

What We Focused On in Week1: Learning to See Like An Artist

- Learning to see, not just draw
- Slowing down observation
- Drawing what is actually there — not what we think is there

Key Exercises

- Blind Contour Drawing
Drawing without looking at the paper to strengthen observation
- Contour Drawing
Careful outlines while observing edges and shapes
- Gesture Drawing
Quick sketches to capture movement, energy, and overall form

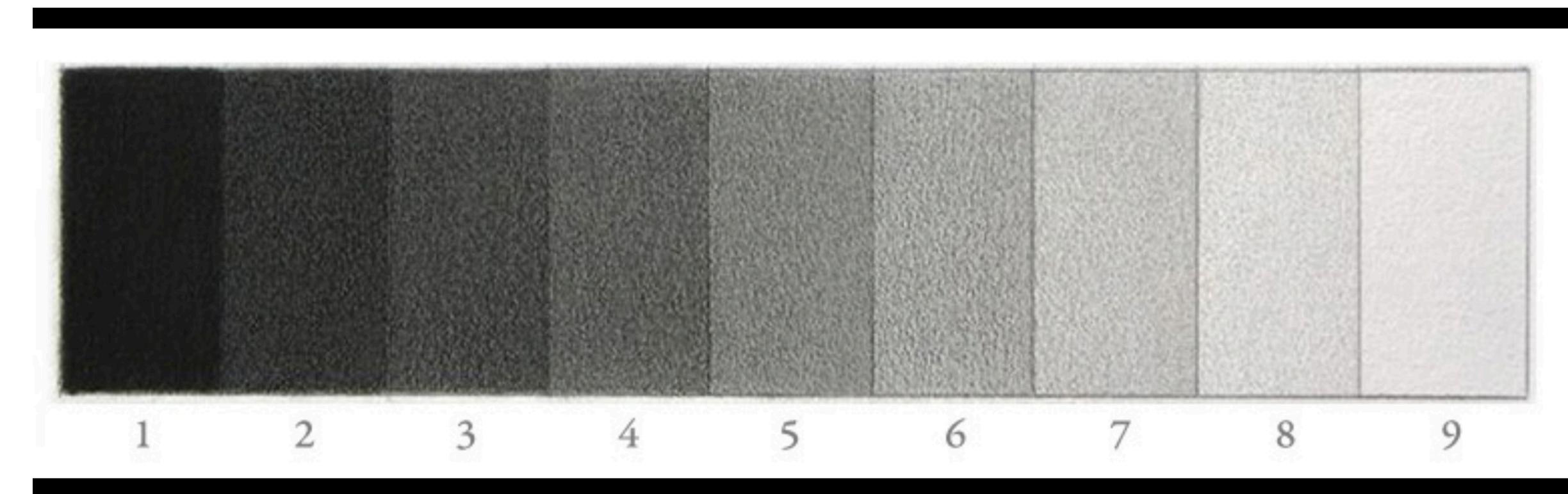
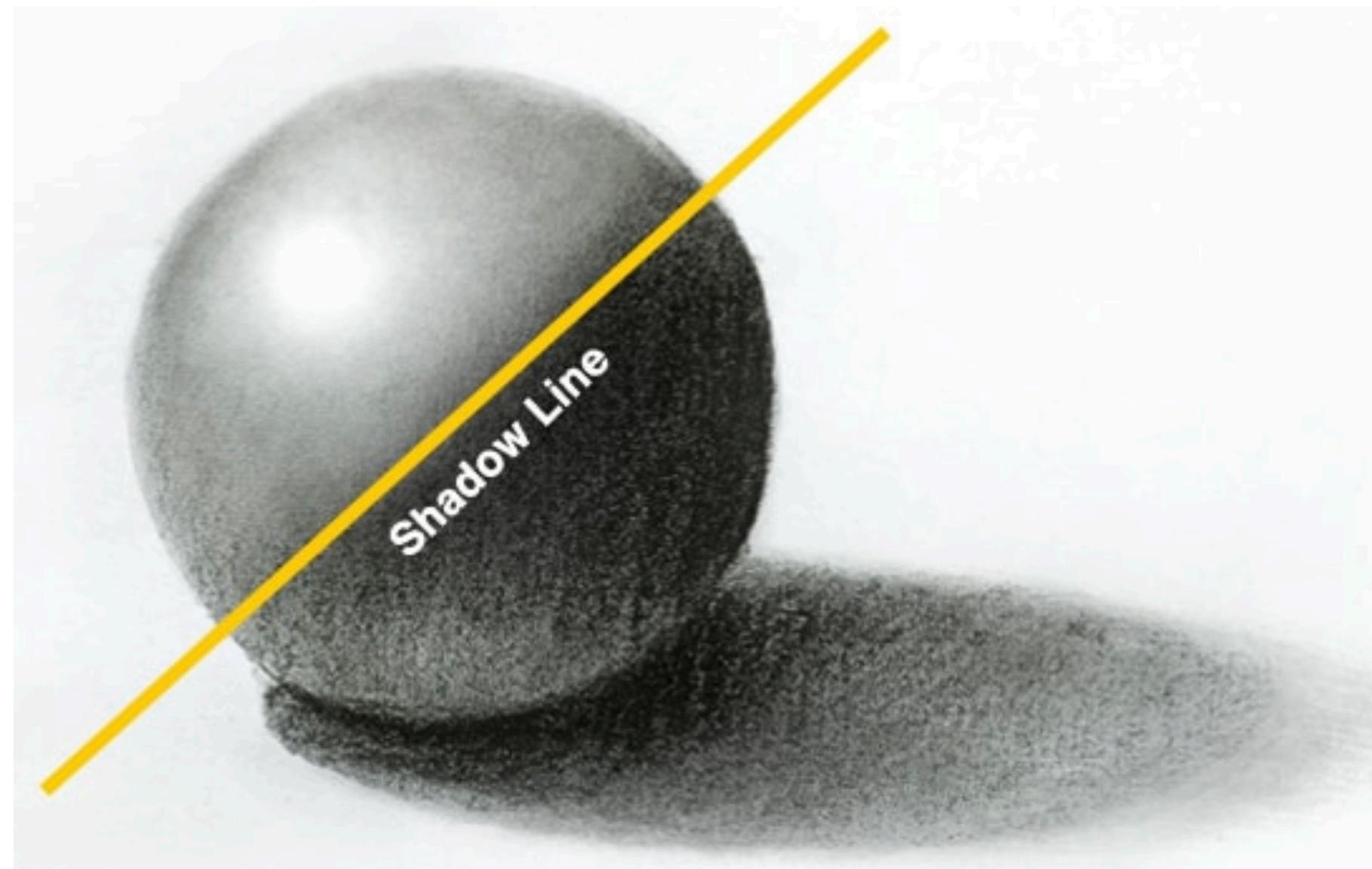


