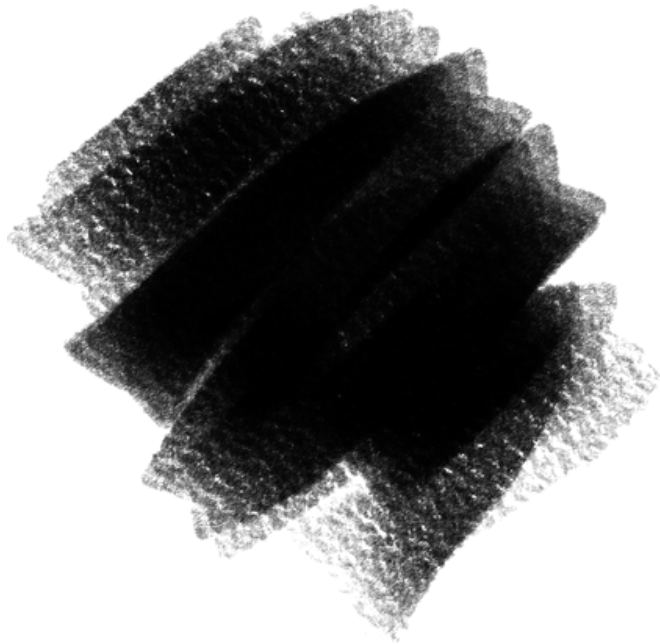


**“Art should never stress you out,
it should make you feel happy”**



Materials

Compressed Charcoal



Deep dark tones
Dramatic effect
Strong contrast
Has a binder that makes it difficult to remove

Willow Charcoal

is made from grape vines or willow trees, basically is just burned wood, there is no bind in it.



Soft medium tones
Atmospheric effects
Blending abilities
Easy to erase
Prone to breaking

