



VIRGINIA MUSEUM OF CONTEMPORARY ART

Drawing Techniques (Ages 13-17)

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Materials Overview

- drawing Pencils HB, 2B, 4B, 6B, 8B, ebony
- color pencils or crayons
- eraser
- pencil sharpener
- paper towels and/or cloth
- ruler
- decent source of light, ex) desk lamp
- an old magazine or two that can be ripped
- tape

Class 1

Welcome! Overview of class and materials.

Warm Up: Sketch a fictional character. Give them a name, age, birthplace and current mission. Add a little touch of color. Share with the group.

Comic Relief: Create one page of a comic book featuring your character. Draw 3 frames. What changes from frame to frame? Is there a setting? Are there other characters introduced? Are they saying or thinking anything?

Class 2

Warm Up: Trace your ruler horizontally on your paper. Divide the long rectangle into 8 equal parts. Label the boxes 1-8. Leave space 1 white. Color is space 8 with the ebony pencil, as dark as possible. Create a range of values from lightest grey to darkest grey between spaces 2-6.

Evaluation: Students will draw a still life composition set up by the instructor and viewable on Zoom. Students will be asked to focus on form, shapes and space first and then to shade the composition to the best of their current abilities. Students will be asked to share answers to the questions: "What would you like to learn in this class?" Students should email a picture when the drawing is complete if they would like to receive personal feedback on this specific work.

Class 3

Warm Up: Draw the silhouette of your hand in two different positions.

Contour Lines: Students will be guided through a contour line drawing of their hands, with the added challenge of *not* lifting the pencil from the paper or using an eraser. Students will be asked to repeat the exercise two additional times on their own. Do NOT shade.

Contour Collage: Choose 3-5 items in the room. Draw the contour of the first object on your paper. Remove that object from the space. Draw the contour of the second object on the paper, as if adding an item of collage. Students may experiment with layering contour line drawings. What happens if you strategically use your eraser to add spaces or to remove parts of objects? Repeat with other items. (If you shade at all, keep it absolutely minimal- we will briefly discuss stippling and cross hatching for texture). Add some personality to the drawing by including some special designs or objects in the composition. Add a little bit of color for fun!

Class 4

Warm Up: Show 3 types of shading discussed in class. Draw a quick sketch of any source of light in the room. Discuss techniques for drawing light.

And Then There Was Light: Beginning with the contour, draw the composition of spherical objects (USE THE ENTIRE PAGE). Using shading techniques, define the darkest values first and gradually build up to the source of light. Use the eraser as a tool for highlighted sections. Do NOT add color. Instead, focus on the grey value that colors translate into. Complete the details, including textures, to fill the entire page.

Class 5

Warm Up: Value-match the monochromatic picture with values of grey. (Keep it small)

Complete the Picture: Browse through pages of your old magazines. Think about what it would be like to draw and shade those pictures. Find an interesting page that relates to you in some way. With the instructor's approval, this page will be ripped out of the magazine. That page will then be ripped in half. One half will be taped to the paper. With the other half as a reference, the student will complete the picture by drawing and shading everything on the missing part of the page. Pay attention to matching the value.

Class 6

Warm Up: Draw your feelings using lines. Are they straight, jagged, curvy, dotted, dashed or dancing? Do not use any words but add some representational color at the end.

LOveGO: Discuss branding, graphic design and art in marketing. Choose an optimistic word like "Happiness", "Love", "Abundance", "Confident", "Upbeat", "Encouragement". Create a logo with that word. Imagine trying to market and sell the word as if it is a product. Share with the group.

LOveGO O's: Find a cereal box, can of veggies, bag of chips, board game or t-shirt that has a logo on it. Set it up in front of you to draw. Consider the spatial orientation of the product. Begin with the contour of the product. Find the source of light in the room (If needed, set up a lamp close-by). When you begin to draw the inner details **do not draw the logo**. Instead, replace it with your "Optimistic Word Logo". Try to follow the angle of the box, curve of the can, or the ripples of the bag or fabric. Shade using multiple shading techniques. Make creative edits. Use a pop of color if you want to. Have fun with it!