



3D ME



ART AND DESIGN: LESSON 4

SUMMER TERM



Following lesson 3, we will now continue with this portrait to see how far you can take it to achieve a realistic outcome.

MRS SMITH

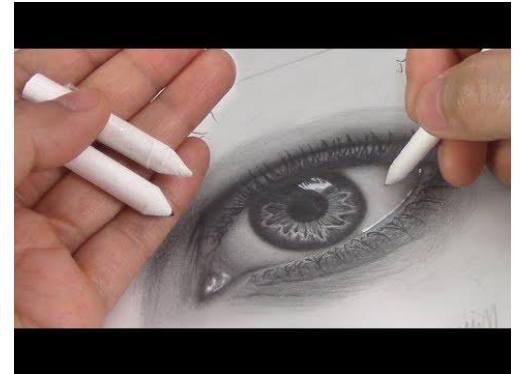
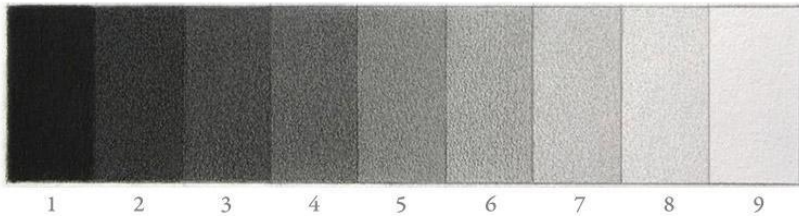


<https://www.youtube.com/watch?v=f1ElsMqE8uE>

This video demonstrates exactly what I want you to do. Watch it again to remind you how to plan the stages of your drawing. Focus particularly on the way the artist starts to shade. Did you notice which part of the face they start with?

LESSON 4: WHO AM EYE?

Your task this week is to continue your portrait from last week and begin to add the shading. It's important that you get each stage right and the drawing is as accurate as you can make it, even if it takes a further week to complete (maybe more if it is really detailed!)



PART 1: THIS IS WHAT YOU COMPLETED LAST WEEK...



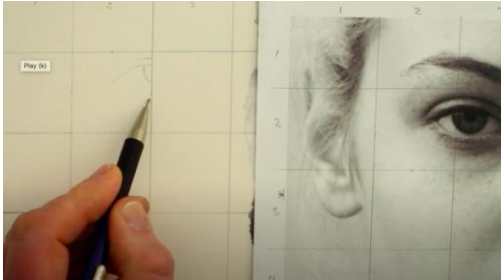
1. Draw a grid over your image



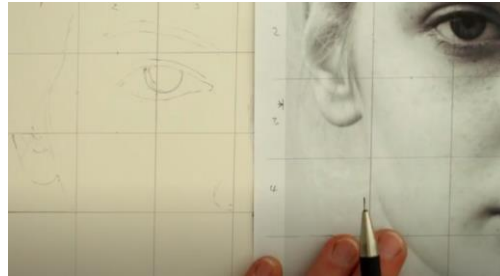
2. Carefully tear your image down the centre



3. Place one half on the white paper and draw a joining grid onto the paper



4. Number the squares to correspond on the image

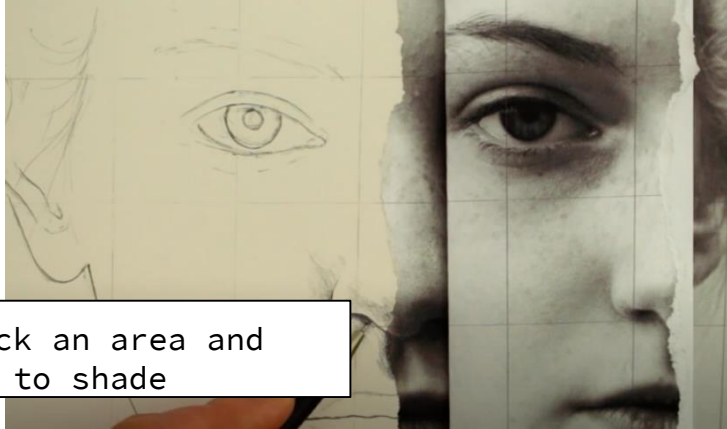


5. Lightly sketch the main features - start with eye.



6. Sketch all features of that side of the face - ready to start shading

PART 2: BUILDING ON PART 1 FROM LAST WEEK



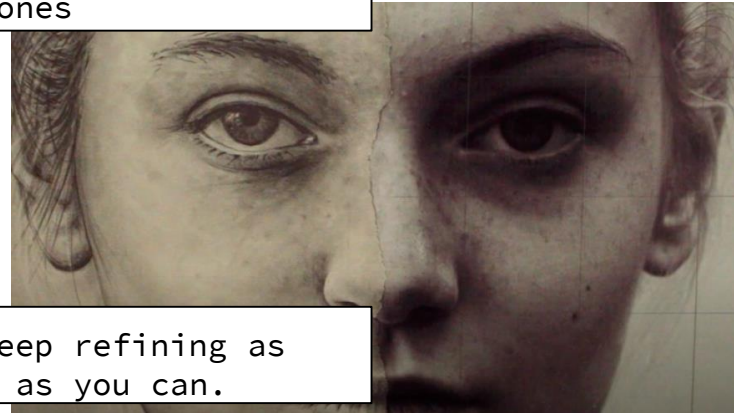
7. Pick an area and start to shade



8. Vary the pressure and blend a full range of tones



8. Add details and marks to show textures



9. Keep refining as much as you can.



Aim to achieve as much detail as possible. Remember you can use a rubber to remove shading and achieve lighter areas. (This is called 'reduction').