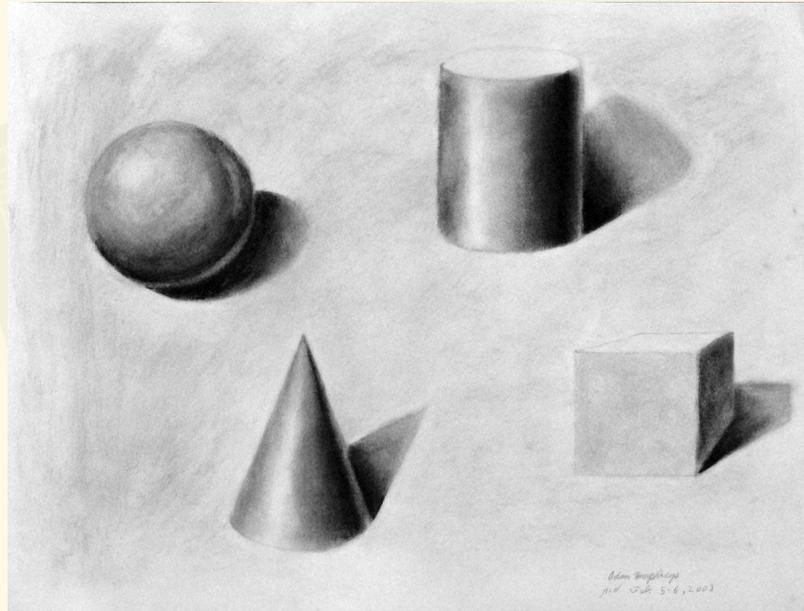


## 1.3.21

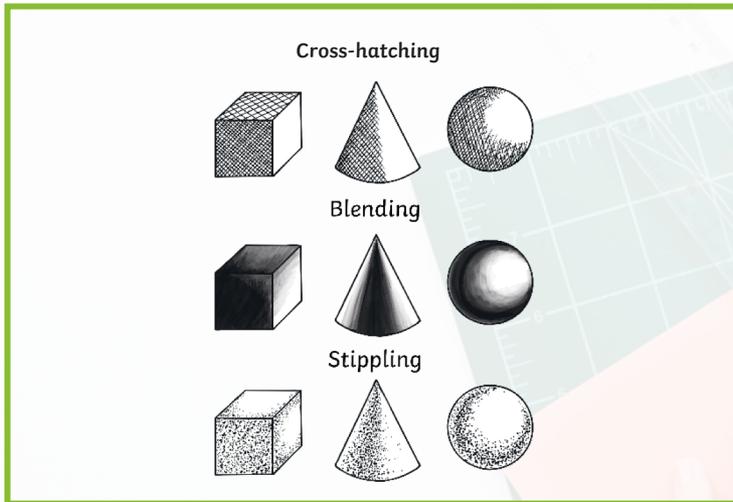
T: Can I use different techniques to create tone when drawing 3D shapes?





# Tonal Shading

You will be experimenting with the following three techniques to create tone:



## Cross-hatching

Layers of lines are drawn in several directions. The more layers are used, the darker the area becomes.

## Blending

Different pressures are used when shading to achieve light, medium and dark tones. Using your finger tip to gently blend and smooth the graphite achieves a smooth blend; a rubber can also be used to blend and add highlights.

## Stippling

Layers of dots are built up to give the appearance of light, medium and dark tones within an object or drawing.

# Further Tonal Shading

Now try the further techniques of scumbling and contour-hatching!

**Contour-hatching** follows the contour, curve or outline of the object you are drawing.

**Scumbling**, sometimes called controlled scribbling, uses small scribbly loops and curves.

## Key vocabulary

**Cross-hatching, Blending,  
Stippling, Scumbling,  
Contour-hatching.**



**Contour-hatching** follows the contour, or curve or outline, of the object. In this case, the hatching is rounded to match the shape of the circle.



**Scumbling** – tiny, squiggly circular lines – sort of like “controlled scribbling”

# Today's Task

Complete your worksheet where you will be adding tone to the 3D shapes using the different techniques you have learned today.

If you get stuck, you can look at the examples on the worksheet or go back to the video.

There is also a **challenge** available on your worksheet once you've finished your activity.

Technique	Example	
Cross-Hatching		
Blending		
Stippling		
Contour-Hatching		
Scumbling		