

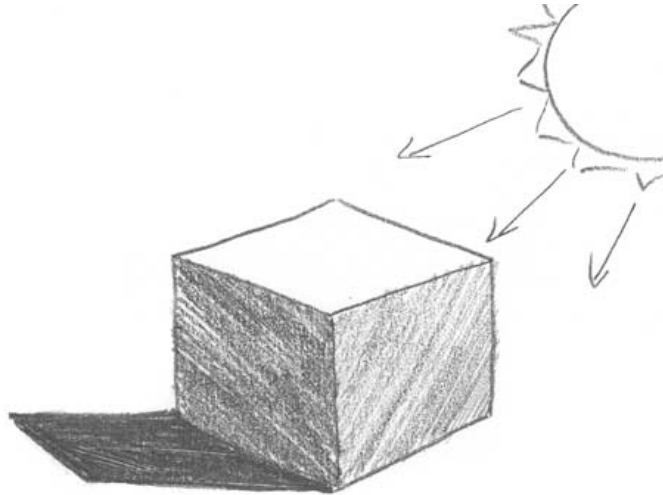
DRAWING ROCKS



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Principle #1a

Light and shading play an important roll in drawing realistic rocks. The plane with the most direct sunlight is the brightest. The plane with the no sunlight is the darkest. With a strong light, the shadow will be short and dark.



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Principle #1b

Relate this concept to a grouping of rocks. These rocks are drawn to emphasize their angles and planes. The light source is to the upper right.



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Principle #1c

Now soften the edges of the rocks, but keep the planes visible, to create solid three-dimensional rocks.