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DRAWING 1

Week 2: Light, Value, and Shading

Seeing Light • Creating Form • Understanding Value



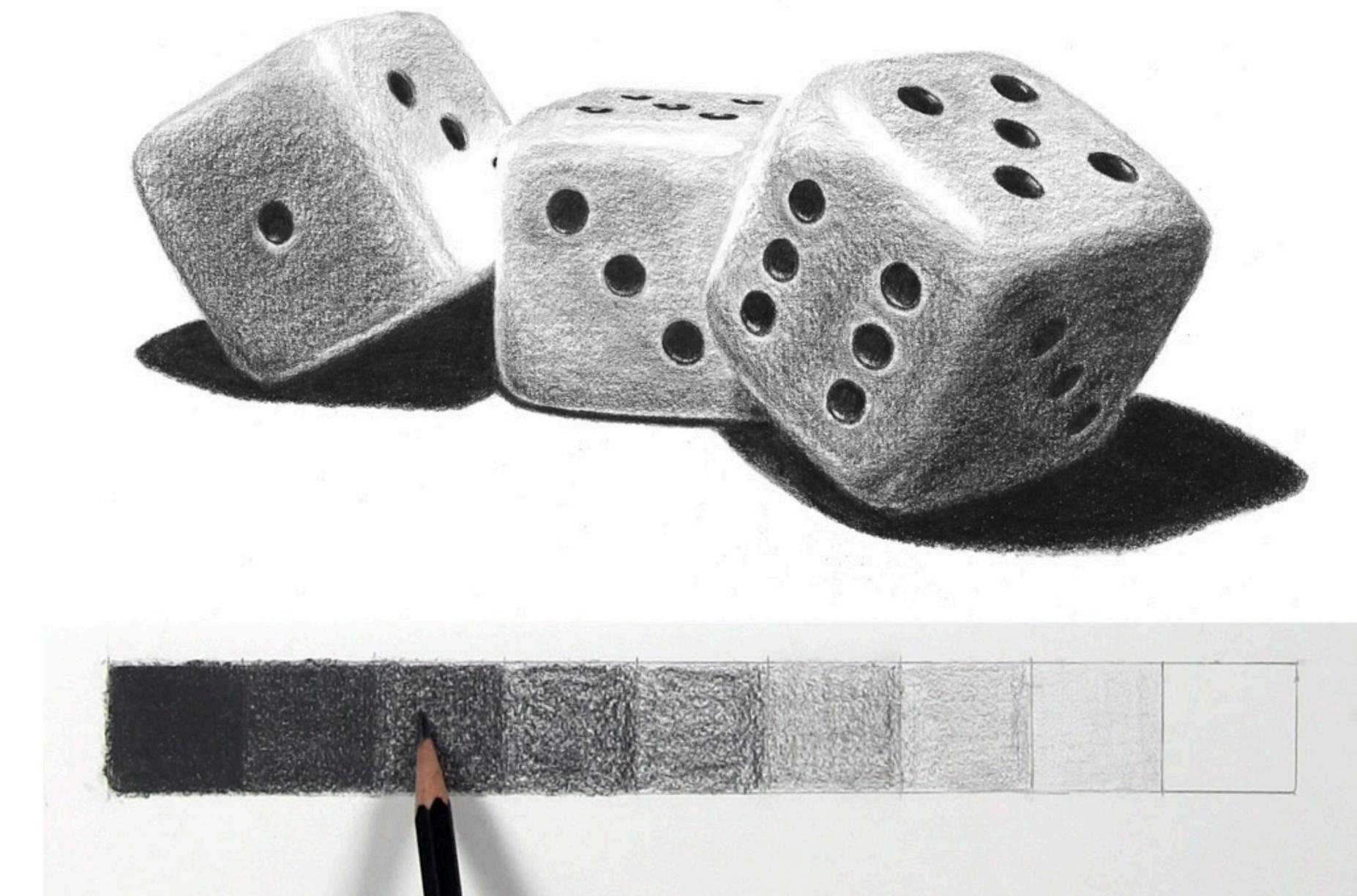
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What is Value?

Value refers to how light or dark something appears.

Value — not line — is what creates:

- Form
- Depth
- Mood
- A sense of realism



When we understand value, drawings begin to feel solid and three-dimensional.

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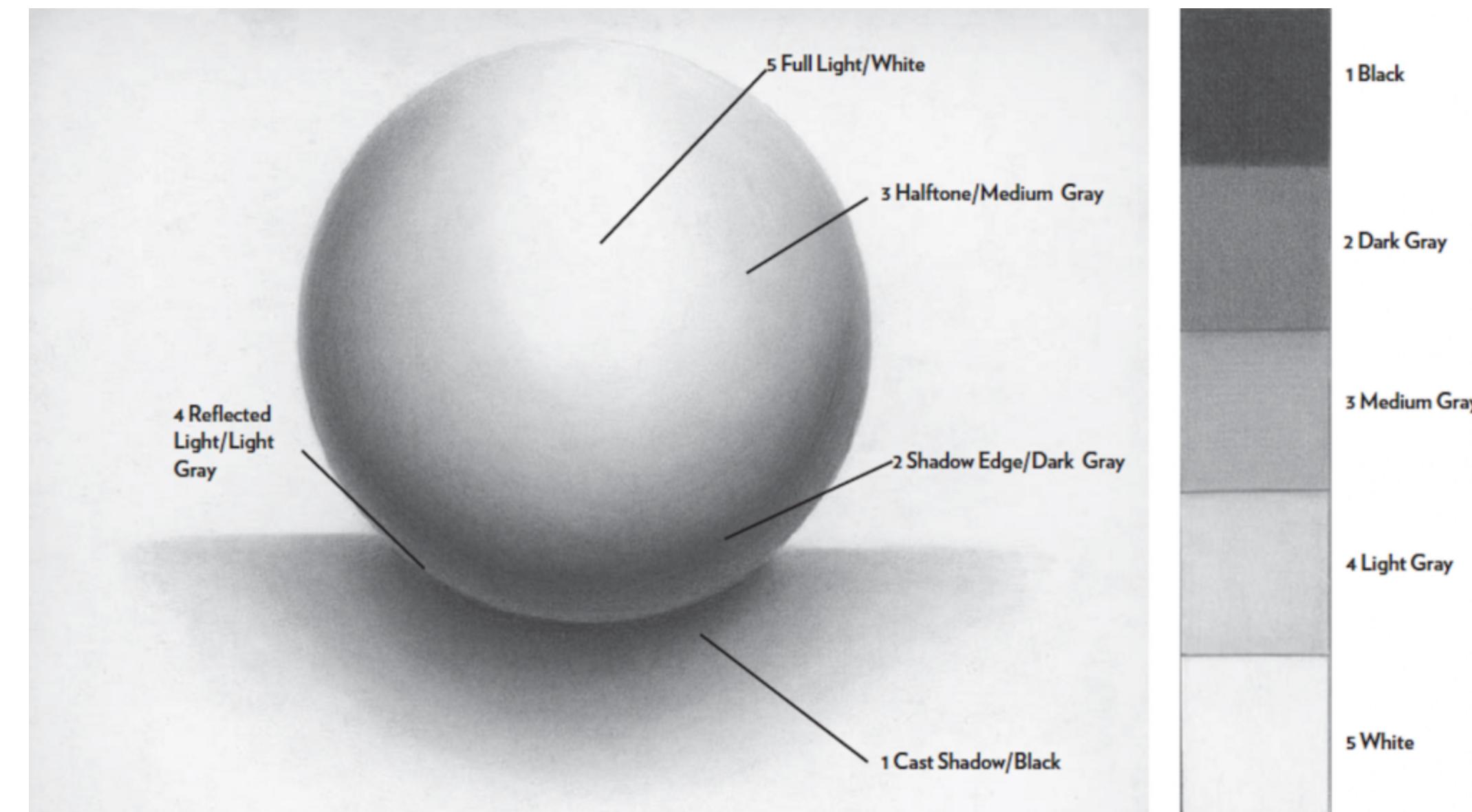
Light Creates Form

We are not drawing objects.

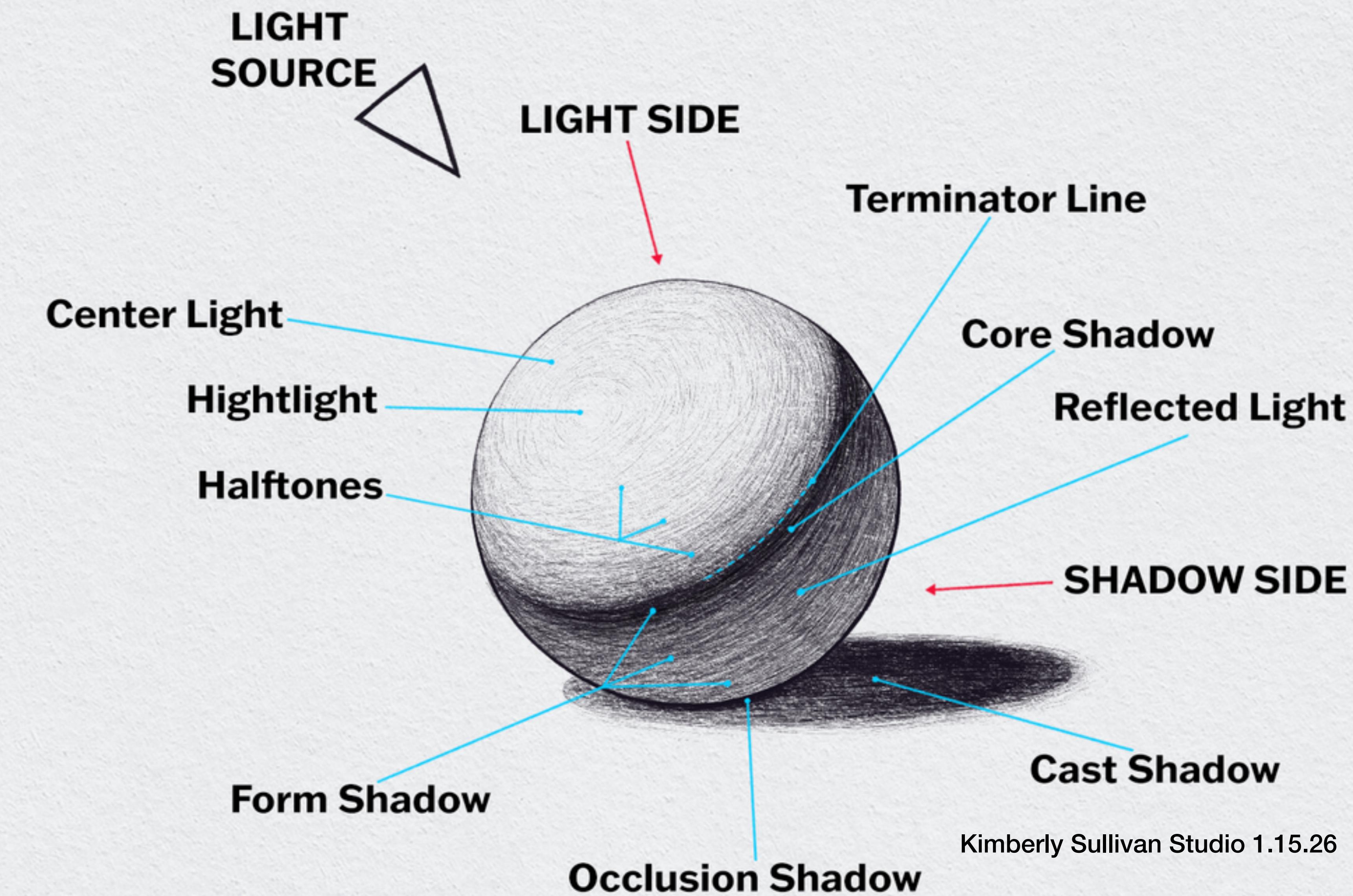
We are drawing how light hits those objects.

