



The Testing Center at
RIDGE
COMMUNITY HIGH

NAVY DAY

MODIFIED INSTRUCTIONAL SCHEDULE FOR TUESDAY, APRIL 6, 2021

Block 3	7:00 AM - 10:13 AM <i>(STATE TESTING BLOCK)</i>		
Block 5A	10:13 AM - 10:38 AM A Lunch	10:45 AM - 12:23 PM Class	
Block 5B	10:20 AM - 10:48 AM Class - Part 1	10:48 AM - 11:13 AM B Lunch	11:20 AM - 12:23 PM Class - Part 2
Block 5C	10:20 AM - 11:23 AM Class - Part 1	11:23 AM - 11:48 AM C Lunch	11:55 AM - 12:23 PM Class - Part 2
Block 5D	10:20 AM - 11:58 AM Class		11:58 AM - 12:23 PM D Lunch
Block 7	12:30 PM - 2:00 PM		

What You Will Do: (5 MINS)

Conversation	Level-0
Help	Raise Your Hand
Activities	Bellwork

Directions:

Use the next square and DRAW and SHADE this nose. You have 10 minutes



Movement	Materials Counter
Participation	Writing-No Phone
Sound	Instructor's Music

You Have 5 mins to Upload Your Work to Artsonia

1. Either Download the Artsonia App on your phone or Use your Desktop Browser and type in Artsonia.com
2. Click on Student
3. Type in the Access Code **ZWSY-FKRS**
4. Click on All Students
5. Enter Your Name
6. Add Art
7. Select the name of the assignment:
Wk 2 4 6 q4 BW
8. Take a Picture
9. Crop the image if needed
10. Title the work
11. Type the Artist Statement:
12. Submit to Teacher

W.A.P. S. Week 2 q4

Tuesday 4-6-21

Essential Question: **EQ:** How are tints and shades different?

What will I learn:

The student will learn the concept of value in terms of art. The student will learn the importance of value in the development of drawings and paintings

How I will learn it? (Agenda)

- Read about Shading
- Complete 5 Tone Value Scale
- Shade a Sphere and label it
- Shade 2 Noses
- 3rd Period- During 2nd Block you'll complete a drawing challenge

How do I know I learned it?

If you can score at least a 3 on the scale for the following:

How did you work during the activity

- 1 Relied on Teacher's Assistance,
- 2 Relied on Peers Assistance,
- 3 Independently,
- 4 Innovatively (You understand and you can help someone else)

Vocabulary:

Value - In terms of art, value is the darkness or lightness of a color.

Tints - Tints are lighter values of a color.

Shades - Shades are darker values of a color.

Light Source - Location from which light is emitted.

Chiaroscuro - A drawing and painting effect of applying contrasting values in order to create the illusion of light source.

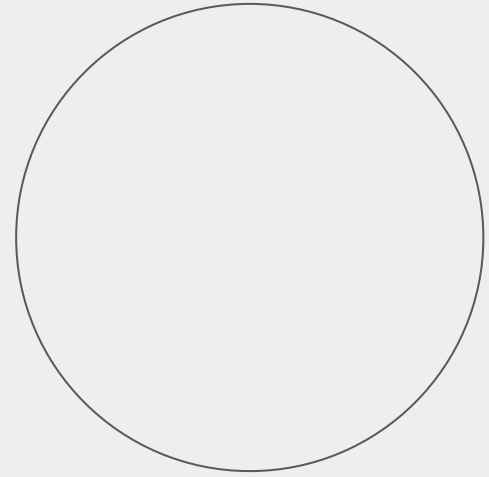
How to Set-Up Your Paper

First: Divide your paper into 4 squares

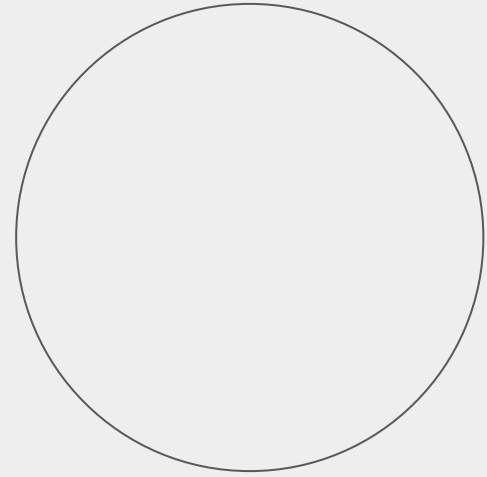
2nd: In first square, write
Shading Exercise: Blending
with a Tortillion

3rd: In the second square,
place a cup upside and
trace the shape.
-Under the circle draw a
rectangle and divide it into
5 sections.