Sharpening tools

Knife
Sharpener
Sandpaper



Pencils



Fixativ

Stop, come back later



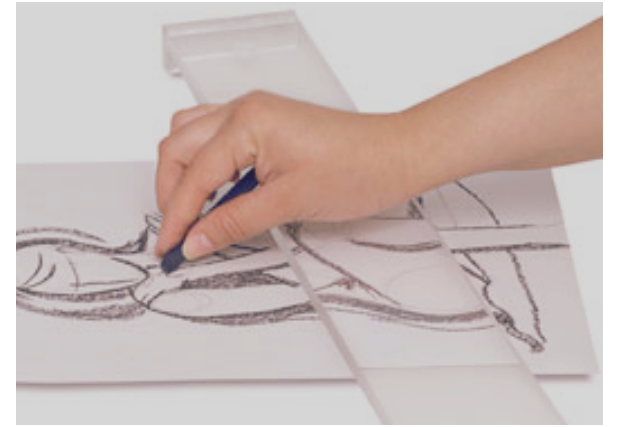
Blending Charcoal

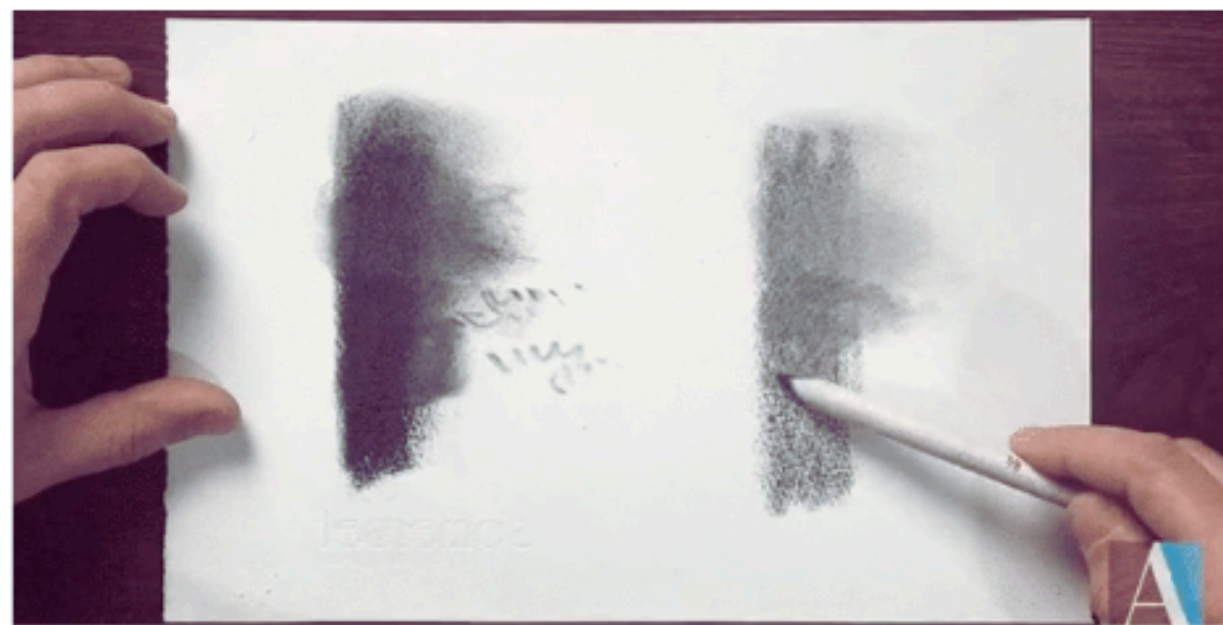
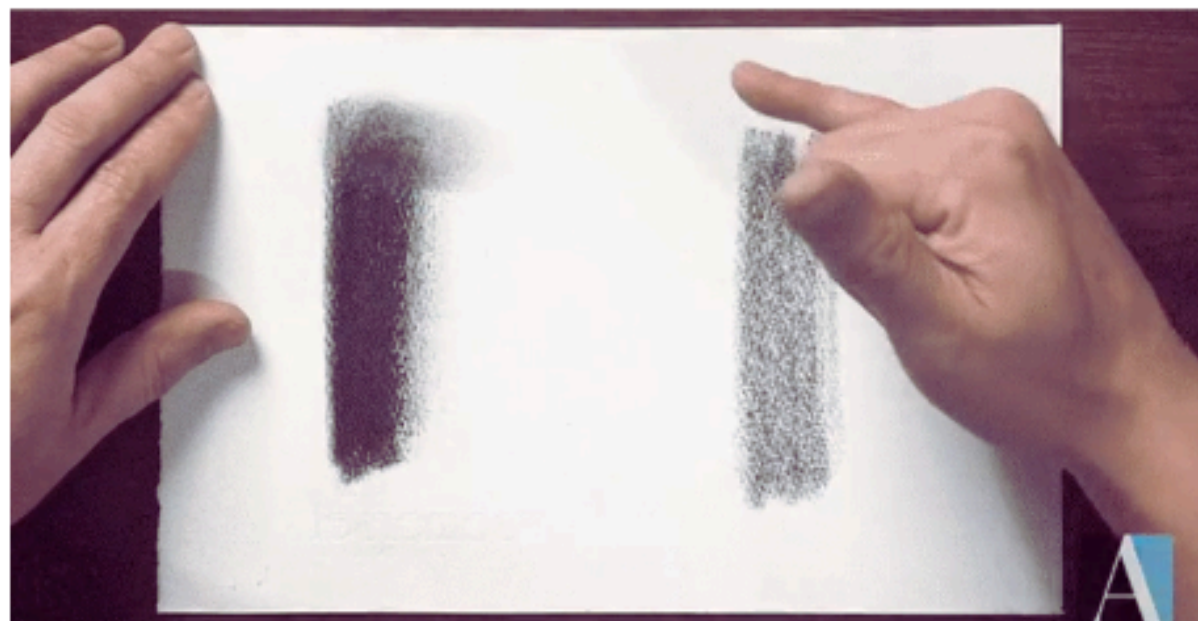
Using your fingers



Will obvious get on your hands all over and **smudge** other areas.

Use other blending tools





Kneaded eraser

It's easier to add than is to take away

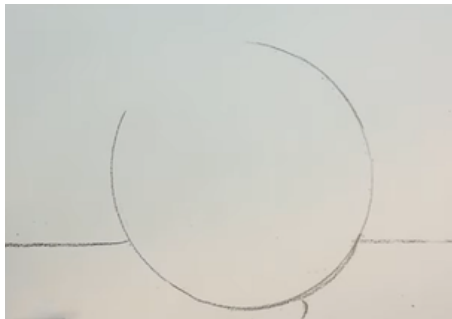


Take a minute to **warm up** your eraser by kneading it with your hands. Press softly and **lift the eraser** to **lift the charcoal off** the paper.

