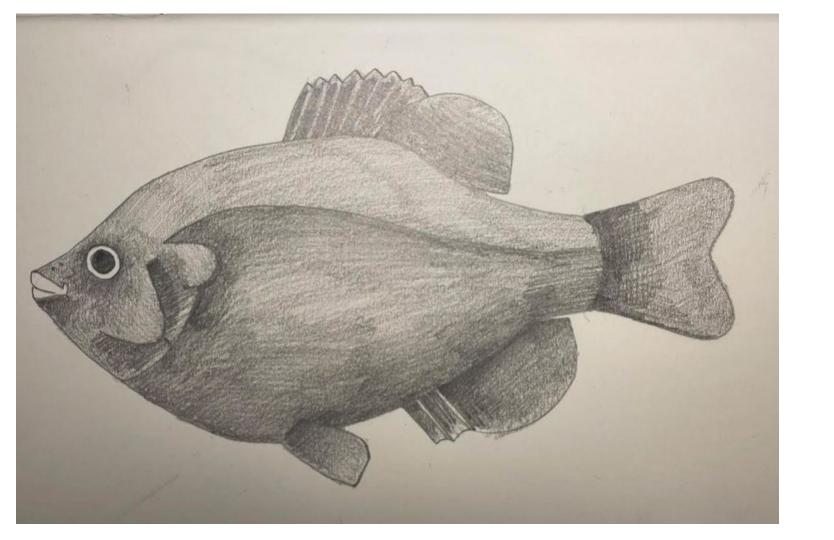
Use your rubber to draw in the lightest areas.



If you have finished your spider can you make this fish look 3D using your graduated tonal scale.

Draw the shape and then make it look 3D using tone.

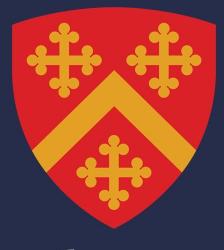




Well Done!

You have experimented with graduated tone. Now let's try something a bit more difficult. Have a look at lesson 2.





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