Light helps us understand:

- Where an object turns
- Where it recedes
- Where it touches the surface



THE ANATOMY OF LIGHT AND SHADOW



Basic Value Terms

Highlight

The lightest area where light hits directly

Midtone

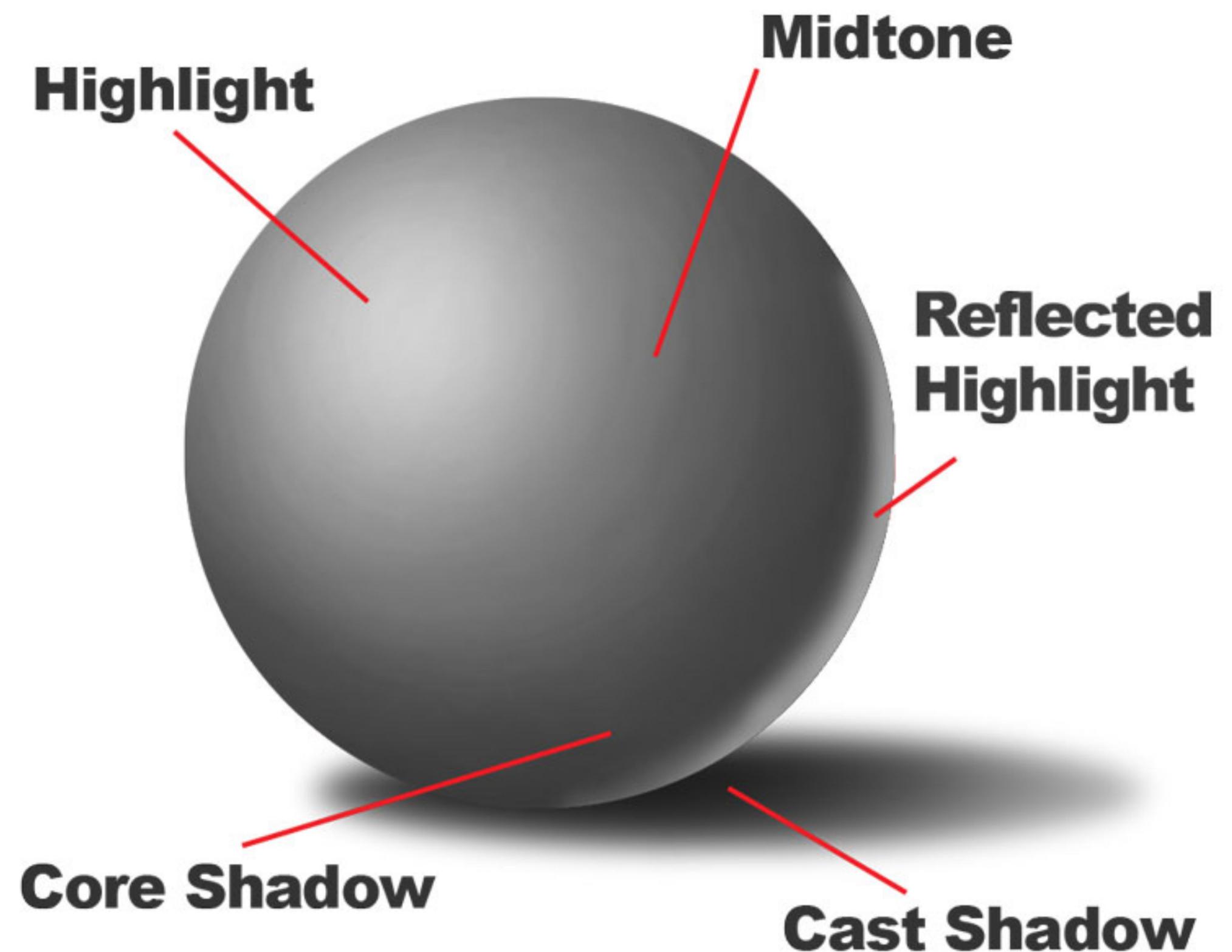
The transition between light and shadow

Core Shadow

The darkest part of the object itself

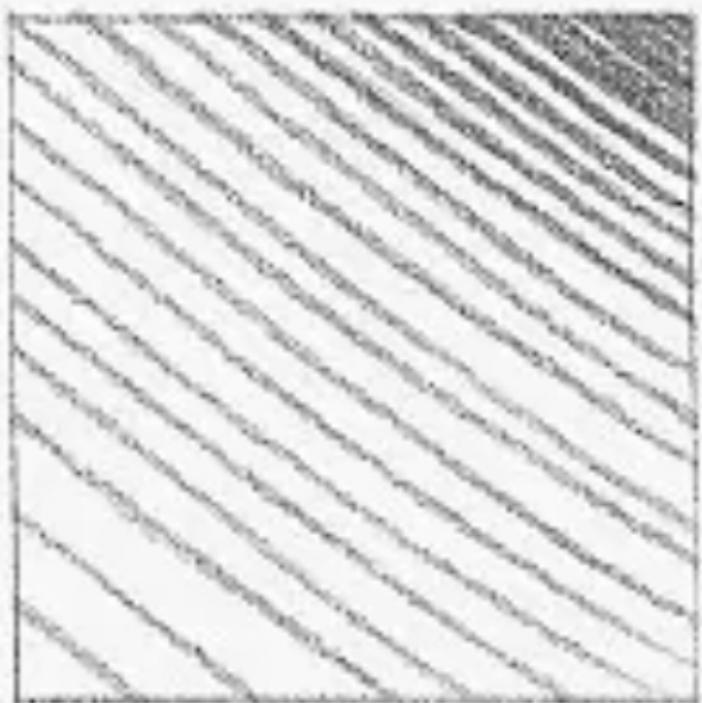
Cast Shadow

The shadow the object creates on the surface

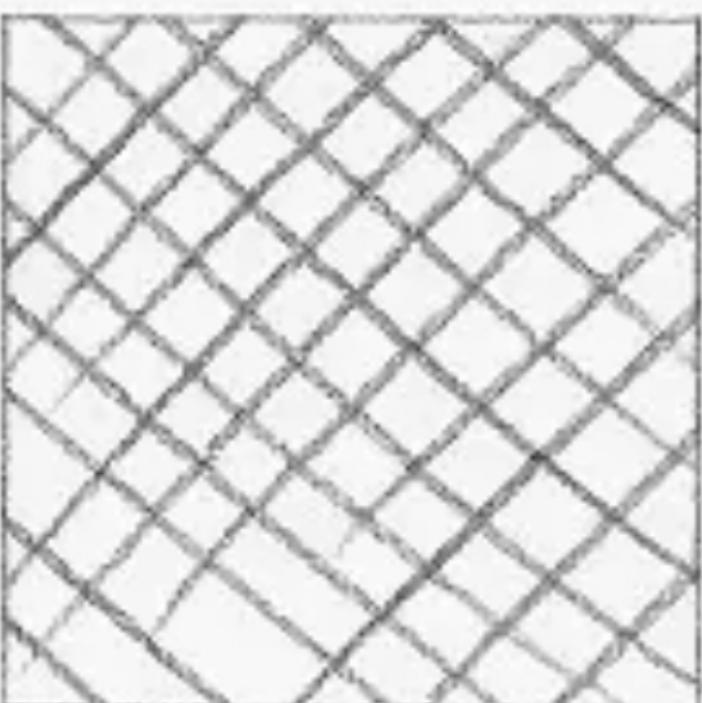


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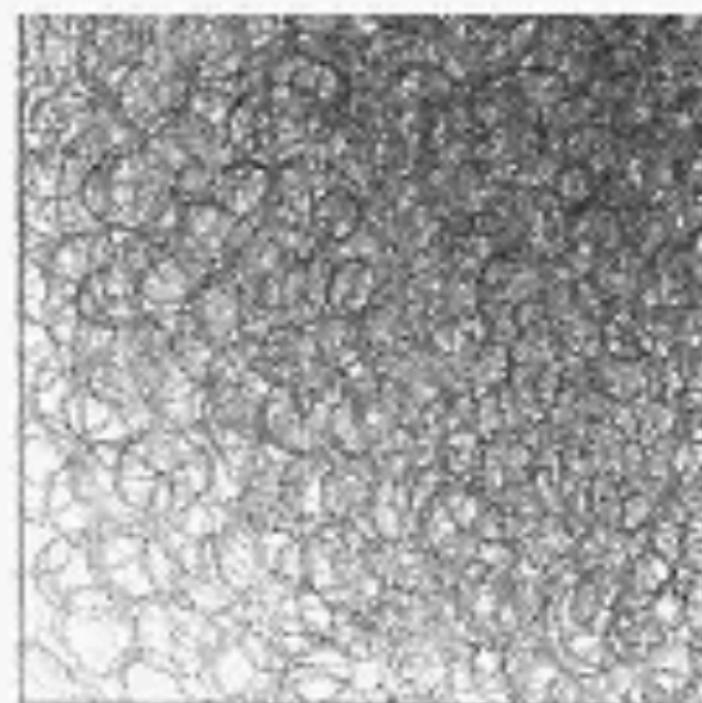
10 shading techniques you can start with...



