Design and designing
Shading and toning

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Activity two is an activity in tone. Again I am going to use a thick pen to draw my pencils that appear in your modelling workbook and these can be quite crude really. The objective of these three pencils is to give myself some spaces in which I am going to draw some basic tone. So these are supposed to represent three quite chunky pencils like that and I am going to use these nine squares or nine rectangles or whatever you've drawn, to practice some tone. I've brought some pencils in with me and if we start with the heaviest of the pencils. The pencil is held on its side, or as close to its side as you can get, and gently rubbed over the surface. It doesn't matter if you can't get quite to the edges but the point with the tone is you don't see the lines of the pencil, it comes down as one flat area of tone. So I am putting a tone across all three boxes of one pencil and what I'm going to try and do now is to build up three weights of tone so the second square in my pencil, I'm going to go back over in a different direction. Same pencil, same weight, and build up the tone there and I'll go over the third on at the same time because this last one will have at least three weights of pencil tone. So the idea is to get one flat area and if you don't feel it is dark enough, I am trying to get the progression of light, medium and dark with the one pencil. I could go over that again like that and I could just tidy up the edges using a rubber like that. If I go to a different weight of pencil, this is a slightly harder pencil to the previous one and it is going to give me a different type of tone and you can pick any pencils for this, it doesn't matter. I have called them a soft, a medium and a hard pencil, it doesn't really matter what weight you have chosen for these but what you should arrive at is a block of nine tones which demonstrate that the harder pencils give a much lighter, softer tone whereas the softer pencils tend to give you more black and denser body of tone and those skills will be quite useful when it comes to putting shading into your design drawings, so that's Activity Two.