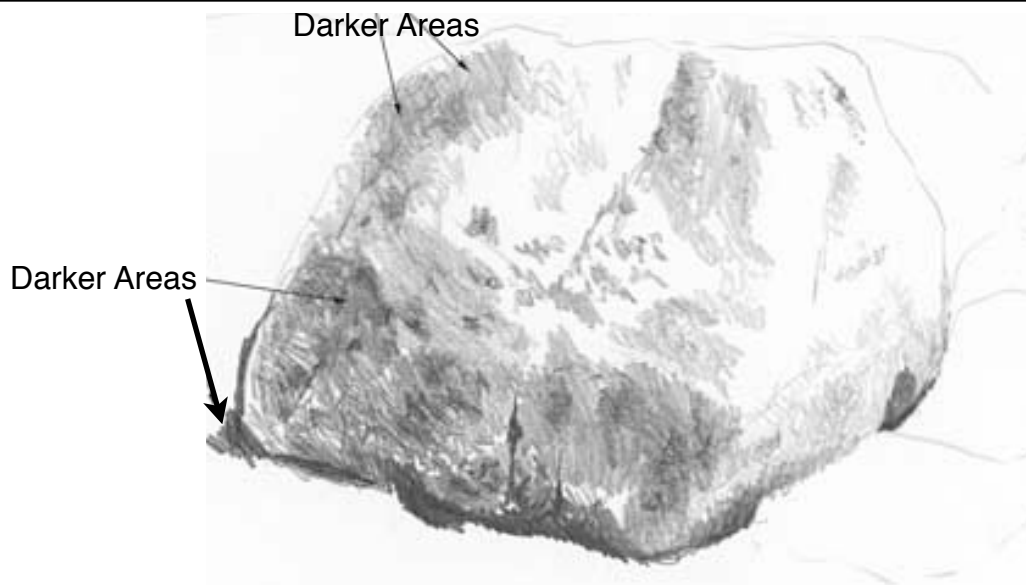


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Principle #2a

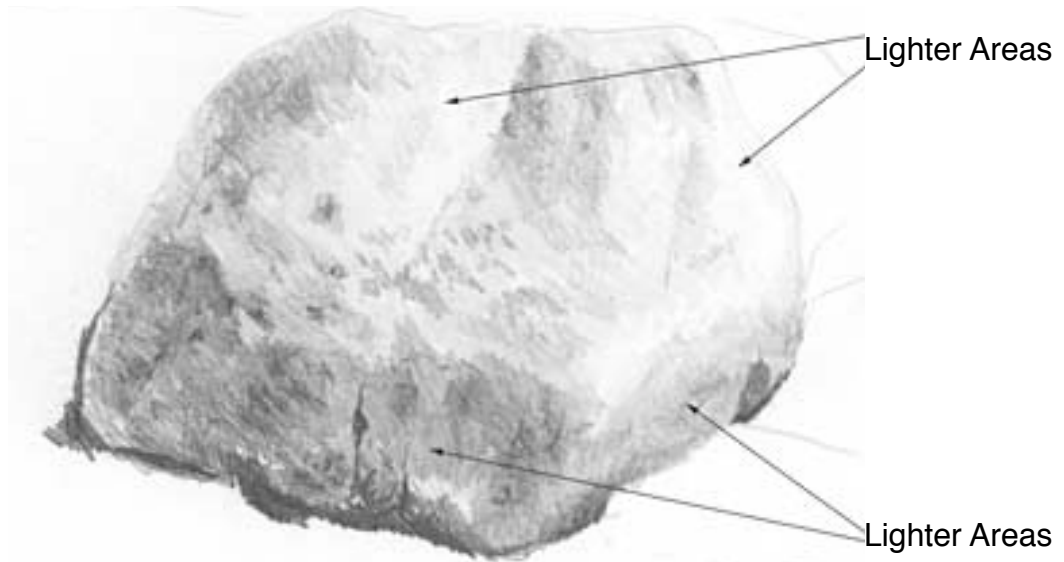
When adding tone or detail, start by sketching in the darkest areas. Then sketch in the lighter areas. Using short random marks, concentrate on the indents and shadowed areas.



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Principle #2b

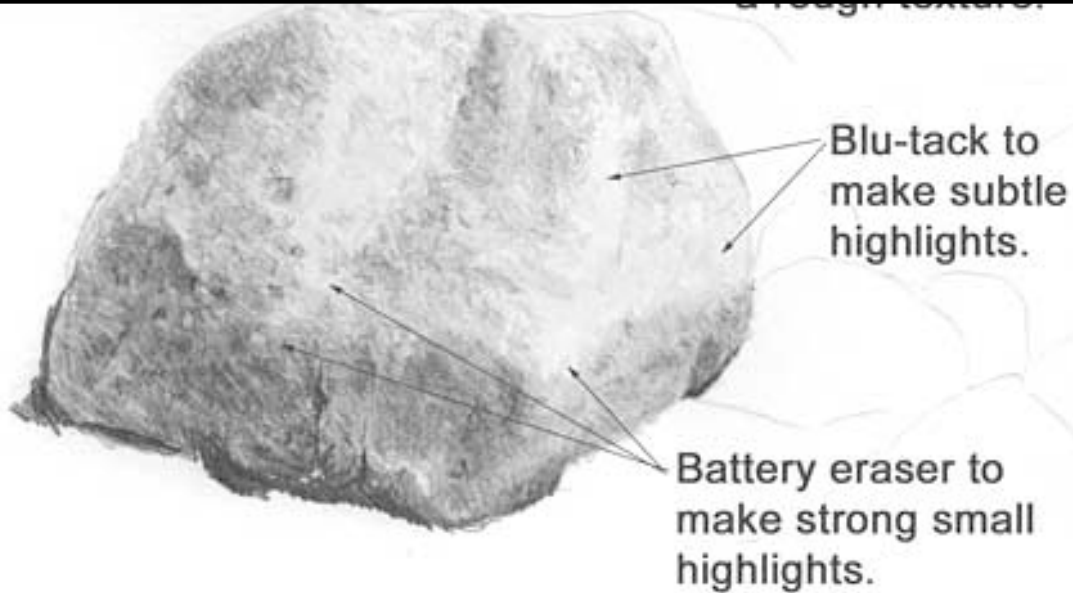
Once the dark areas are completed, move on to the lighter areas.
Apply smooth even layers over these surfaces.
Remember the planes and angles for lighting.



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Principle #2c

Start creating the texture by using random short marks to create pits and a rough surface. Use an eraser to create small highlights.



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