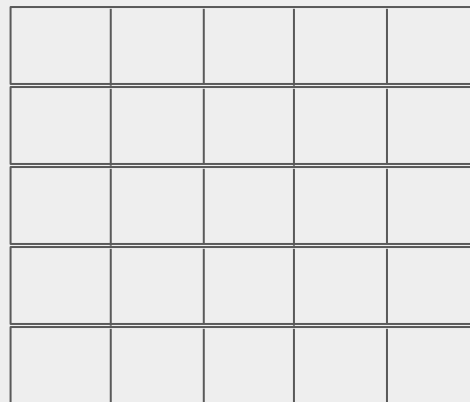
Shading:
Blending with a Tortillion



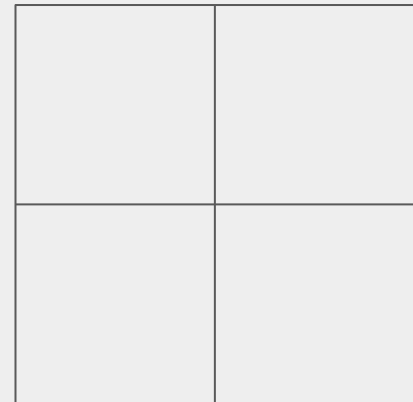
**Shading:
Blending with a Tortillion**



4th: In the 3rd square,
Make a grid with $\frac{1}{2}$ inch
squares. It should have
five boxes across and
five boxes down.



5th: In the 4th square,
Draw a 1-inch grid. It
should have four boxes.



CHAPTER FOUR

SHADING

Now that you are an expert on shapes, how do you make them look real? With *blending*! By giving your shapes light and darks, you can create roundness, or "form." By blending these lights and darks softly together, you create realism.



This is an example of what good blending looks like. See how smooth it is? It goes from very dark to pure white, without any choppiness.



This is an example of poor blending and what can go wrong. It looks scribbled. There is no control of the pencil lines and it doesn't blend out at all.



Always go up and down!

This is how to begin. Go up and down with your pencil marks, build up the darks a little at a time, until you get it almost black. Lighten your touch and move slowly to the right, making your pencil line lighter and lighter as you go. Keep your pencil lines very close together so they "fill in."



Never blend across! Always go up and down!

Now take one of your tortillions and blend this out. Start at the dark side and go up and down just like you did with your pencil marks. It will start to get smoother and darker. Lighten your touch and once again, move slowly to the right. Keep going until you are actually drawing with the tortillion and it

fades to nothing. If it starts to get shorter and looks like a sideways tornado, don't worry. That is normal!

Squint your eyes and look at your work. If you see little light areas or spots, take your pencil and gently fill them in to help it look smoother. If you see dark areas, take your kneaded eraser between your thumb and fingers and roll it into a point. Lightly "lift" the dark areas out, with the eraser's point.

Keep practicing the blendings until you can do one that is very even and smooth. Don't move on in the book, until you feel confident.



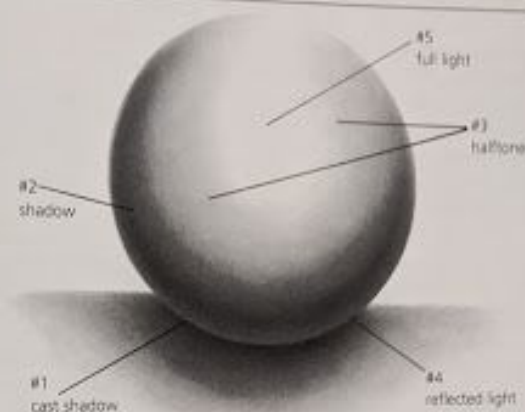
A note about tortillions: Although they may look like pencils, they are just made of paper and are hollow inside. If you unravel one, you'll end up with a long piece of paper.

Tortillions merely smudge the pencil lines that are already on the paper. Don't worry if they start to get really dirty. Save them! Later on, when you are working on a dark area on your drawing, you can use a tortillion that is already dark. For lighter areas, you can use a fresh one.

Always use these at an angle to keep from flattening the tip.

SHADING A SPHERE

There are five "elements" that go into shading. Each of these elements has a tone that matches the five-box value scale. Here is an explanation of each of them and where you can see them on the sphere.



