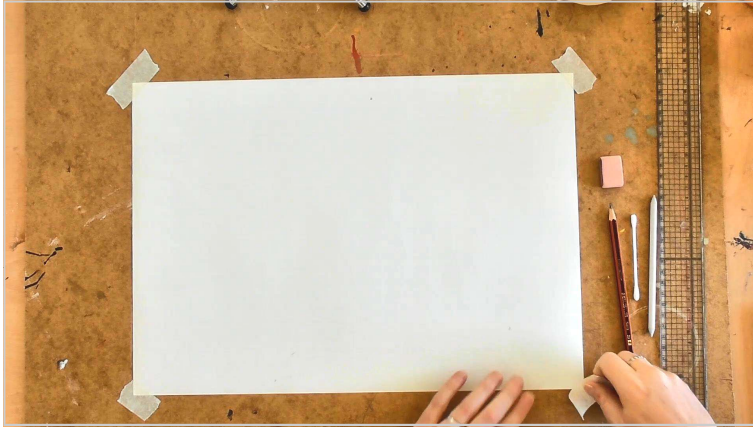


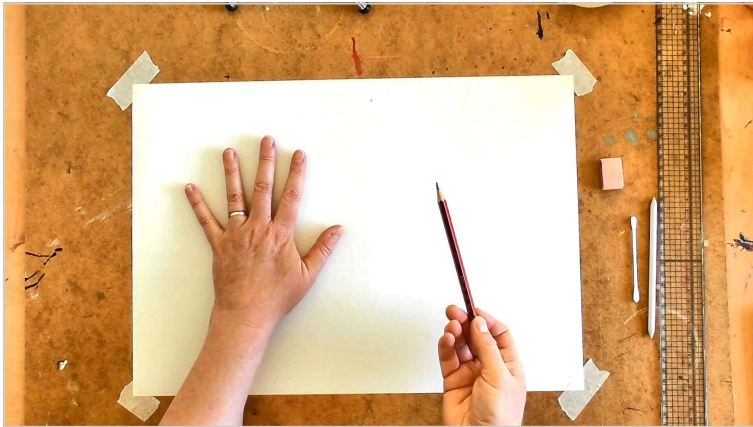
DRAWING EXERCISE 2 - OBSERVE & RESPOND



STEP 1

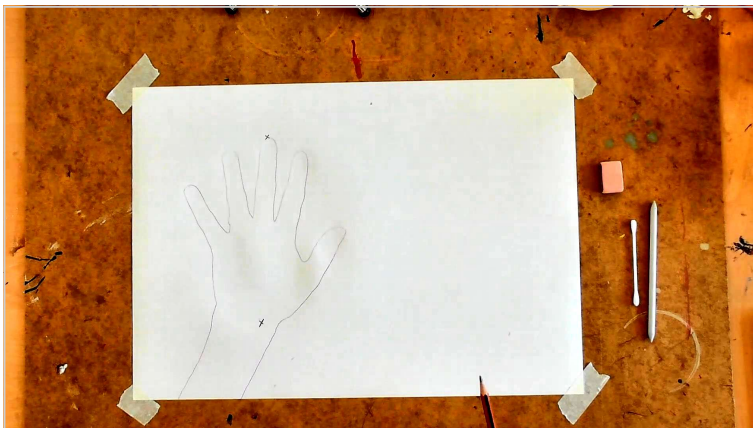
SECURE AN A3 SHEET OF PAPER (LANDSCAPE) ONTO YOUR WORK SURFACE AND COLLECT THE FOLLOWING ITEMS:

- 2B PENCIL
- RUBBER
- RULER
- BLENDING STUMP &/OR Q-TIP



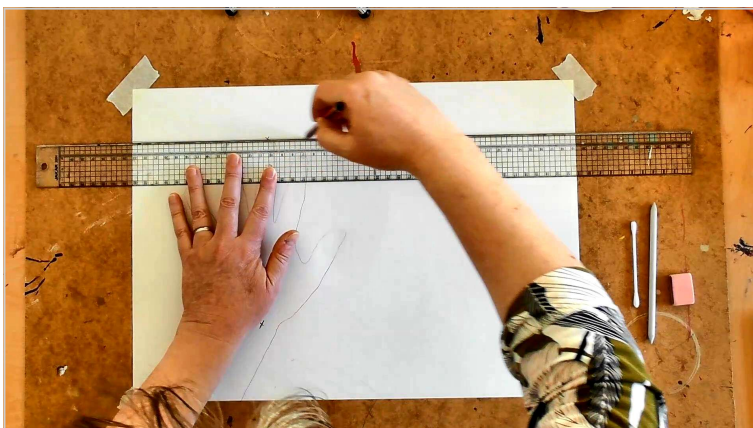
STEP 2

PLACE YOUR NON-DOMINANT HAND ON WHICHEVER SIDE OF THE PAPER IS BEST FOR YOU AND THEN DRAW AROUND IT USING YOUR 2B PENCIL



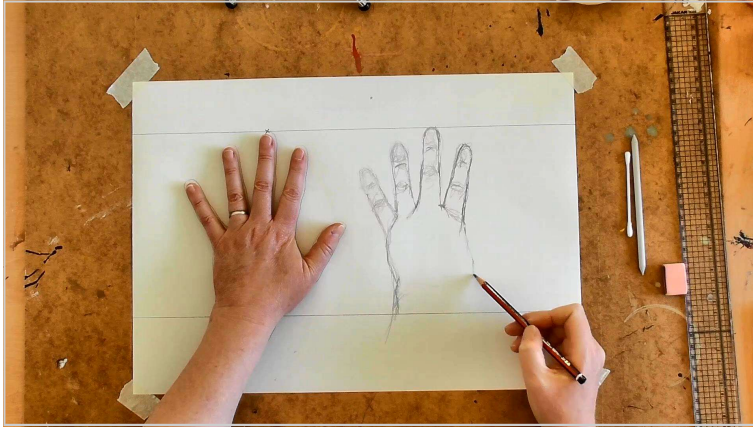
STEP 3

ON THE OUTLINE OF YOUR HAND, MARK A SMALL CROSS AT THE TOP OF THE MIDDLE FINGER AND ONE AT THE BASE OF THE HAND...



STEP 4

...AND THEN RULE A LINE ACROSS YOUR PAPER LEVEL WITH BOTH OF THE DRAWN CROSSES, BOTH TOP AND BOTTOM TO GIVE YOU A STEER ON HOW BIG TO MAKE YOUR HAND DRAWING, WHICH MUST BE EXACTLY THE SAME SIZE.



STEP 5

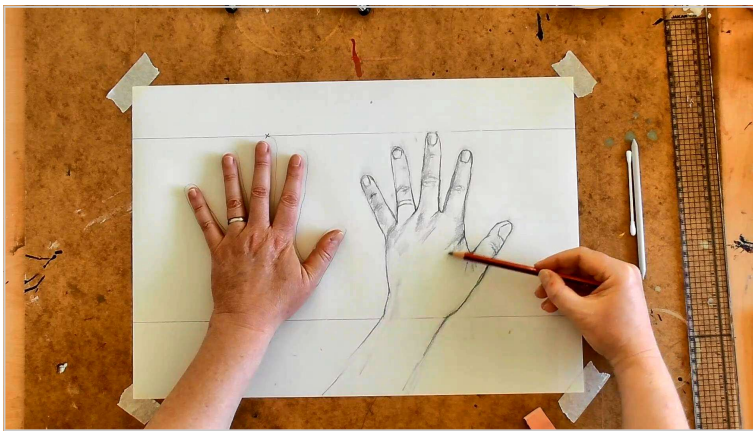
PLACE YOUR NON-DOMINANT HAND BACK INTO THE DRAWN OUTLINE AND WITH YOUR PENCIL, BEGIN TO MAKE A LIGHT GESTURAL SKETCH OF IT, PAYING CLOSE ATTENTION TO THE OVERALL SHAPE AND DISTANCES BETWEEN THE FINGERS ETC.