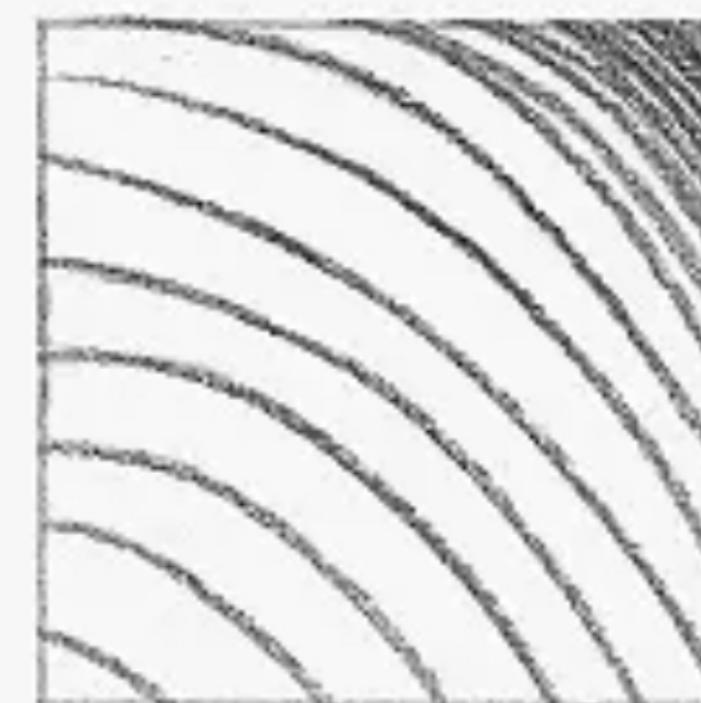
Hatching



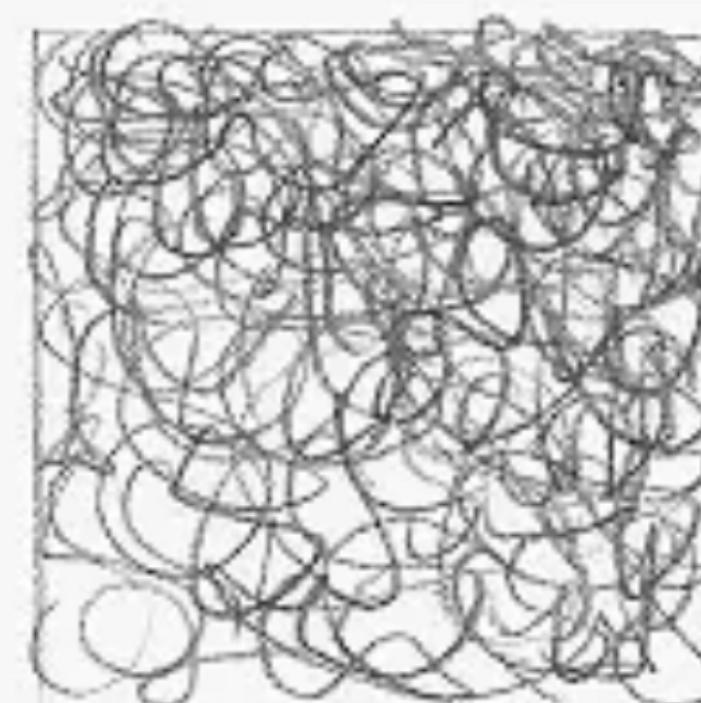
Cross-hatching



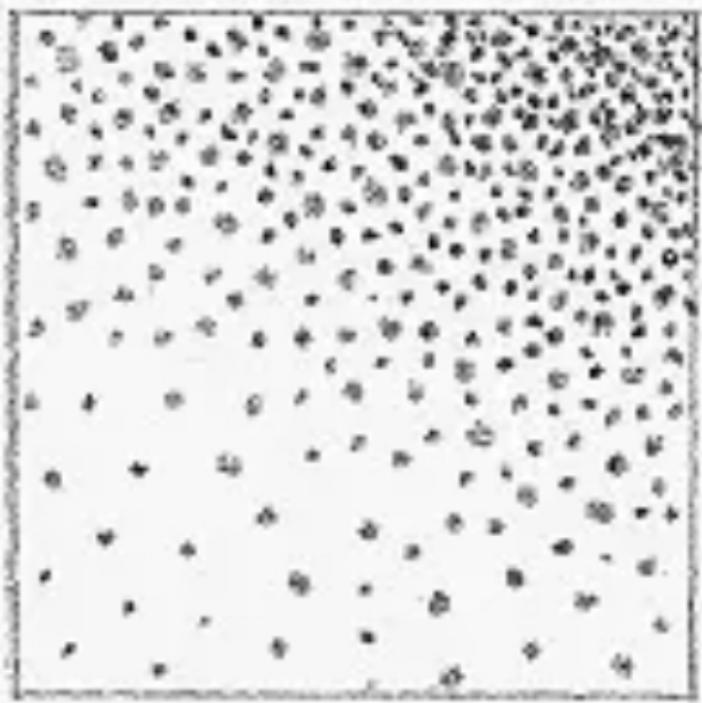
Circulism



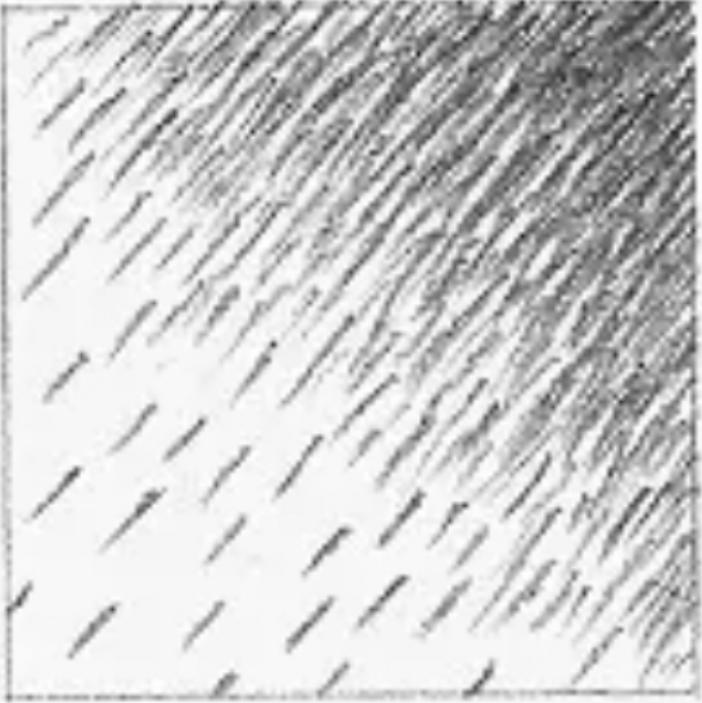
Contouring



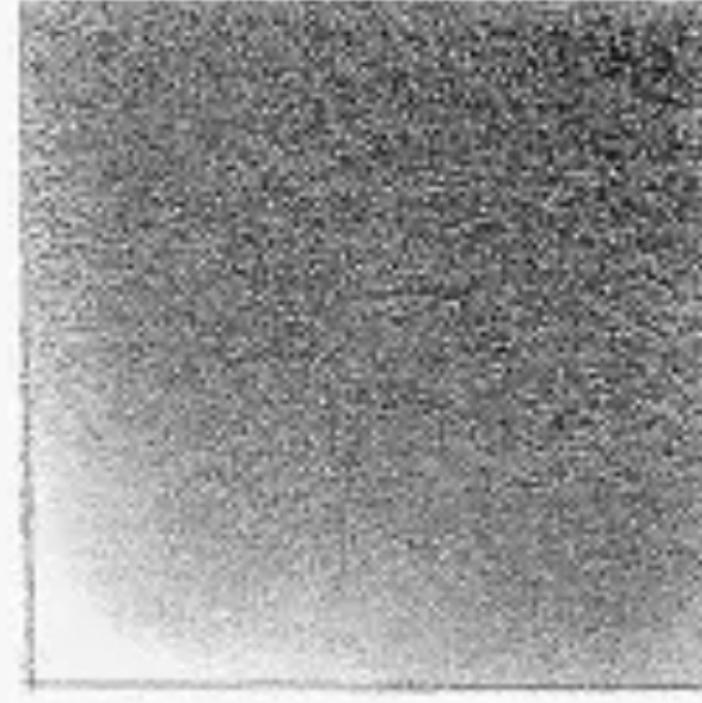
Scribbles



Stippling



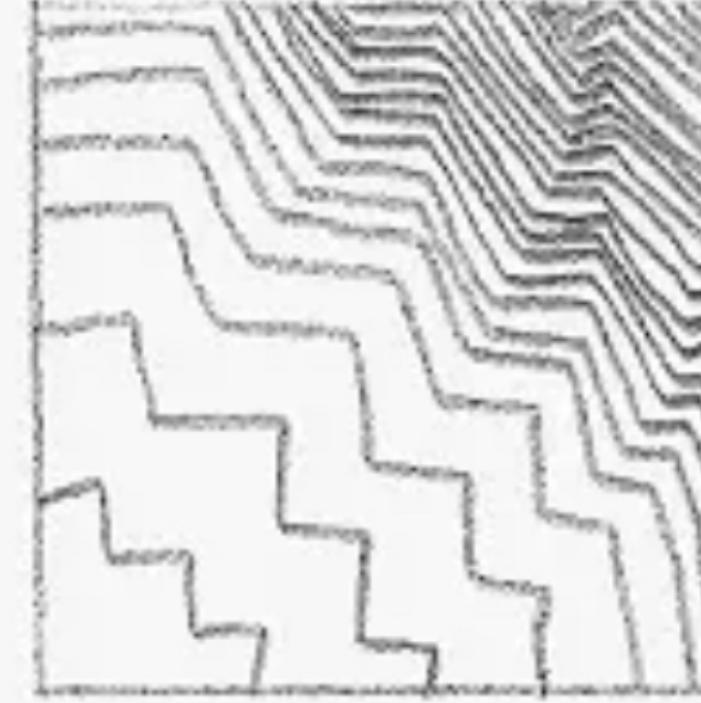
Short Dashes



Blending



