Creating and Shading with TEXTURE

TEXTURE is...

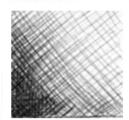
Hatching

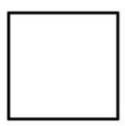




Vertical lines Vary space of lines to shade

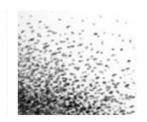
Cross-Hatching

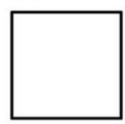




Diagonal lines going in opposite directions Can add vertical + horizontal lines Less lines as it gets lighter

Pointillism/Stippling

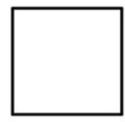




Make dots with your pencil/pen More dots = darker Dots close together = darker

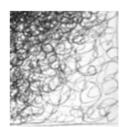
Wood Grain

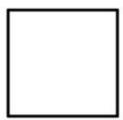




Organic (curvy) shapes
Lines loop around each other
but DO NOT TOUCH
Add lines in between, closer together
to make dark

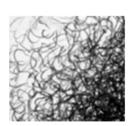
Scribbles/Curly

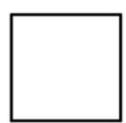




Circular motions with pencil Tighter/smaller the curl, darker it is

Scumbing





Short, random curvy marks More angular (pointy) than scribbles