

BASICS of SKETCHING

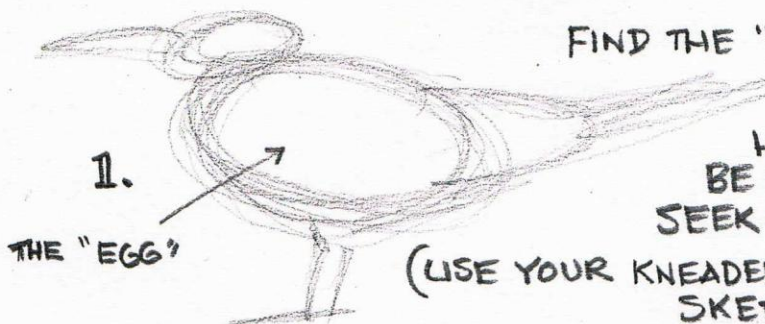
WORK in a GENTLY
ROUNDED MOTION TO AVOID
LEAVING SMALL DEPOSITS of
GRAPHITE on the PAPER.

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.