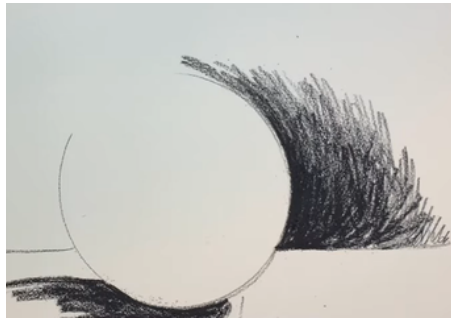
Regularly **fold and knead** the eraser to **expose a clean**, fresh surface, as it collects charcoal as you work.

Shading a sphere in charcoal

Start up with a tape roll or anything round that you can lightly trace.



Use a piece of paper under your hand



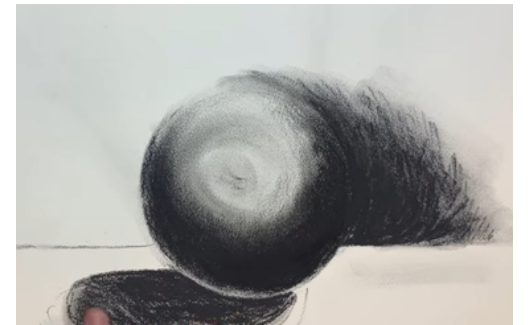
Establish the shadow
Think where the light is going to come from.



