

John C. Campbell Folk School

BEGINNING DRAWING – taught by Elizabeth O. Dulemba

I. Intro – Learning to draw is about learning to really see.

A. Learning how to See

1. Get up and do your prepositions: above, below, over, under, between, in front of, behind, in.
2. Observe edges, lines (no such thing in nature), shapes, and shadows.
3. Light, Dark – notice how the warm colors drop out.
4. Light – it wraps around objects. Multiple sources create different effects (use flashlights). More on this later.

II. Let's get started – the basics

A. The blank page – scary! Let's talk paper.

B. Loosen UP!

C. How to use the pencil

1. Different types of leads – 2B, 6H to 6B, Charcoal, Conte, Ebony
2. Don't hold the pencil too tightly
3. Draw circles, then circles with varied pressure, make them big and loopy.
4. Try various brush strokes: tiny, long, various angles, crosshatch, various pressures
5. Use fingers and erasers to smudge and blend.

D. Values

1. Draw 10 squares and create a gradient from 0 (white) to 10 (black).
2. Do this again in one long bar.
3. Use various strokes.
4. Shading a cube

III. Perspective

A. Dimension

1. 2D vs 3D
2. Height, width, and depth create the illusion of 3D.

B. Horizon Line / Eye Level

C. Vanishing Points (try far apart and close together)

D. Draw a transparent and solid cube.

E. Draw a cube with one vanishing point.

F. Make the cubes into something like a suitcase, kleenex box, etc.

IV. Spheres

A. Work with variable line pressure to imply weight.

B. The LIGHT talk

1. Observe how light wraps around the object.
2. Observe how value changes even within shadows.
3. Observe how the darkest shadow on a sphere is inset from it's visual edge.

C. Observe how various shadows are shaped and colored.

D. Draw eggs.

V. Ellipses, curves and cylinders

A. Master the ellipse – use the whole arm.

B. Build ellipses to create a cylinder

1. Draw ellipses above and below a horizon line, darken the edge closest to you.
2. Draw a “doughnut” shape and change it's angle – notice shape widths remain the same.

3. Build a shape of varying ellipses (like a bottle) – use a central axis.

VI. Draw simple shapes together – simple still-life

- A. Draw what you see.
- B. Turn it into something you don't see (like a city).
- C. Notice how shading a background can push an object forward.

VII. Sketching and Refining

- A. Non-photo blue pencil
- B. Clarify and erase
- C. Work loosely and tighten up with details as you go. Build the image in stages.

VIII. The true still-life – it's time!

- A. Draw what you see.
- B. If something doesn't make a nice composition, change it.

Once you know how a shape looks in your mind, you don't have to copy it exactly, but you do have to make it believable.

IX. If we have time, the human face

- A. Break it down into shapes.
- B. Tricks of the various human features