

Art - Drawing with realism: Exploring tone, texture and proportion

Tone

How light or dark something is.



Texture

The way that something feels when it is touched. For example, fluffy.



Composition

Arranging different materials together and sticking them to a surface.

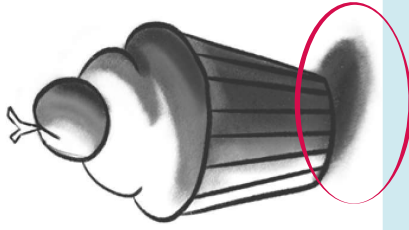


Artists

- Sarah Graham.
- Nicola McBride.
- Joel Penkman.

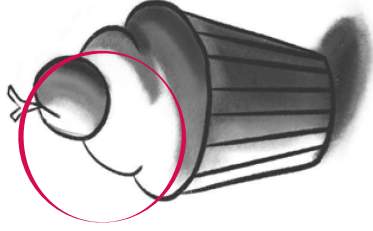
Shadow

A dark shape that appears when something blocks the light.



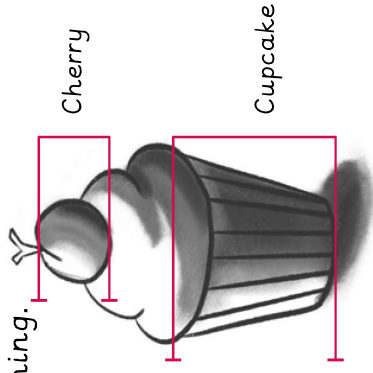
Highlight

A bright spot or area that makes something stand out or look shiny.



Proportion

How big one element of an artwork appears compared to the whole thing.



The four rules of shading

1. Use the side of the pencil.
2. Work in one direction.
3. Press evenly.
4. Leave no gaps.