Leave this Reflected Light line to give it a 3D feeling



Refine Reflected Light



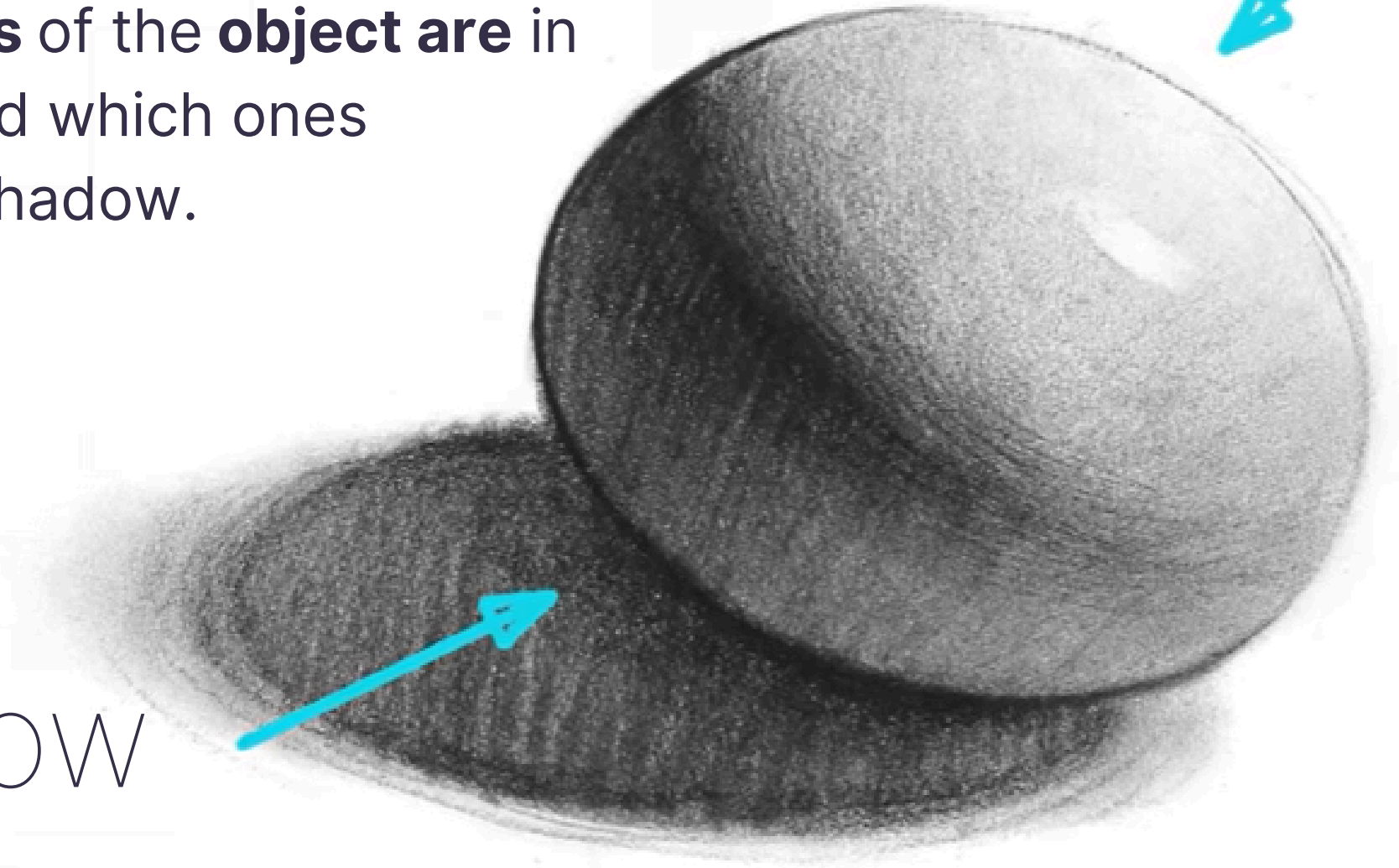
Blend further

Horizon

We need to clearly **communicate** **which parts** of the **object** are in the light and which ones are in the shadow.

