

Basic Drawing

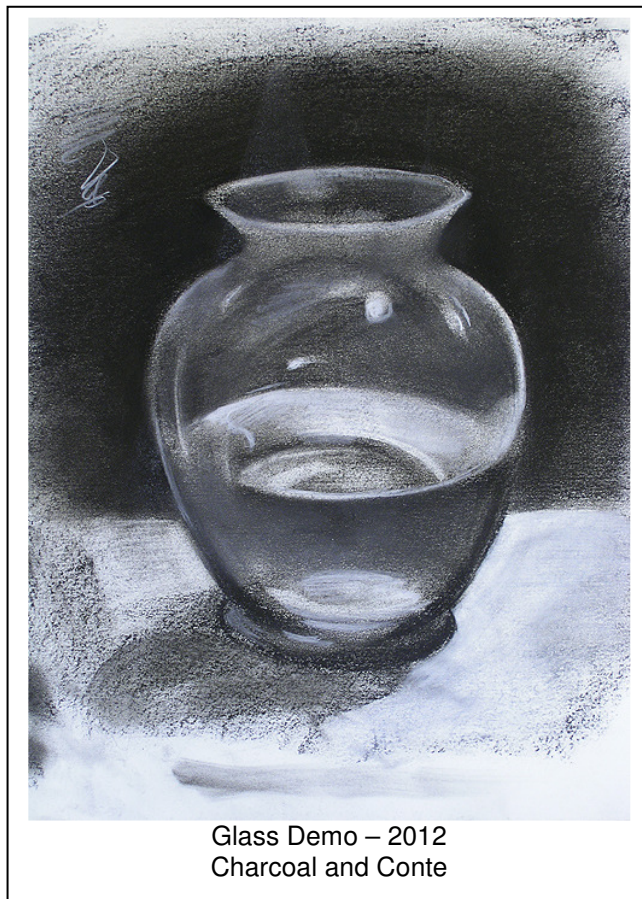
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Drawing establishes the basis of knowledge and skills you need in any area of the visual arts. Drawing provides such an essential foundation for all other artistic expression. Musicians practice their scales, and athletes train extensively to succeed. So too, the artist should always be drawing in order to keep his/her eyes and hands honed.

Firstly, the student must learn how to see and then he/she studies a variety of approaches for interpreting and recording that information. Students often want the “right” answer; however you will often be pressed to use your own critical thinking skills to advance through the drawing process.

Projects will contain skill based elements to deepen your understanding of line, value, space, shape, pattern, texture, and proportion.



Glass Demo – 2012
Charcoal and Conte

Specific techniques and objectives:

- Contour line, tonal shading & smudging
- Positive/ Negative design
- Use of the principles of design to create compositions
- Drawing from observation
- Analyze and critique artist’s drawings bases on concepts, communication of meaning, and technique

Visual perspective: representing depth on a picture plane

- Concepts of linear and atmospheric perspective to portray three dimensional space on a two dimensional surface
- Drawing from observation using methods to observe and record accurate proportions such as: measuring proportional relationships, sighting, blocking in basic forms, and drawing Negative spaces

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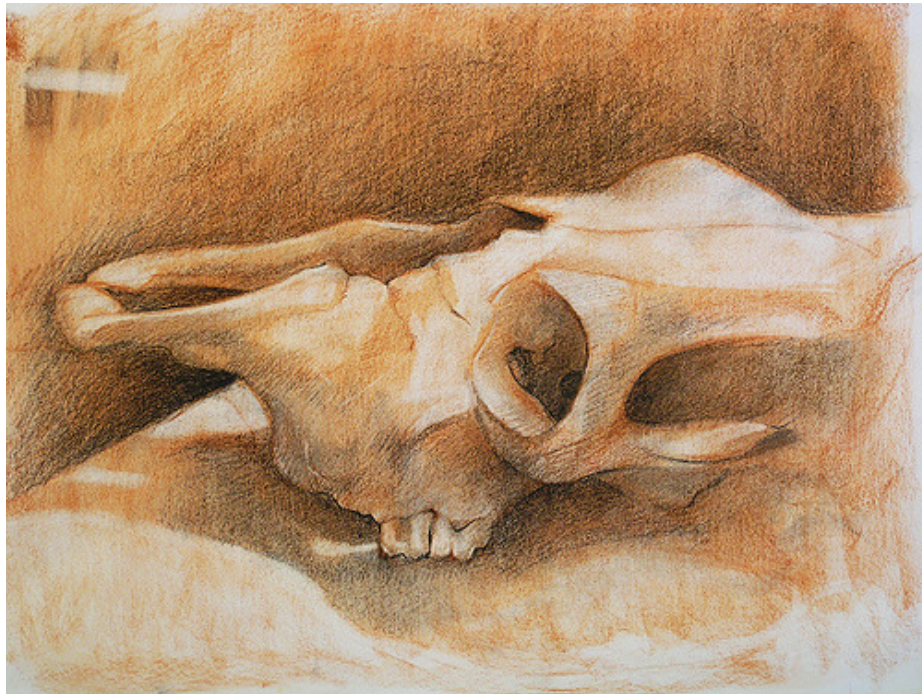
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Value: developing depth and composition