3s



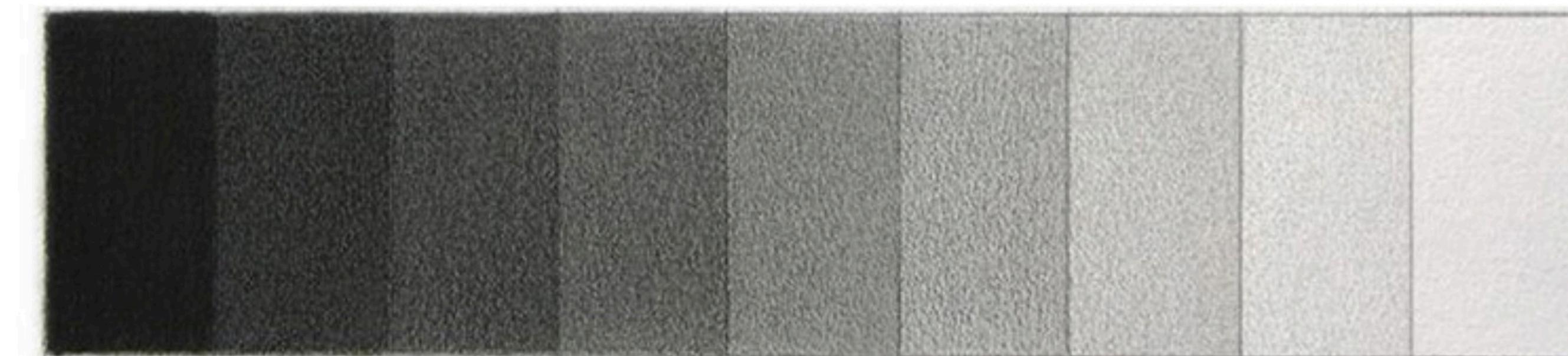
Zig Zags

WARM-UP 1: VALUE SCALE

Create a simple value scale using your pencils.

Focus on:

- Pressure control
- Smooth transitions
- Seeing subtle differences between values

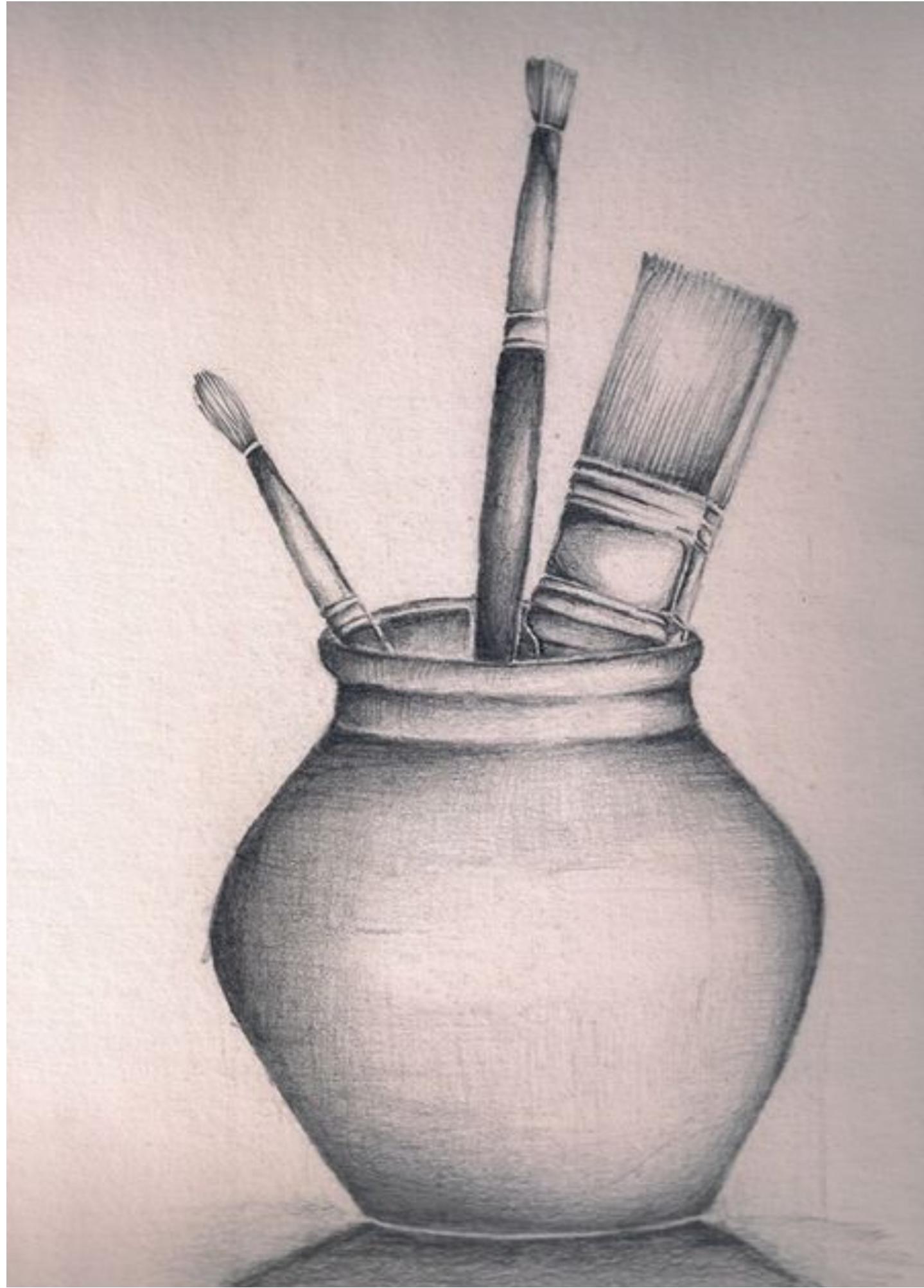


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WARM-UP 2: LIGHT & SHADOW STUDY

