***Apple Drawing***

Studio Art 1

The next step, after practicing shading and creating value on simple geometric shapes, is to use an actual object. We’re going to start with an apple because it’s a fairly simple shape and it’s easy to see where the light and dark areas are.

To begin with, you are going to follow along with the video. Not every assignment will be copying from a video, but it is easier to learn how to shade and to learn where to see the dark and light areas on an object by following someone else’s lead. We would have been doing something very similar in class.

You will have to stop and pause numerous times in order to keep up with the artist because the video has been sped up quite a bit.

As you are watching the artist and shading your own apple, CONSTANTLY ask yourself this question: how dark are the pencil marks on the paper? Most of the shading the artist does starts out fairly light to medium and gradually he builds up the darker areas. So keep your shading light and continuously add layer after layer to create most of the darker areas. Don’t get too dark too quickly because it’s difficult to erase.

**TIPS FOR SUCCESS:**

* The apple you draw should use 2/3 of the piece of paper.
* Draw all outlines LIGHTLY. That helps to enhance the 3D quality of the work. Heavy outlines always flatten the shape, and we’re trying to avoid that right now.
* Don’t try to race through this to keep up with the artist! Take your time and pause the video.
* The shorter and closer together the pencil marks are on the paper, the better your shading will look. If you make long, fast sketchy lines (more than 1” in length) you will create a lot of gaps in between pencil marks and it makes shading look messy.
* Towards the end of the drawing, don’t be afraid to make the darkest areas of the apple nice and dark!

**VIDEO LINK:** <https://www.youtube.com/watch?v=cjxaQ1XUSss>

DUE DATE: Wednesday, April 29, 11:59 pm