- Composition studies through thumbnail sketches
- Charcoal reduction – erasure.
- Charcoal and Conte – adding lights (white)

Gesture drawing into developed drawing

- Movement and/or mass are emphasized in quick sketches that explore expressive mark- making
- More sustained drawings are developed while keeping the energy of the gesture



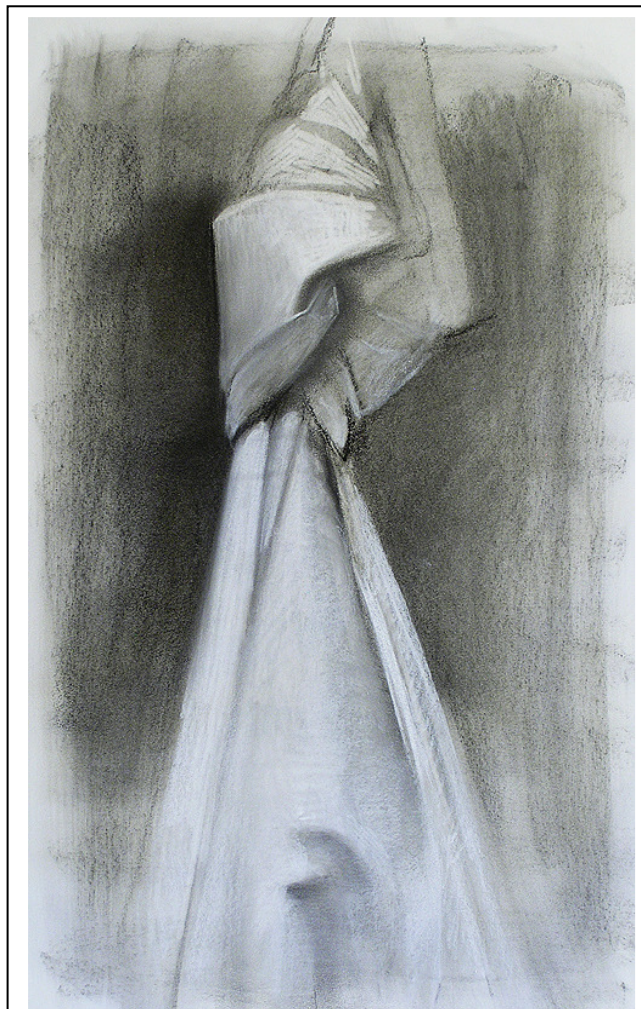
Erasure Technique of Skull Demo 2011
Conte and Charcoal

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- Class One** Site-lines & measuring. Ellipses, cubes, cones and geometric shapes.
- Class Two** Blind contour – Negative & positive space. Gesture & line quality discussed.
- Class Three** One, two & three - point linear perspective. Line weight and the illusion of space.
- Class Four** Value & shading in pencil – Depth and volume through darks.
- Class Five** Value & shading in pencil continued
- Class Six** Charcoal – Large scale collaborative project.
- Class Seven** Charcoal – Pulling out lights using the erasure – drapery project.
- Class Eight** Charcoal & conte – Reflections and transparent objects
- Class Nine** Charcoal & conte – bones and the skeleton



Drapery shading demonstration – 2013
Conte and charcoal