Shadow

Light

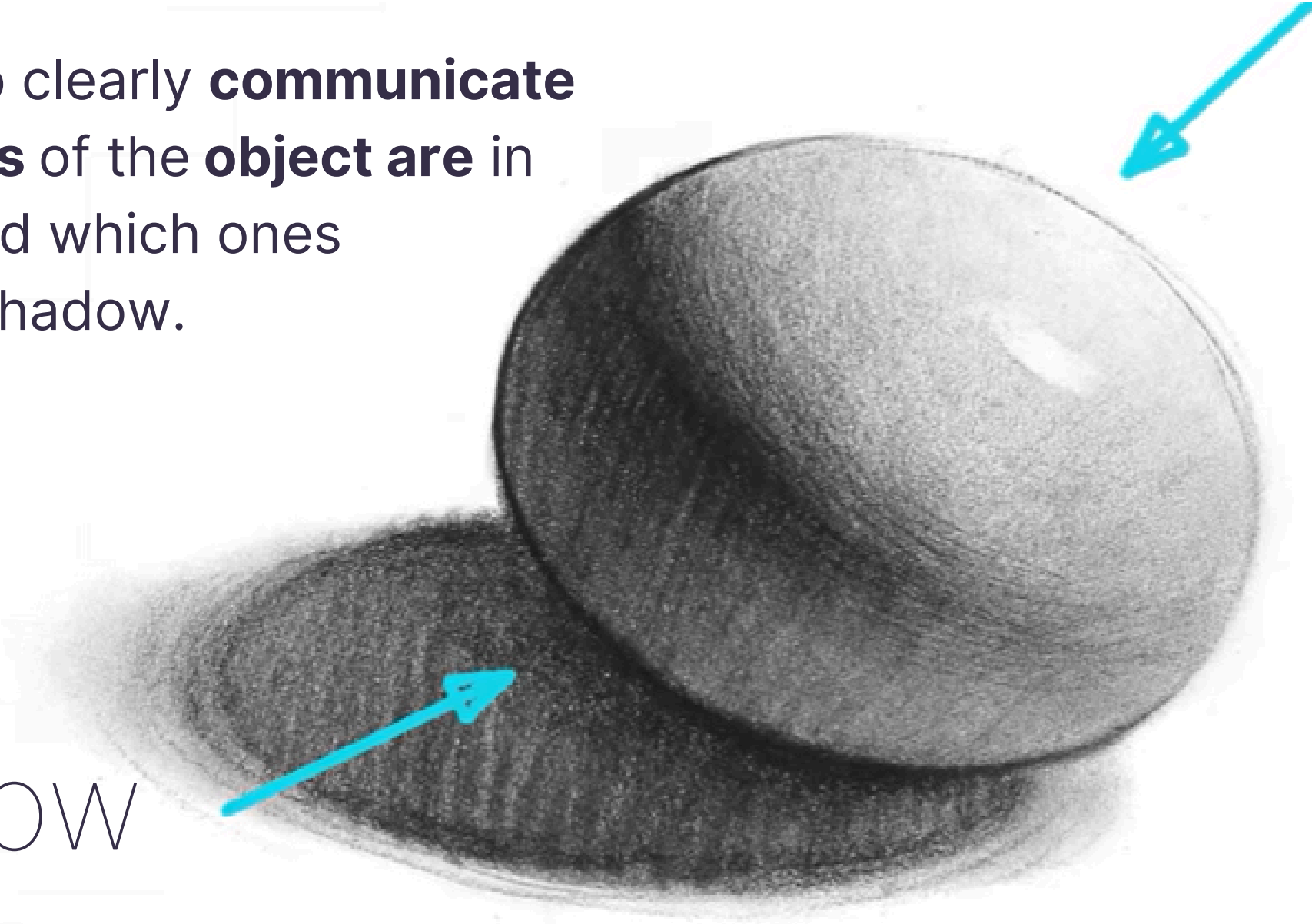


Shades

We need to clearly **communicate** **which parts** of the **object** are in the light and which ones are in the shadow.

Shadow

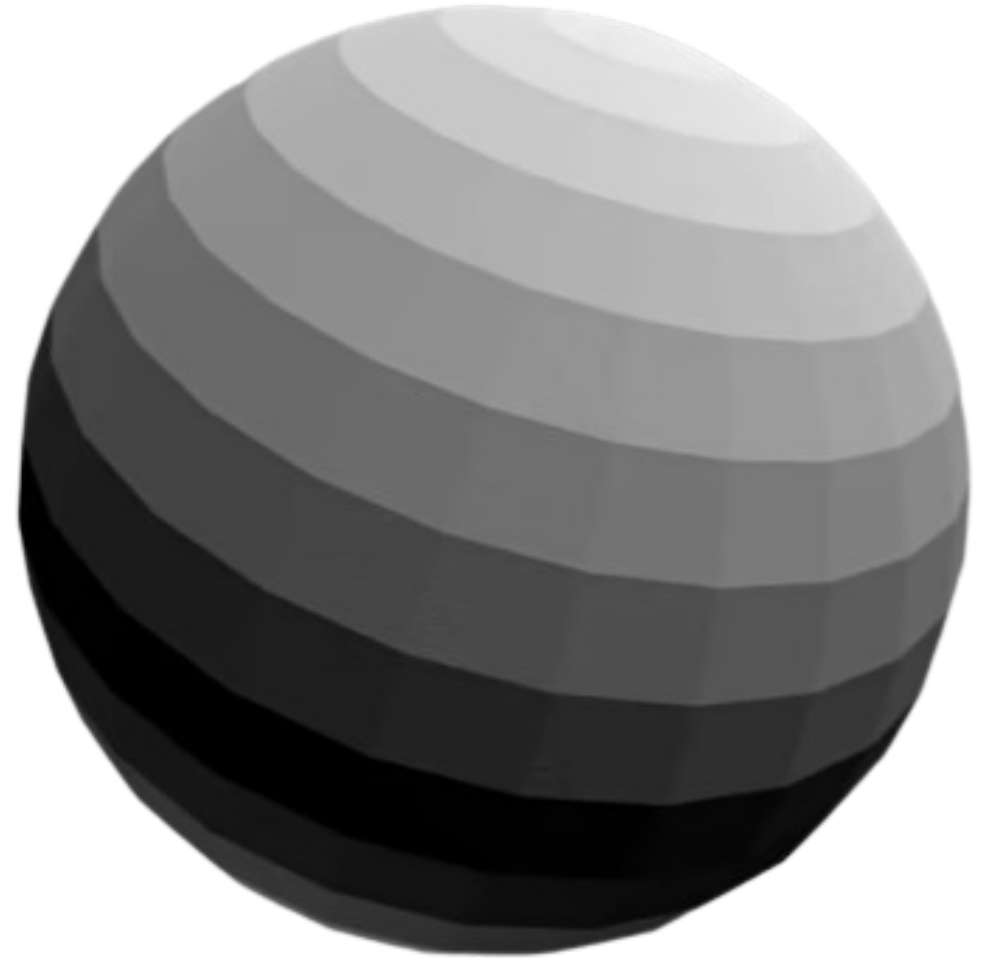
Light



Planes

When light hits an object, each **plane** catches a different amount of light depending on its angle.

Work from **light to dark**



Light reveals an object's **planes**

Check

Is your light direction clear?
Is your reflected light visible?
Is your cast shadow darker
than your form shadow?

Shadow