1. BLACK This can be seen under the ball where no light can reach. It is called a cast shadow.

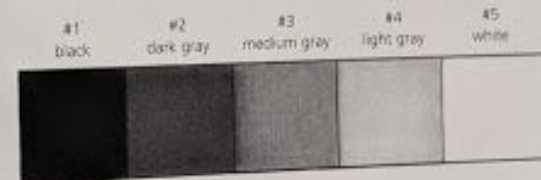
2. DARK GRAY This is the shadow on the ball. It is always on the opposite side of where the light is coming from. On this ball, the light is coming from the upper front. The shadow is seen around the lower side. See how the shadow makes the ball look round, by curving around it?

3. MEDIUM GRAY This is called a halftone, because it isn't light and it isn't dark. It is seen halfway between the light area and the dark area.

4. LIGHT GRAY This is the hardest element to see, but it is probably the most important one to have in your artwork. It is called reflected light. It is light that bounces up onto the ball from the table it's sitting on, and all of the light behind it. It can be found anytime you have an edge, or rim. It separates shadows from cast shadows.

5. WHITE This is the full light area. It is where the light is the strongest. It is where the white of the paper is left exposed.

This is what good shading looks like. Without it, this would be just an empty circle. With shading, it becomes dimensional and looks like a ball. On this sphere, the light is coming from the front.



This is called a value scale.

These dark areas should be "lifted" with the pointed edge of a kneaded eraser.

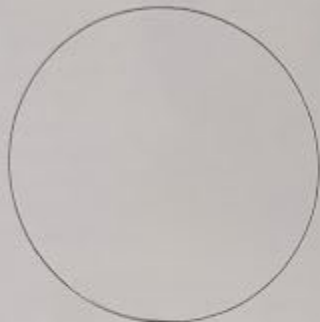
Light spots can be gently "filled" with the pencil.



When you look at these examples of blending, squint your eyes! Can you see the dark areas that don't belong there? Can you see the light spots? These can be corrected with your pencil and eraser.

SHADING STEP BY STEP

Now it's your turn to draw a sphere. Start with an empty outline of a circle, and adding the five elements of shading, you can make it look real!



An empty circle.



This is what some beginning attempts can look like. Study carefully and you can see what not to do.

DON'T outline your circle. The beginning outline is always erased when you are done.

DON'T use scribble lines. They can't be blended out. Always keep your marks very close together.

DON'T get too dark too fast. This looks like a dark mess—there is no consistency and direction to the pencil lines. Always go "with" the shape of the object.

DON'T lose the reflected light on the edge. There is nothing here to separate the shadow from the cast shadow.

DON'T let your blending get uneven and out of control. Stay within the lines and let it fade gradually from dark to light. This looks too dark and it looks like it has a hole in it. You can't even tell where the light is coming from.

A shaded ball, or "sphere." When blending, use your "dirty" tortillions for dark areas, but always use a clean one when going into a light area! Keep your tortillions separate and always have a fresh supply on hand.



Step 1

Use something round to trace a perfect circle.



Step 2

With simple lines, create a tabletop.



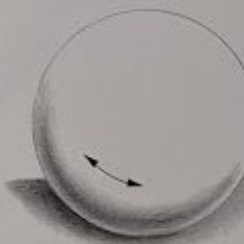
Step 3

Start to draw a cast shadow. The light on this ball is coming from the upper right, so the cast shadow is found on the lower left. Be sure to create a crisp edge underneath the circle. Don't go inside the line—if you do, the ball won't look round.



Step 4

Blend out your cast shadow, keeping it smooth. It gets lighter as it gets farther away from the ball. Now apply the shadow to the ball itself. It must be rounded like the ball to create "form." Follow the arrows when applying your pencil lines. Remember that the cast shadow is darker (#1) and the shadow on the ball is a #2. Don't bring the shadow clear to the edge. Leave room for the reflected light.



Step 5

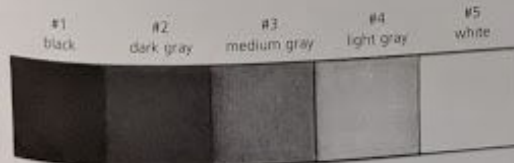
Blend out your shadow with a tortillion. Go the same direction you did when applying your pencil. Lighten your touch as it goes up into the lighter area. This will create your halftone (#3).



Step 6

Finish it off with more blending. Soften the lower edge where the reflected light is, because reflected light is not bright white, but is #4 on your scale. Leave the white of the paper for the brightest area, but be sure to use your tortillion to gently soften the gray into it so it doesn't look harsh. It should be a gradual fade. If anything still looks choppy when you squint, you can repair it with your pencil and kneaded eraser.

