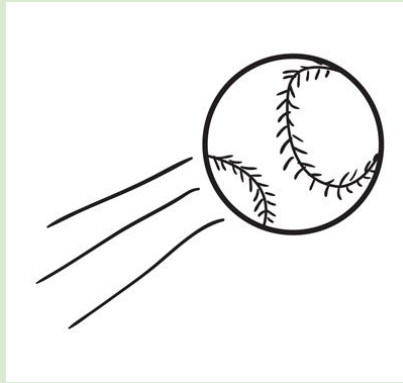


Fast Five - Look at the three drawings. How has the artist shown movement?

A



B



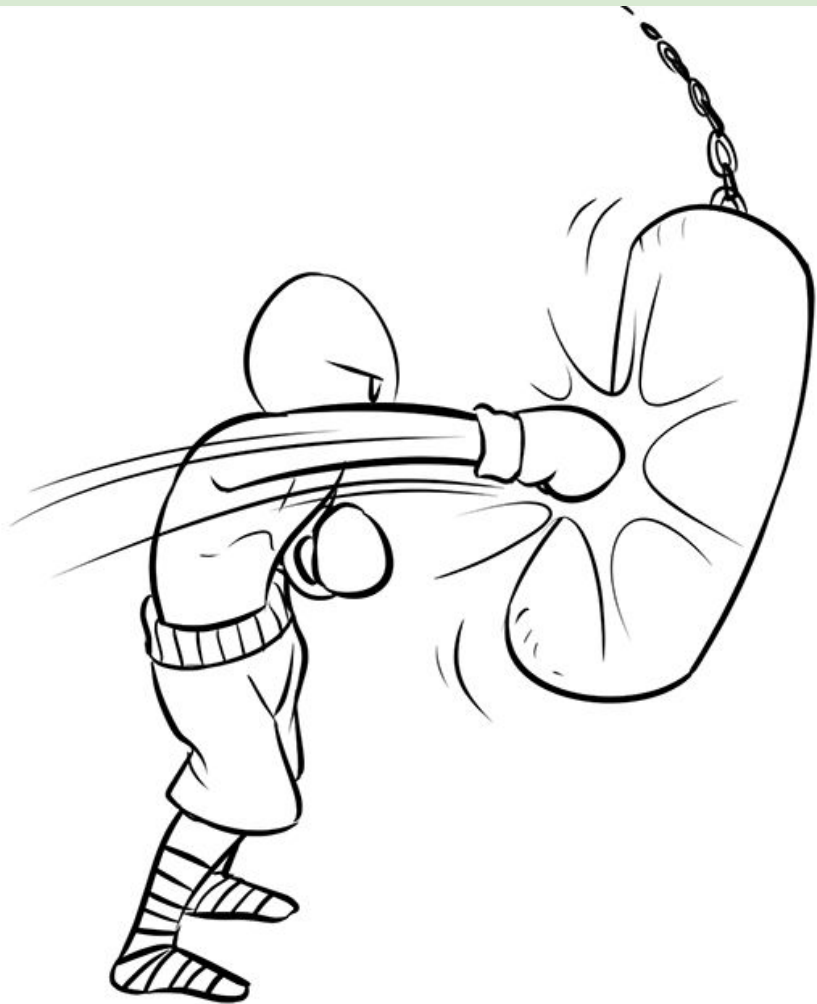
C



## Fast 5 Answers

- A) The artist draws several of the same figure,, showing different positions of the limbs.
- B) The lines underneath the ball show the direction of movement.
- C) The position of the footballer and the muscle definition lines on his thigh, show that he is using force when kicking the ball.

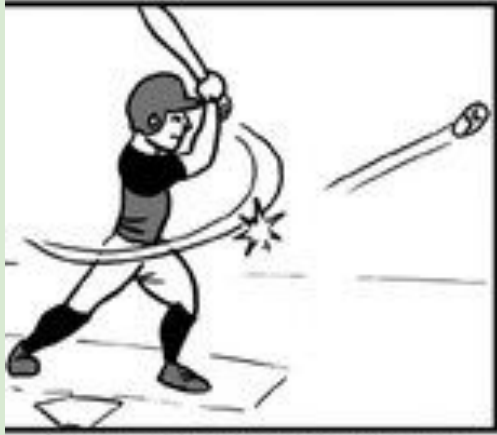
Can I show movement in my art?



To create movement in 2D drawings, we add lines to show where the movement will be happening.

Here the boxer is using his arm to punch the bag.

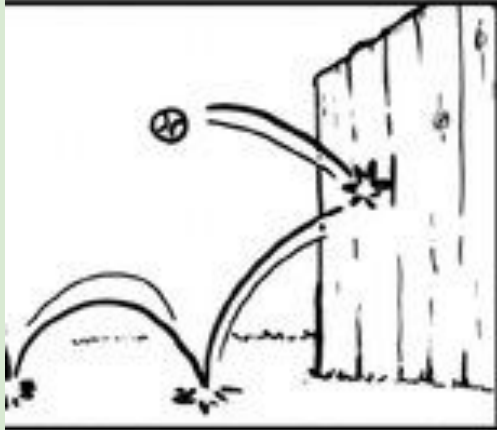
Lines are used to show his arm moving and how strong the impact is on the bag.



