



Drawing & Creating Textures with Pen & Ink

We will first cover some of the basic aspects of drawing and creating textures with pen and ink. Consistency in mark making is the most important of all foundation skills, and will be our first area of focus. From here we will examine a few key principles of creating realistic texture and go over exercises that will help to develop the skills you need. With a fun attitude, adequate practice and some resilience you will be well on your way.

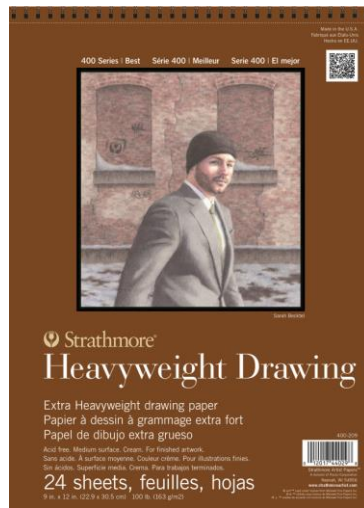
You really only need a pen and paper to start off with ink drawing, but as your ambitions grow you'll start to expect more from your equipment. Try to invest in the best quality heavyweight, acid free paper you can afford. Then, get a drawing instrument that has permanent, waterproof ink.

OUTLINE:

- Textures are based on consistent patterns
- Create a reference chart of various textures
- Use textures to create the outline of shapes
- Turn 2D shapes to 3D shapes with cross-contour lines
- Create texture value scales
- Practice creating textures on simple forms

MATERIALS:

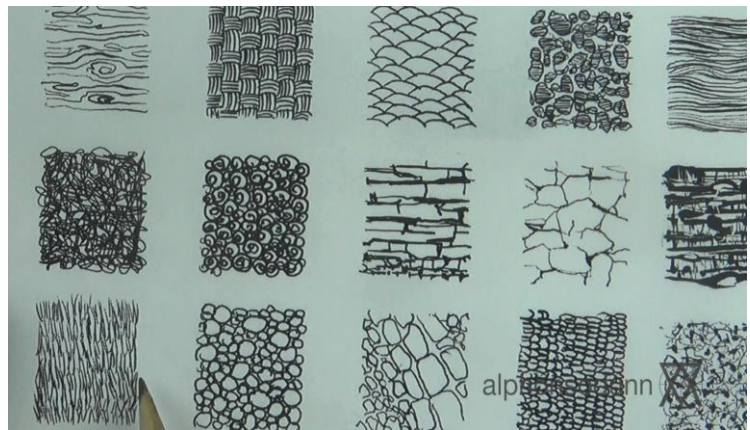
- Strathmore 300 Series Bristol Pad (9 inches x12 inches)
- OR Strathmore 400 Series Heavyweight Drawing Pad
- HB or No. 2 Graphite
- Soft Eraser
- Drawing Pens or other Ink Drawing Instrument of your choice
 - Fine, medium, and bold point sizes
 - Permanent and waterproof Ink



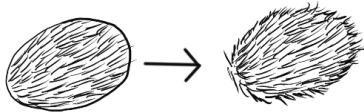
EXERCISES

TEXTURE REFERENCE CHART

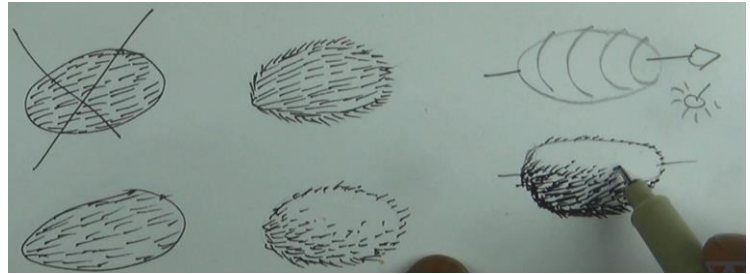
Create a chart similar to this and fill it with as many different types of patterns as you can create. The key is to be consistent with your strokes.



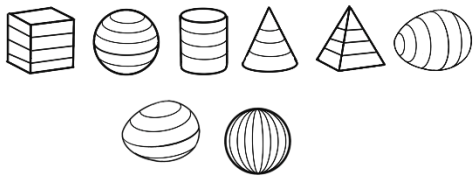
BREAK THE CONTOUR



Complete this exercise using as many different types of textures as you can. Do this for a variety of shapes as well.



FOLLOW THE FORM



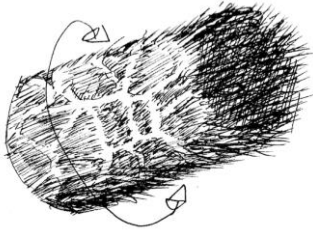
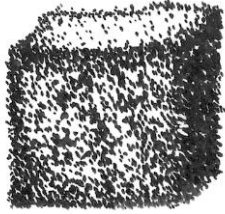
Practice drawing simple geometric shapes and encircle them with cross-contour lines like lines of latitude and longitude encircling a globe. This develops your ability to see the structure of a form as you model it.

TEXTURE VALUE SCALE



Create value scales with several different textures. This prepares you to model the volume of forms based on their light and shadow patterns. This is integral to conveying depth and realism in your drawings.

SIMPLE FORM EXAMPLES



Finally, draw simple geometric forms and apply a variety of textures to each. Render three forms for each texture you choose.