The final touch should be the removal of the outline around the ball. You want to create an edge where the tones quit—you do not want an outline. Anything with an outline will look flat and cartoony.



CHAPTER FIVE

THE NOSE

The nose may seem like a funny place to start when learning to draw the face, but it is so much like the ball exercise in chapter four that you will soon see why I do it this way.

The nose is really like three balls hooked together, one in

front, with one attached to each side. Although this drawing of a nose doesn't look very *real*, it shows how the nose can be seen as *shapes*.

Magazines are the place to find practice pictures. Each picture will be different, so study it care-

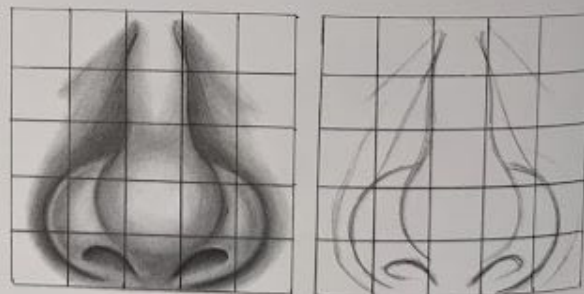
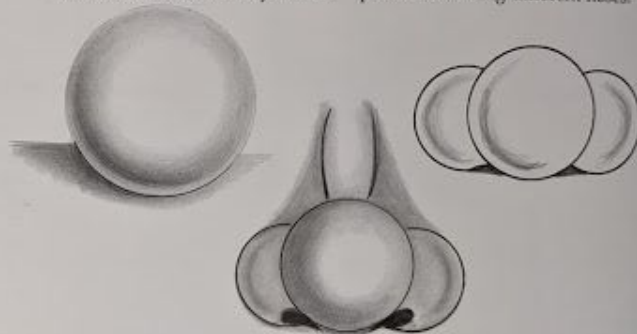
fully. Look at each pose and see how the direction of the face changes the way the nose and other features look. Also, notice how the skin tone is different and the lighting is not the same on each one. Use your graphs and practice drawing different noses.



This is a very simple line drawing of a nose, merely showing the nose's overall shape. It is important to see all the various little shapes that make up this drawing.

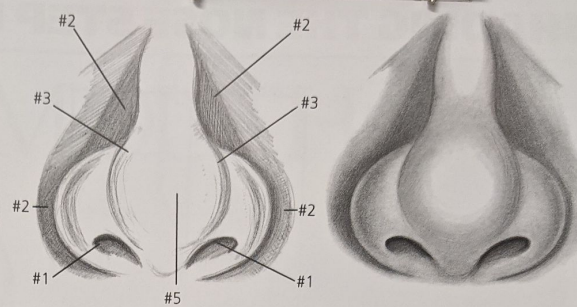


All of these shapes shown here fit together to create the line drawing above. See how simple they are? Drawing each shape by itself is easy, but when we put them all together, it gets harder. Why is that? It's because we then recognize the overall shape as a nose and our minds tell us that drawing noses is hard!



This nose is similar in shape to the one above, but I changed it a little bit to make its shape look more real.

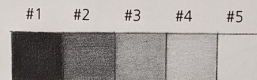
Make a grid with 1/2-inch squares on your drawing paper. It should have five boxes across and five boxes down. Draw the line drawing of the nose like I have. The graph helps you see the nose as just shapes.



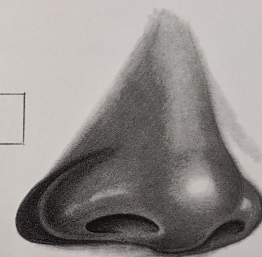
Once you are sure your line drawing looks right and is accurate in its shape, erase your graph lines.

Start by applying dark and medium tones with your pencil. See how the tones are numbered to match the five-box value scale (see page 23)? You must see the tones as *shapes*, too.

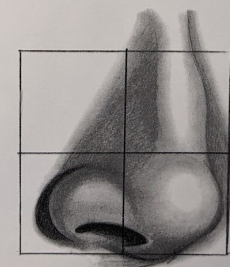
Blending creates your half-tones (#3) and light gray areas (#4). Be sure to bend around the curves as you did with the sphere.



Pale skin. The light is coming from the left.

