

BASICS of SKETCHING

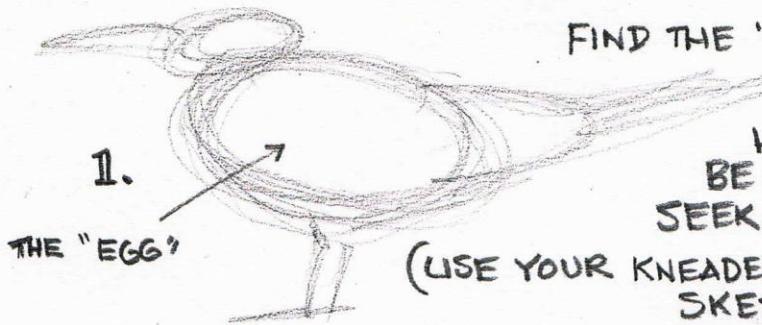
WORK in a GENTLY ROUNDED MOTION TO AVOID LEAVING SMALL DEPOSITS of GRAPHITE on the PAPER.

KEEP YOUR TOUCH LIGHT

A BACK-AND-FORTH MOTION MAKES IT DIFFICULT TO CREATE SOFTLY SHADED AREAS.

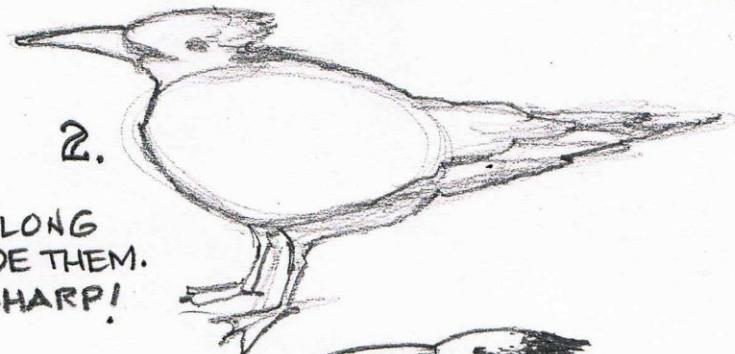
A VALUE SCALE FROM BLACK to WHITE is GOOD PRACTICE IF YOU ARE NEW TO PENCIL WORK. MAKE YOUR TRANSITION AS SOFT AS POSSIBLE.

QUICK SKETCH in 3 STEPS:



FIND THE "EGG" and LOOK FOR ALL MAJOR GEOMETRIC SHAPES THAT FORM THE BIRD'S BODY, HEAD and TAIL, NO NEED TO BE TIDY - DRAW FREELY AS YOU SEEK THE OVERALL MASS of the BIRD.
(USE YOUR KNEADED ERASER TO LIGHTEN UP YOUR SKETCH BEFORE STEP 2.)

REFINE THE SKETCH BY ADDING THE OUTER CONTOUR LINES. LOOK FOR IRREGULARITIES ALONG THE OUTLINE and INCLUDE THEM. KEEP YOUR PENCIL SHARP!



GENTLY SHADE DARK AREAS. ADD SOME DETAILS - EYES, MAIN FEATHERS, BUT NOT TOO MUCH. ERASE TO CLEAN UP UNNEEDED LINES.