Draw one simple object:

- Sphere
- Vase
- Apple



Identify:

- Highlight
- Midtone
- Core shadow
- Cast shadow



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WARM-UP 3: TIMED SHADING SKETCHES

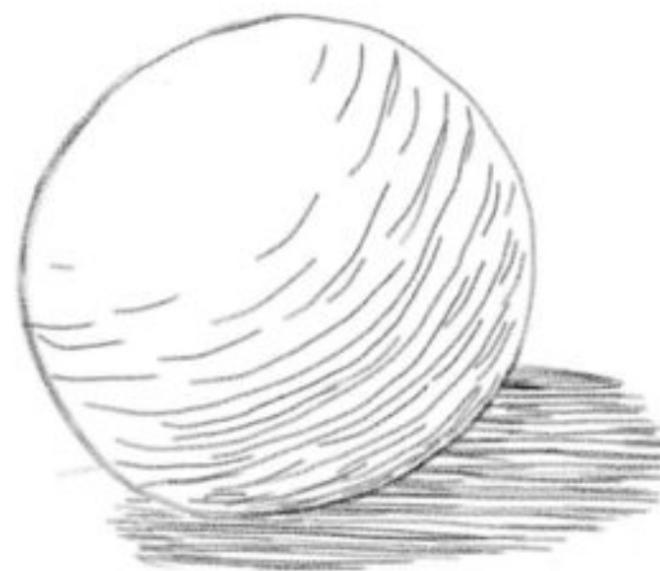
Create quick shading studies:

- 2–5 minutes each
- Loose and expressive
 - No erasing

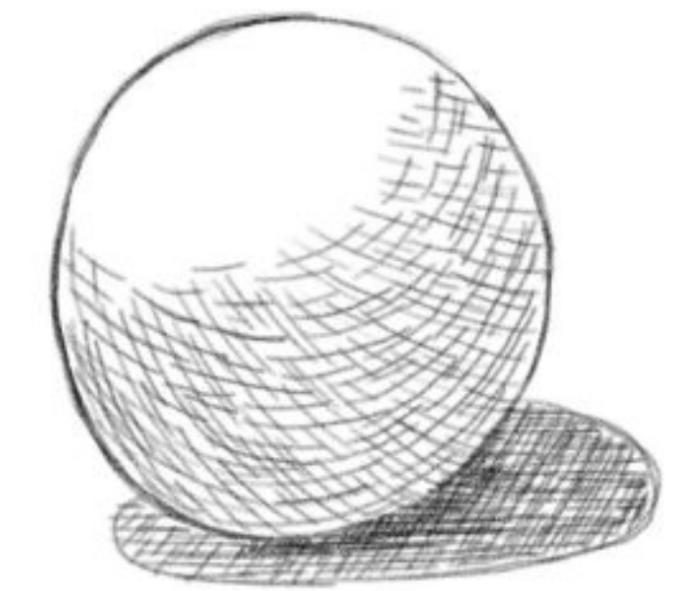
The goal is to see value quickly – not to finish.

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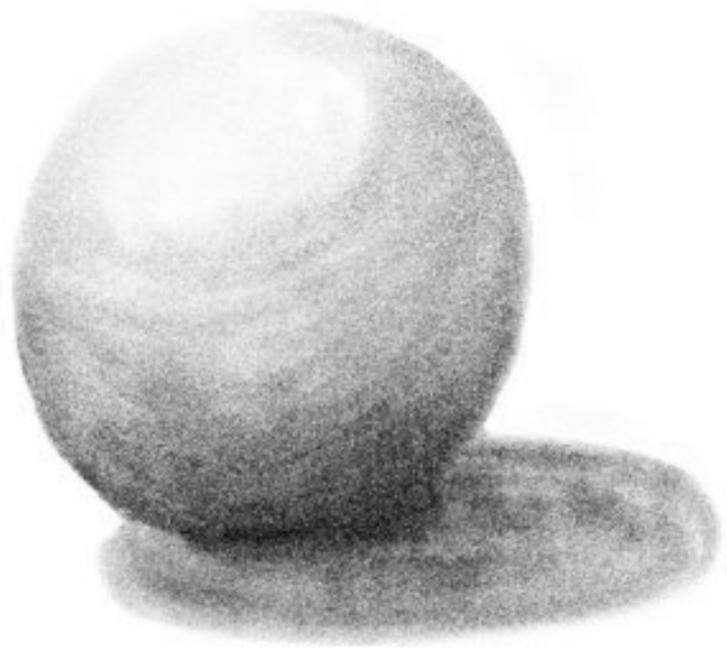
Hatching



Cross-Hatching



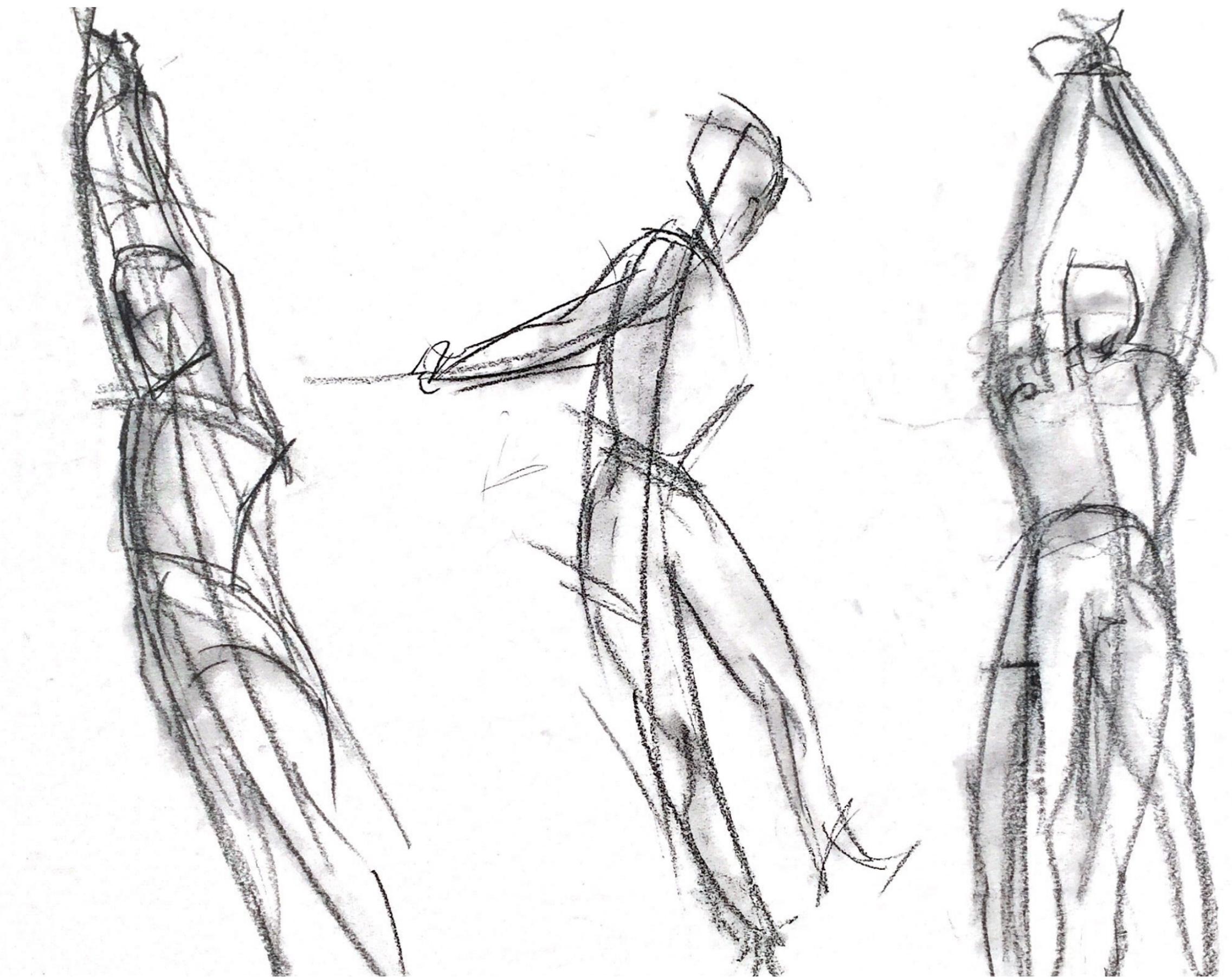
Scribbling



Blending



Stippling



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MAIN CLASS FOCUS

Small Still-Life Setup

We will arrange simple objects and use a single light source to study:

- Where light hits
- How shadows fall
- How value shapes describe form

Create your still-life with at least 3 objects that work together

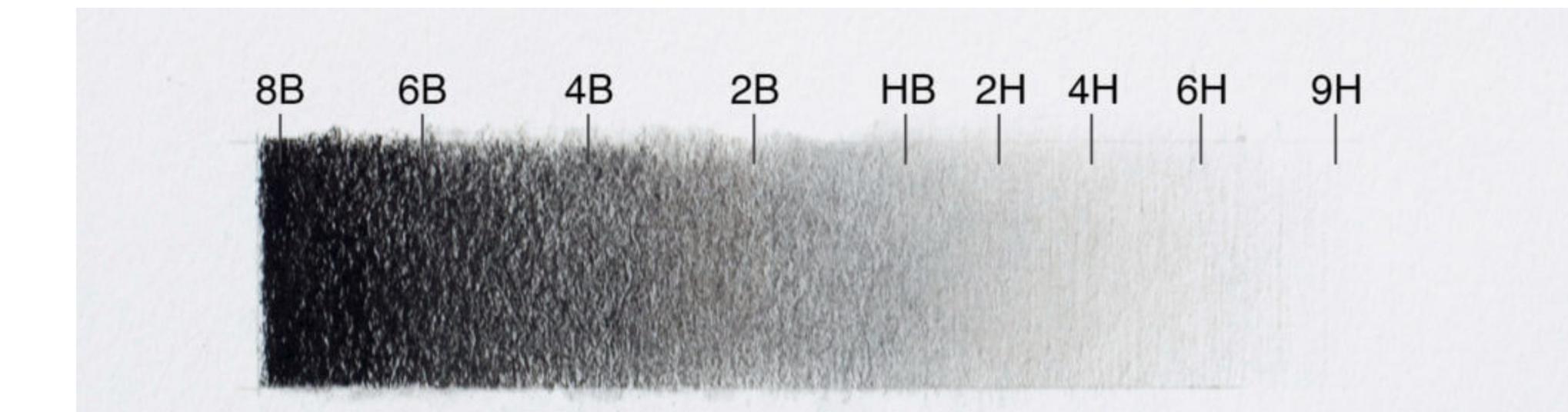
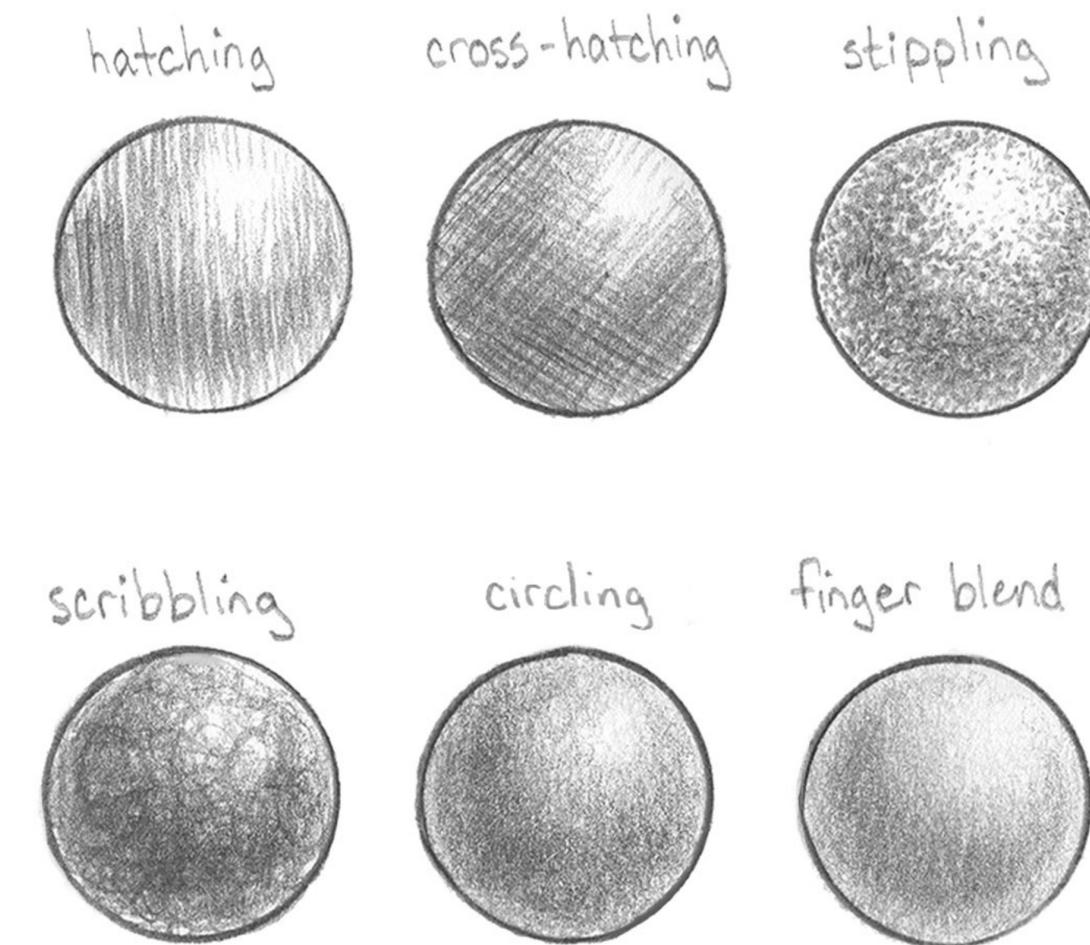
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COMMON CHALLENGES

- Pressing too hard too soon
- Over-outlining instead of shading
- Making everything the same value

Remember:

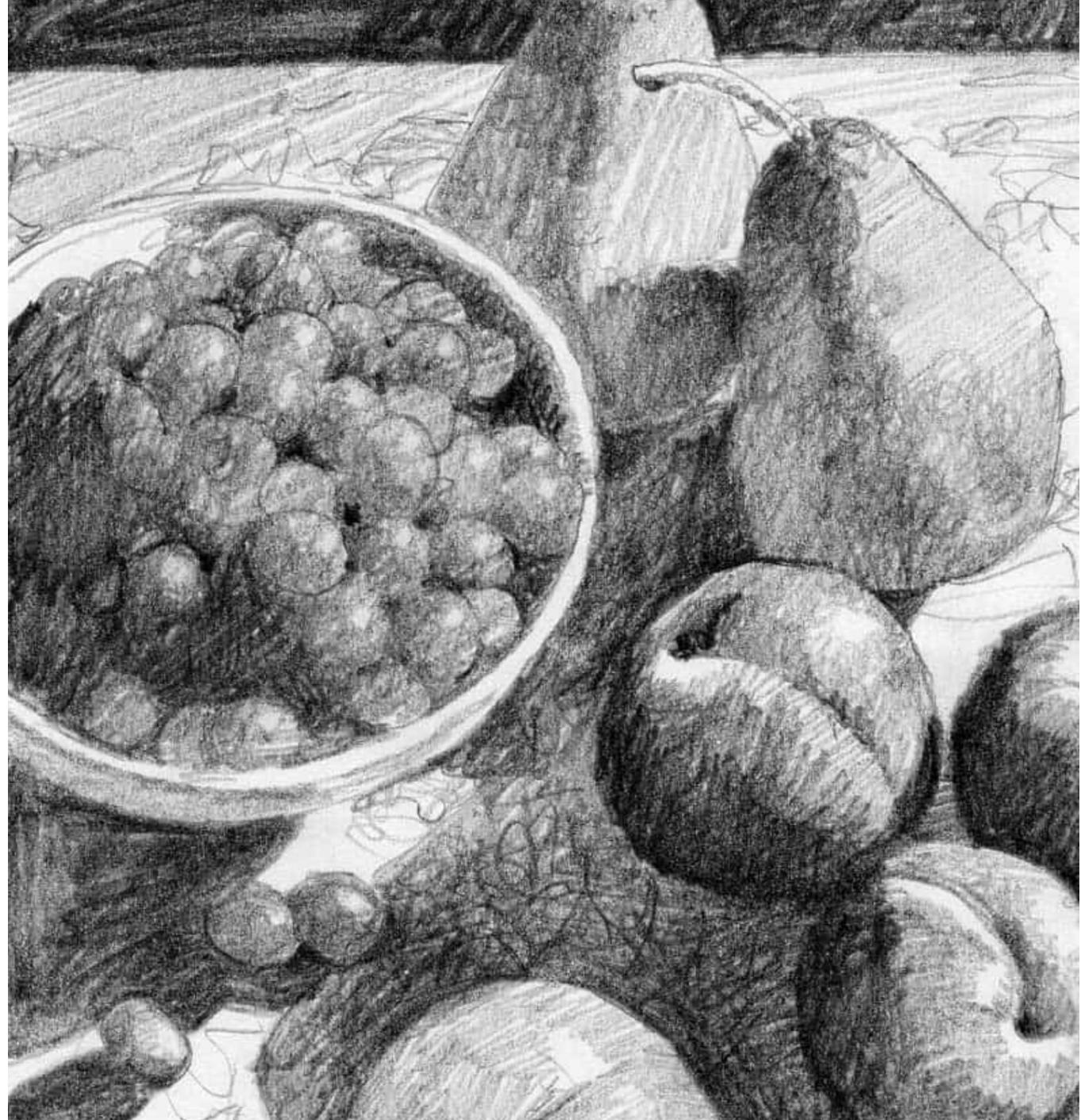
Start light. Build slowly. Observe carefully.