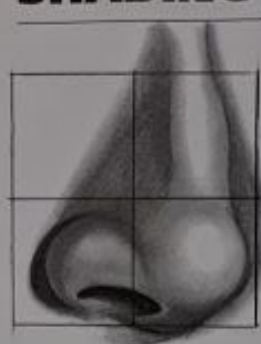


Dark skin. The light is coming from the right.



Medium skin. The light is coming from the front.

SHADING THE NOSE STEP BY STEP



Let's use this one for a study in shading a nose step by step.



Draw a 1-inch graph (four boxes). Complete the line drawing. Make sure it is accurate.



Erase your graph.



Apply your #1 darks in the nostril and cast shadow on the left side.



Apply your #2 shadows where indicated.



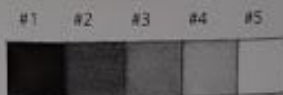
Blend out to create the #3 halftones. The #2 shadows are now softened.



We need to make the skin a little darker, so reapply your shadows.



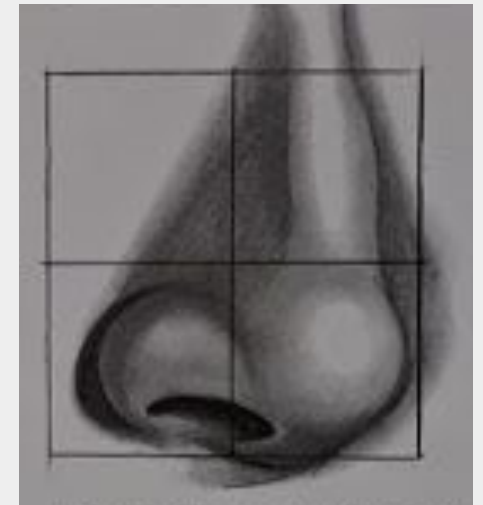
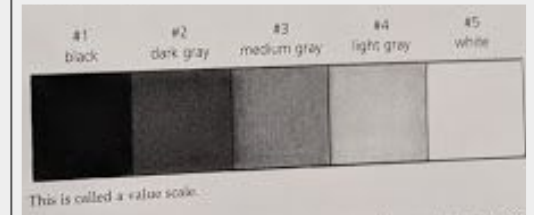
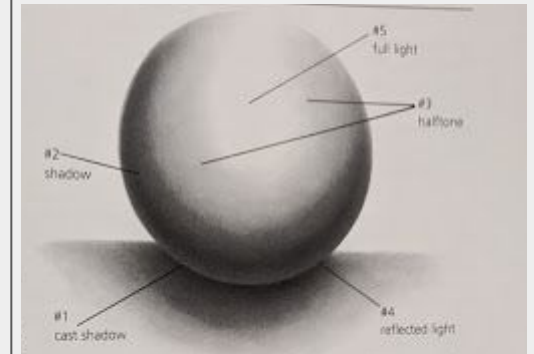
Blend again. Remember to *squint*. If you see little light areas, fill them in. If you see little dark areas, lift them out gently with your kneaded eraser.



Wk2 4 6 Shading Exercise IP

At the end of the exercise your paper should look like this example on the right. Make sure you label your sphere with the five different tones and the Value Scale.

Shading Exercise: Blending with a Tortillion



3rd Per. Drawing Challenge - Week 2 q4

4/6/21

Directions:

Choose one of the ideas and make a neat, detailed drawing. Use the full page and add value with either color or graphite. You can also use a digital drawing program like Photopea, Photoshop, etc. Upload it to Artsonia at the end of class. *If you miss something from the instruction please refer to today's instruction pdf found in the folder with today's date.*

Copy Challenge



Environment Challenge

or

An underground civilization that is taken over by vegetation and features a sink hole.

Criteria: (50 points)

- ☐ Artwork is creative and original (10 pts)
- ☐ Artwork fills the 8.5 x 11 paper thoughtfully (10pts)
- ☐ Artwork is either shaded with pencil or color (10 pts)
- ☐ CRAFTSMANSHIP (neatness and precision) (10 pts)
- ☐ PUNCTUAL-Submitted on time (10 pts)

You Have 5 mins to Upload Your Work to Artsonia

1. Either Download the Artsonia App on your phone or Use your Desktop Browser and type in Artsonia.com
2. Click on Student
3. Type in the Access Code **ZWSY-FKRS**
4. Click on All Students
5. Enter Your Name
6. Add Art
7. Select the name of the assignment:
Wk2 4 6 Shading Exercise
8. Take a Picture
9. Crop the image if needed
10. Title the work
11. Type the Artist Statement:
12. Submit to Teacher