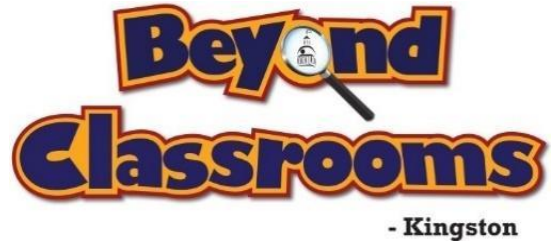


## Beyond Classrooms Kingston Sketching Workshop at 2021 March of the Museums

### Step Into Sketching Video 2

### Workshop Handout: Sketching a Boot



#### Introduction

Hello and welcome to a sketching workshop on the shoe!

The boot I've got here in front of me today is a well-worn one with scuffs on it and old laces and things—but it's going to be a lot of fun to capture all these exciting details and shapes today.

Before we jump into drawing our boot, let's do a quick review of **grayscale** and how shading turns flat shapes into 3D forms.

---

#### Warm-Up: Understanding Grayscale

When we draw things on paper, they often start as 2D shapes. But when we add **shading**, we can create the illusion of 3D form.

All it takes is pressing with your pencil—from dark to light—to show how light hits an object. This helps your drawings look like something you can pick up or touch.

- If you're drawing a **sphere**, shade around the edges to show roundness.
- For a **cube**, different sides will have different levels of light depending on your light source.

Knowing **where your light is coming from** is key. Shade from dark to medium to light to build depth.

---

#### Positioning Your Boot

Today's sketch will focus on a **side view** (also called a "profile view") of the boot. There are lots of interesting features on the side—stitching, curves, laces, and texture.

You can turn your shoe or object however you'd like—side, bottom, back, or front. For this sketch, I'm choosing the side because of all the fun design details.

### Step 1: Start With Big Shapes

Don't worry about details right away. Look for the **basic forms**.

Ask yourself:

- What big shapes do I see?
- Can I break the boot down into rectangles, triangles, circles?

"At the top, where the ankle might be, I see a simple rectangle. The front has a semi-circle where the toes go. There's even a triangle shape where the side dips."

Draw those simple shapes lightly with your pencil. Keep them large and use your whole sheet of paper.

---

### Step 2: Build the Structure

Once your basic shapes are on the page, connect them to form the outline of the boot.

"I connect the rectangle at the top with the semi-circle at the toe. I adjust the length and shape as I go to better match what I see."

Now that you have the full shape, start adding:

- A rectangle for the sole
  - Parallel lines for the base
  - Curves for the toe and heel
- 

### Step 3: Add Details

Now it's time to go in and **look for recognizable features**.

"I see a triangle on the side that looks like a 'Y' shape. I add eyelets where the laces go—just little circles down the front. I notice stitching, texture, and where the sole meets the shoe."

Think about:

- Where the **laces** loop in and out
- Any **symbols, logos, or labels**
- Where the shoe bends or has seams
- Spots that are **worn down** or **peeled**

Draw lightly and adjust as needed. If you're confident, you can darken the lines later.

#### Step 4: Sketch the Laces

Laces are a fun challenge. They twist, loop, and overlap.

“I draw two curved lines side by side to show the lace. Then I wrap it around one eyelet and under another.”

Remember:

- Laces are **cylindrical**
- Some go **over** and some go **under**
- Use overlapping lines and erase parts that go behind

You don’t need to get every detail—just the overall flow and shape.

---

#### Step 5: Add Stitching and Texture

This boot has **dotted lines** for stitching. Use short, even dots or dashes to show seams.

“I add zigzag stitching down the side, and dotted lines around the edges.”

You can also add:

- Cracks or **scuffed areas**
- Peeling fabric
- Smooth or **worn-down** tread at the bottom

Think of the **story the boot tells**. Maybe it's been on lots of adventures!

---

#### Step 6: Light, Medium, Dark (Shading)

Look at your boot and ask: **Where is the light coming from?**

Use that to figure out:

- What’s in **light**?
- What’s in **medium**?
- What’s in **shadow**?

“The front of the boot is well-lit, so I keep that light. The side curves away, so I shade that a little darker. Under the boot is in deep shadow.”

You can make a **shading map** with outlines first, then fill it in with pressure from your pencil.

Shading helps make your boot pop off the page and look 3D.

## Step 7: Final Touches

Now that the boot is fully sketched, take a step back. Add:

- Darker final lines
- Stronger shading where needed
- Texture and small marks

And don't forget to **sign and date** your drawing!

---

## Sketching Reflection

Think about:

- What part of the boot was most fun to draw?
  - What surprised you when you looked closely?
  - How does your drawing tell the boot's story?
- 

## Sketching Checklist

- ☐ Used full page
  - ☐ Drew basic shapes (rectangle, triangle, circle)
  - ☐ Connected shapes to make the outline
  - ☐ Added stitching, laces, and detail
  - ☐ Observed and used light, medium, and dark shading
  - ☐ Layered the laces correctly
  - ☐ Included any maker's marks or damage
  - ☐ Final outline and textures added
  - ☐ Signed and dated your work
- 

**You did it!** You made a full sketch using observation, shape, and shading.  
Feel proud of the story your drawing tells!