



Virtual Learning

# Architectural Sketching

Shade, Shadow, and Texture

May 14, 2020



Civil Engineering & Architecture  
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Lesson: **May 14, 2020**

**Objective/Learning Target:**

Students will learn about and practice drawing  
with shading, shadow, and texture



# Bell Ringer:

On a sheet of 8.5x11 printer paper, draw a single circle about 2” in diameter.

On the same sheet of paper, sketch a ball with a diameter of about 2”.

Discuss how you altered your sketch to transform it from a simple 2d drawing of a circle into 3d sketch of a ball?

# Let's begin

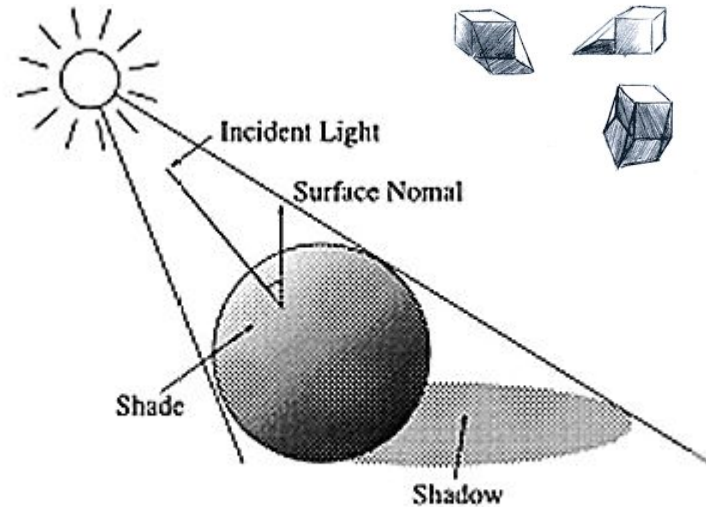
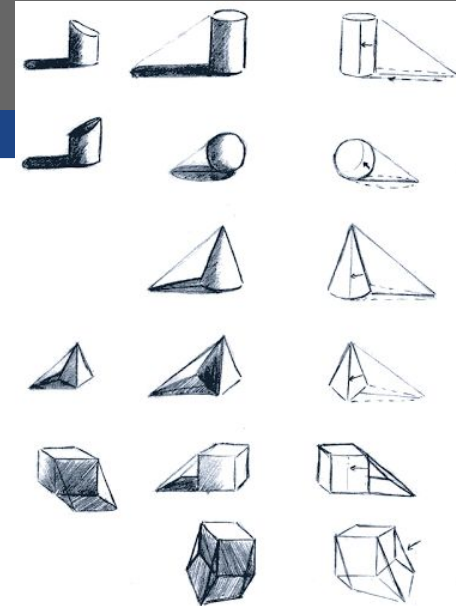
Artists, illustrators, and designers use shading, shadows, and texturing techniques to add depth and realism to their drawings. They use many different methods to create the effects such as:

- Hatching
- Cross-Hatching
- Stippling
- Contour Lines

[Shading techniques](#)

[Pen and ink shading techniques](#)

[More pen and ink techniques](#)



# Activity:

After exploring the links from the previous slide and practicing the different methods of creating shading, shadows, and textures, recreate the images to the right using the different methods we've learned to add depth and realism to our sketches.

## [Basic Shading Techniques](#)

Petmate





# Additional Resources:

Review the following for additional information on drawing one point perspectives:

[Projecting shadows and shade](#)

[Pencil shading for beginners](#)