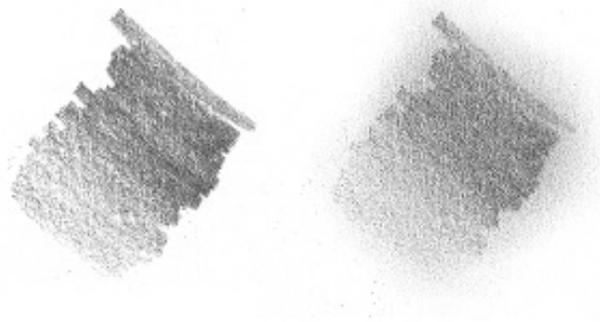


Lesson 8: Introduction to Shading Techniques

By Darlene Nguyen - August 30, 2017

You can create a wide array of textures by applying different shading techniques to your artwork. A simple change in the direction or shape of a stroke can turn what looks like smooth skin into rough or dry skin.

Below are a few common shading techniques:



Hatching

This is the most common shading technique as it is easy to learn and allows you to cover more ground in a short period of time. It consists of a series of lines that go in one general direction. You can use it to shade just about anything.

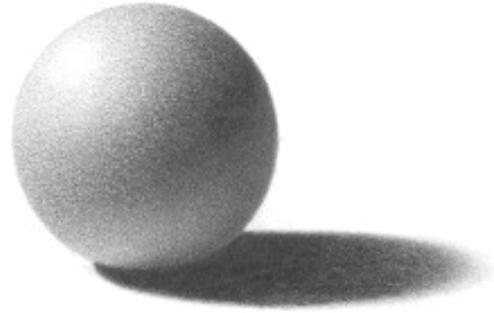
When hatching, angle your pencil down closer to the paper so your strokes are nice and thick. This allows you to minimize gaps, making it so much easier to blend.

HATCHING



CIRCULISM

VS.



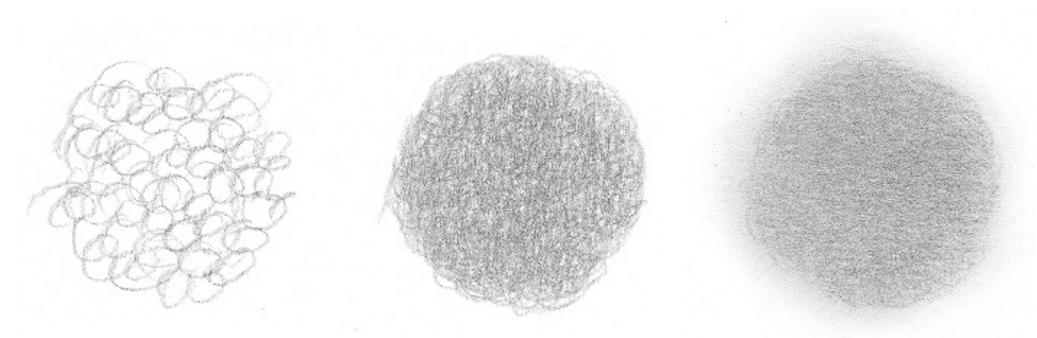
If you're not careful, this technique can work against you. The straight lines can make something such a sphere look flat, like the example above. These unblended lines will work wonders for shading things like brushed steel, wood grain, etc.

Cross Hatching



Cross hatching is where you overlap lines at various angles. It's great for drawing fabrics like burlap, textured (wrinkly) skin and whatever else you can think of that displays such a pattern. To shade light areas, lighten your lines and space them further apart. In shadowed areas, darken them and bring them closer together.

Circulism



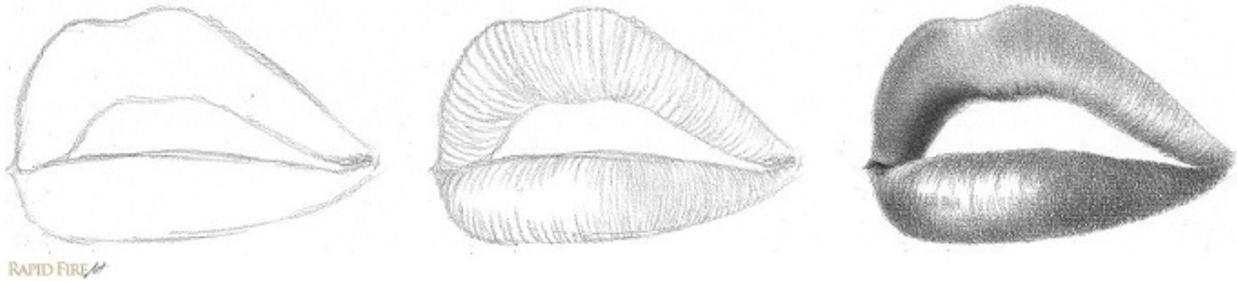
As the name suggests, circulism consists of many overlapping circles. The more circles you draw, the more smooth the texture becomes! You can use it to draw fuzzy fabrics, soft cottony fabrics, realistic skin textures and more.

This technique is time consuming, but the results are amazing!



Apply this method using a sharp pencil for textured skin with wrinkles or use a blunt pencil for smooth skin, as it will be easier to blend.

Contour Shading



Contour shading is similar to hatching and cross hatching. The difference is that the lines are curved to follow the contours of the subject. So these lines can be drawn horizontally, vertically and even diagonally.