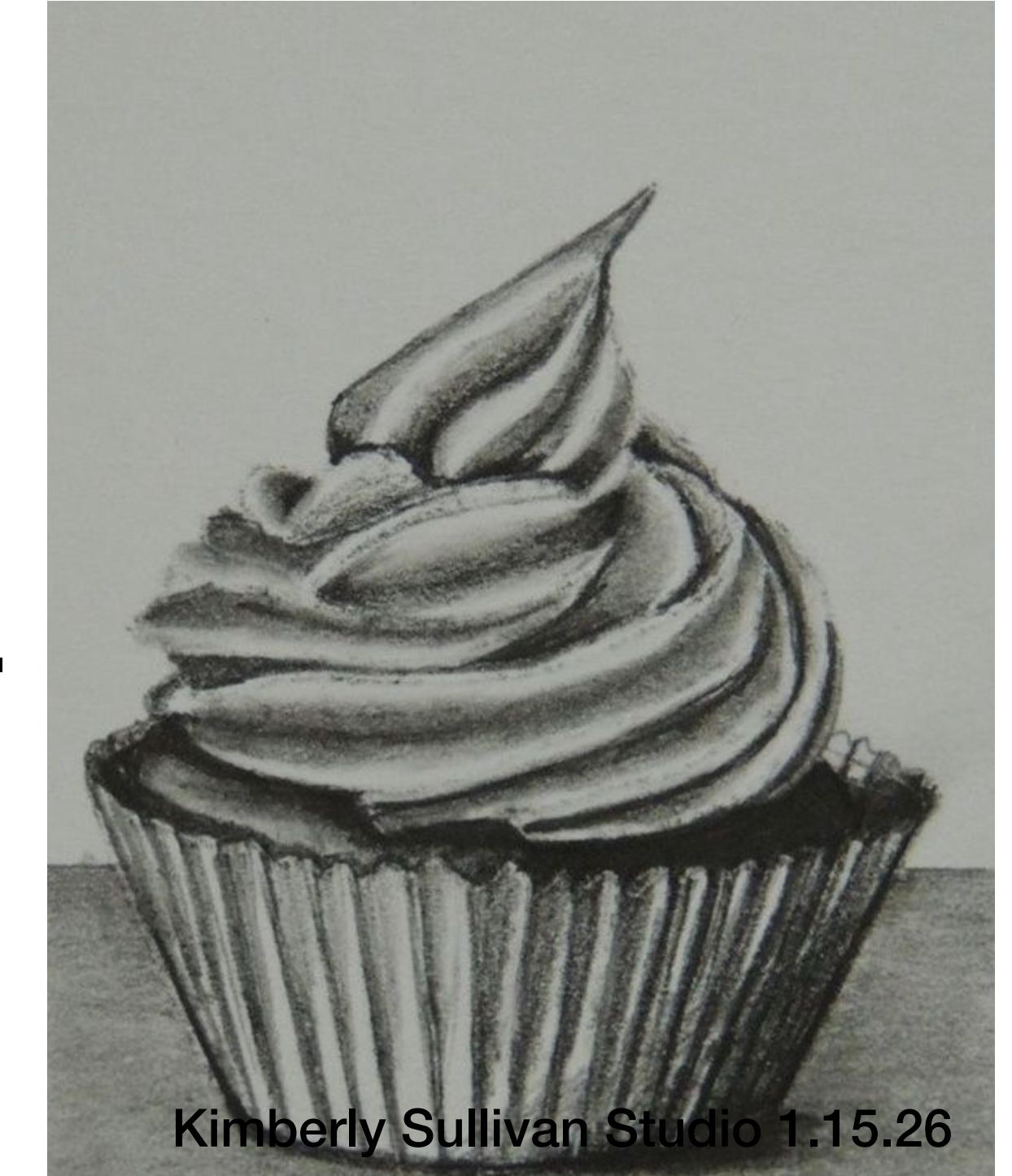
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ARTIST MINDSET

Slow down.
Observe more than you draw.
Let the light guide you.



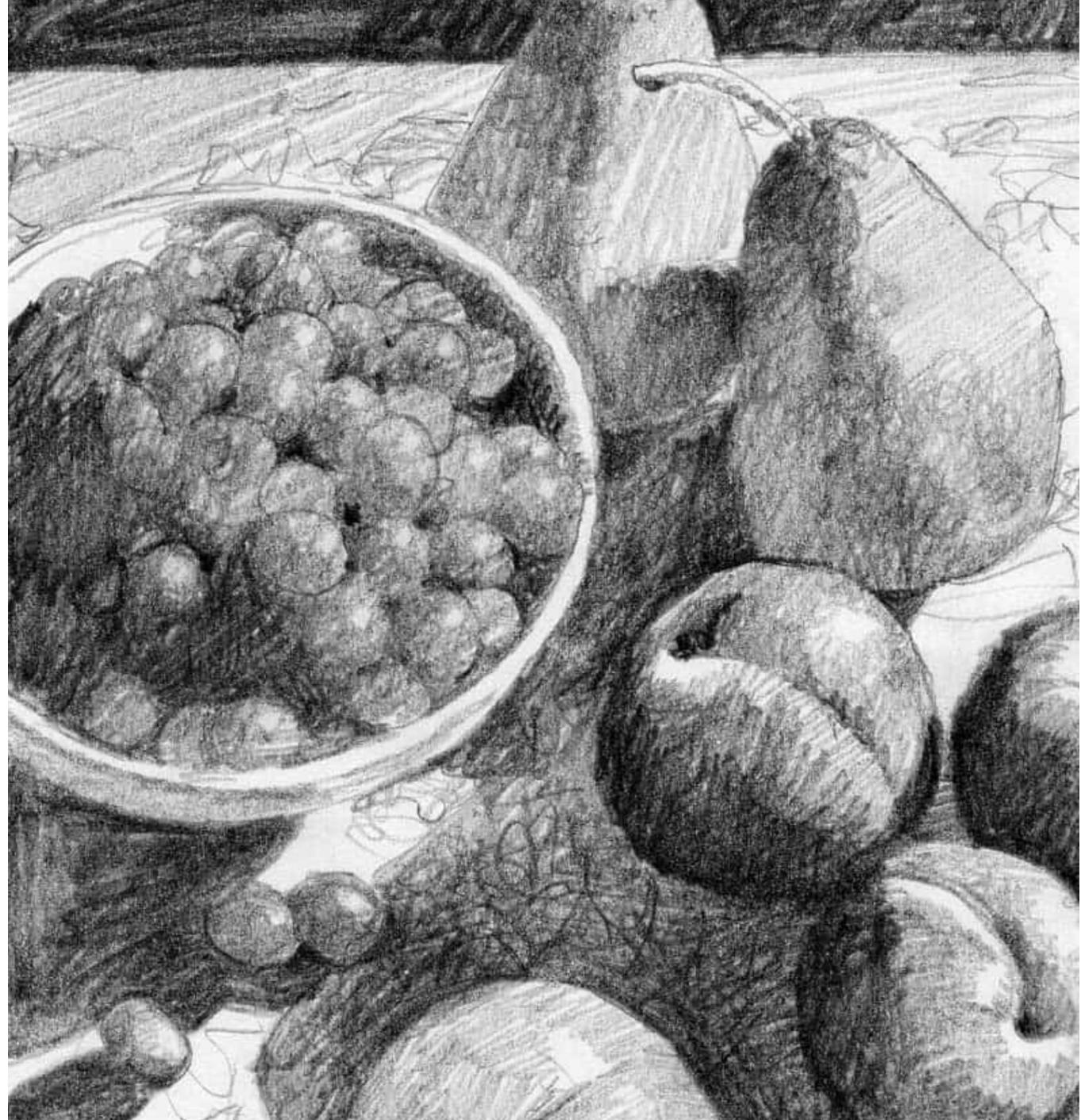
Mistakes are part of learning to see.



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