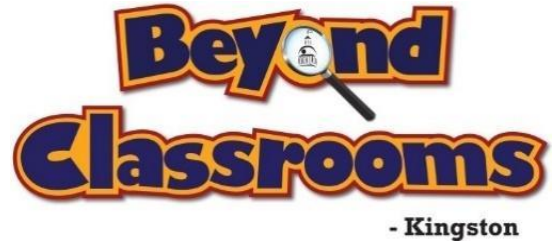


Beyond Classrooms Kingston Workshop
Sketching Workshop Summary: Mousetrap
With Francesca Pang



BCK Sketching Workshop Summary Handout

Welcome to the sketching workshop! This session focuses on learning and applying shading techniques to turn 2D shapes into realistic 3D forms like spheres and cubes. Shading helps show where light hits and where shadows fall, creating depth in drawings.

Key Concepts:

- **Shading:** Use pressure to vary tones from dark to light. Press harder for darker tones, and lighter for soft tones.
- **3D Forms:** Basic shapes like circles and squares can become spheres and cubes with correct shading.
- **Light Source:** Identify where the light is coming from. This affects how each face or curve of an object appears.

Drawing the Object:

- Start with **light pencil lines** to sketch basic shapes (rectangles, parallelograms, etc.).
- Use **parallel lines** to form geometric shapes like boxes.
- Break complex objects into simpler parts and build from there.

Adding Details:

- Look for unique features (handles, holes, texture, multiple boards).
- Use basic shapes (triangles, circles) to capture smaller elements.
- Indicate textures with small details like bumps or grain lines.

Shading Practice:

- Begin shading with a **medium tone** before adding darker areas.
- Apply shading gradually to show curvature, depth, and texture.
- Use **crosshatching or layered pencil strokes** to darken areas and enhance contrast.

Tips:

- Constantly compare your sketch to the reference object.
- Make adjustments as you notice new angles or shadows.
- Use shading to make the object pop and appear more realistic.

Remember, sketching is about observing and refining. Don't worry about perfection—focus on capturing what makes the object interesting and unique!