Do you remember what was covered in [lesson 3](#)? Contour shading is a great way to practice giving form to your 2D line drawings. This might be difficult for you as a beginner, but try to use your imagination to visualize the shape of the object in a 3D sense and then try your best to draw lines that give the object form.

Combine Shading Techniques

It's perfectly normal to use several shading techniques in one drawing. All of the above were used to draw the image below.

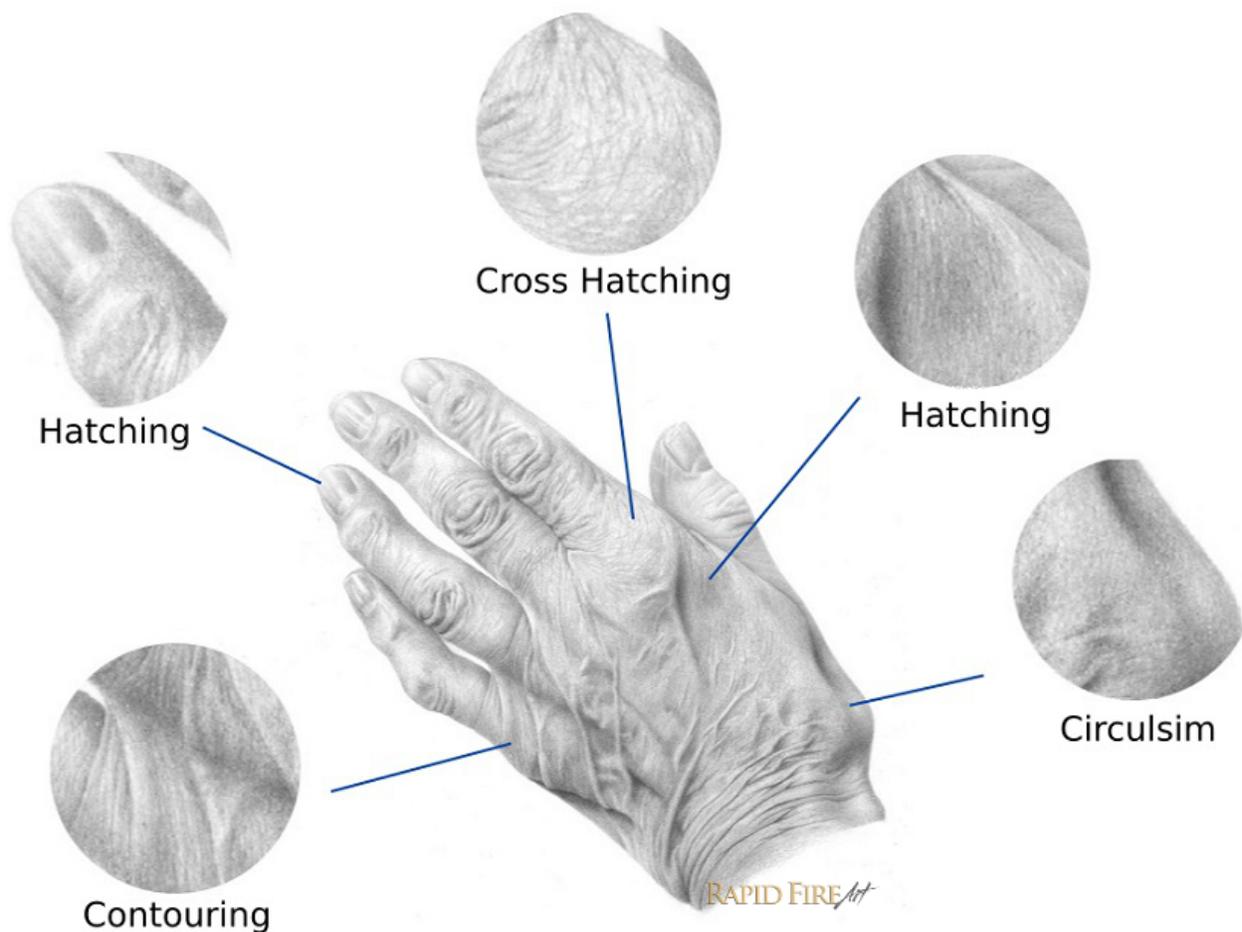
Circulism: Used to shade a base layer on the hand to give it a consistent base texture.

Contour Shading: Used to shade stretched skin.

Hatching: Used to shade nails and stretched skin.

Cross Hatching: Used to create patterns in the skin and to emphasize deep valleys/crevices.

The combination of these shading techniques helped me achieve various textures commonly seen in wrinkled skin.



Tip: When drawing rough or wrinkly skin, try to avoid blending your graphite.

Homework Assignment + Challenge

Shade 4 different subjects using each of the 4 shading techniques above. Once you've completed your homework, feel free to share it on the [RapidFireArt Facebook page](#). I will post my left handed homework there as well :)

Challenge: If you can use all 4 techniques on a single subject, I'll feature your artwork below along with a link to your facebook page.

Happy drawing!

If you're waiting for lesson 9, follow me on [Facebook](#) or sign up to my mailing list in the right sidebar or near the bottom of the website if you're on a mobile device.

Read more:

<http://rapidfireart.com/2017/08/30/lesson-8-introduction-to-shading-techniques/>