Motion lines "trailing" an object



Background lines to show motion



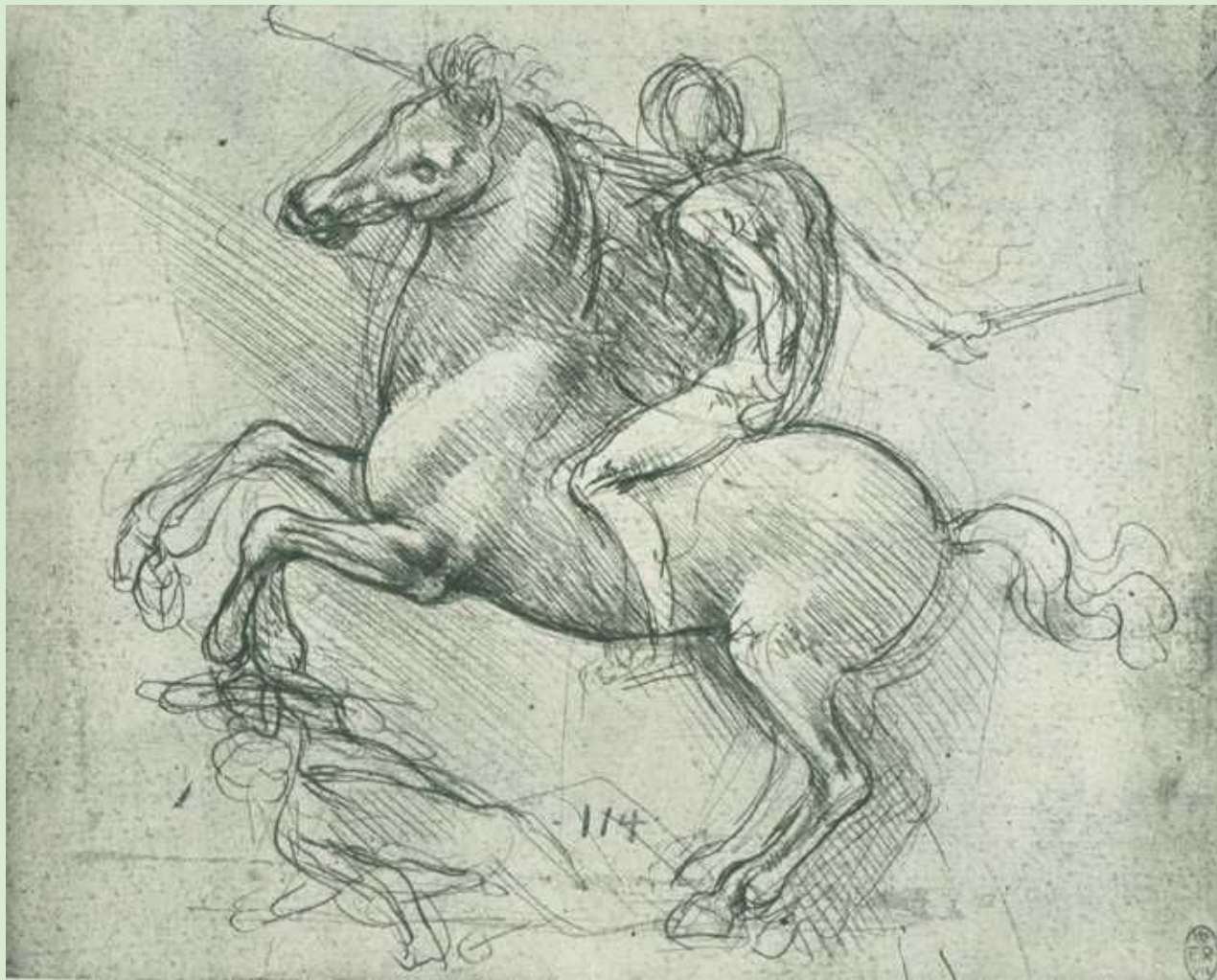
Motion lines showing bouncing



Motion lines showing spinning

In these simple pictures, movement lines are added to show direction and nature of movement.

Notice how the spinning lines are curved.



Look at the different shaped lines that show the different ways the horse and person are moving.

## **Watch Video**

Today you will watch a video that will show you, step by step, how to draw a figure in motion. Afterwards you can use the following slides to look at adding depth by using shading. Watch the video, look at the different tasks and decide which level is best for you.

If you want your line drawings to pop off the page and simulate a three-dimensional look, add value and shading to your drawing.

Shading adds depth, contrast, and helps direct the viewer's eyes to the focal point of your art.

After you choose a method for shading, you can start in your drawing and bring it to life!



**Start with hatching for a basic shading technique.** Hatching is making a series of parallel lines to simulate shadows in your drawing. You can space the lines closer together to make darker shadows or the lines can be spaced further apart to make the area seem brighter. Pull hatching lines in one long stroke to keep them uniform.

- Hatching lines can be horizontal, vertical, or at an angle.
- Follow the angles and curves of objects with the shapes of your line to simulate a three-dimensional form. For example, shade a round object with curved lines rather than straight lines.



**Use cross-hatching to shade quickly.** Cross-hatching builds onto hatch marks by adding a second layer of lines going at an opposite direction. For example, first, make parallel horizontal lines and then layer vertical lines on top of them. This method of shading allows you to make areas darker quicker than basic hatching.

- Draw the cross-hatching lines close together to make a densely shaded area on your drawing or spread them apart to make it lighter.
- Use hatch marks without a second layer to make a lighter shadow.

