Pen and Ink Project Criteria



- 1. Use the still life in the classroom as the subject matter for this assignment.
- 2. Create an interesting composition using at least three or more objects from the still life.
 - a. Draw 4 thumbnail sketches in your sketchbook; show them to me and together we will select the best final composition.
 - b. Draw your final composition in pencil on the project paper, draw with very light pressure!!!
 - i. DO NOT ADD ANY SHADING OR LINES WITH YOUR PENCIL.
 - ii. JUST DRAW THE CONTOUR LINES OF THE STILL LIFE.
- 3. Use tissue paper and collage the cloth areas of the drawing.
 - a. You will come back over this with the pen/ink to add more details and shading.
- 4. Now use your pen and ink-drawing skills to make the shapes and objects in the still life have tone and texture.
- 5. You must use examples of each of the following techniques in your drawing:
 - a. Ink Techniques
 - i. Use at least 3 types of ink techniques in your drawing.
 - 1. Parallel
 - 2. Crosshatching
 - 3. Scribble
 - 4. Wavy
 - 5. Crisscross
 - 6. Wash
 - b. Tones/Values
 - i. Use at least 5 different tones/values created by varying the width of the line or the amount of space between the lines. This can be achieved by using cross hatching, crisscross, scribble lines or by combining two or more types of lines together:
 - 1. White
 - Light gray
 - 3. Medium gray
 - 4. Dark gray
 - 5. Black
 - c. Stippling
 - i. Use a variety of stippling techniques to help create 3 different value areas in your drawing.

crosshatching

honeycomb crosshatching

- 1. Light gray
- 2. Medium gray
- 3. Dark gray
- 6. Include a minimum of two examples of implied line in your image. (Implied lines are not necessary drawn in an image, but are lines created by values, colors, textures or shapes that guide the eye though the piece of artwork.)
- 7. Go back over the collaged areas adding any pen and ink techniques necessary
 - a. Be sure to achieve the flowing, wrinkles and folds of the fabric
 - b. Also include the patterns you see on the fabric pieces