STEP 6

ONCE YOU ARE SATISFIED YOU HAVE MADE A DECENT SKETCH OF YOUR NON-DOMINANT HAND, PLACE IT OVER YOUR DRAWING TO CHECK HOW WELL YOU HAVE OBSERVED THE SHAPES, GAPS AND DISTANCES SO FAR.

AT THIS POINT, YOU MIGHT WANT TO MAKE SOME SMALL ADJUSTMENTS.



STEP 7

ADJUSTMENTS MADE - NOW BEGIN TO APPLY SOME LOOSE DIRECTIONAL SHADING MARKS TO DESCRIBE THE PLAY OF LIGHT OVER THE HAND YOU ARE DRAWING.



STEP 8

NOTICE THE AREAS WHERE THE LIGHT ISN'T ABLE TO REACH, AND APPLY A BIT MORE PRESSURE ON THE PENCIL TO ACHIEVE A DEEPER TONE IN THESE AREAS



STEP 9

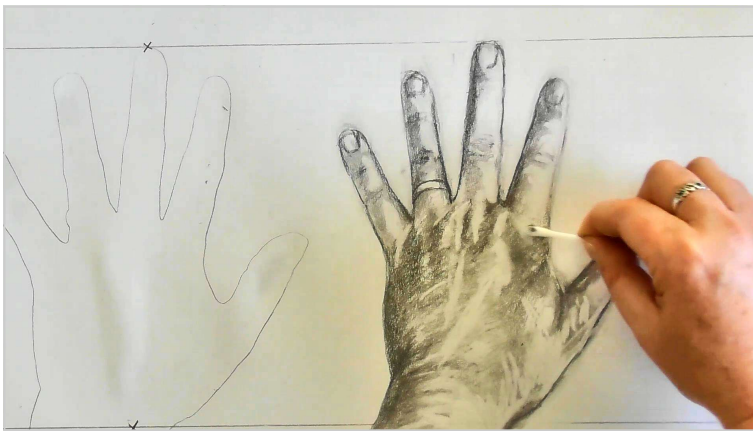
NEXT, TAKE YOUR BLENDING STUMP OR Q-TIP AND BEGIN TO LIGHTLY SMUDGE THE SHADED AREAS TO UNIFY THE MARKS.

IF YOU DON'T HAVE A BLENDING STUMP OR Q-TIP, USE A PAPER TOWEL, A COTTON WOOL PAD OR A CLEAN RAG. AVOID USING YOUR FINGERS.



STEP 10

ONCE YOU HAVE ADEQUATELY BLENDED THE MARKS, BEGIN TO LIFT OUT SOME OF THE TONE WITH YOUR RUBBER TO BETTER DESCRIBE WHERE YOU OBSERVE THE LIGHTEST AREAS TO BE ON YOUR HAND.



STEP 11

NOW USE YOUR Q-TIP TO GENTLY SOFTEN AND BLEND THE EDGES OF THE PATCHES OF LIGHT YOU HAVE CREATED WITH THE RUBBER.

CONTINUE TO MAKE ADJUSTMENTS AND CORRECTIONS AS YOU GO.



STEP 12

RE-INSTATE SOME OF THE DESCRIPTIVE CONTOUR LINES TO STRENGTHEN THE INTEGRITY OF THE DRAWING.

STEP 13

ONCE YOU ARE SATISFIED YOU HAVE DONE ALL YOU CAN TO MAKE YOUR DRAWING LOOK AS CLOSE AS POSSIBLE TO YOUR NON-DOMINANT HAND, BRING IT TO A FINISH AND CONGRATULATE YOURSELF ON A JOB...

WELL DONE!

