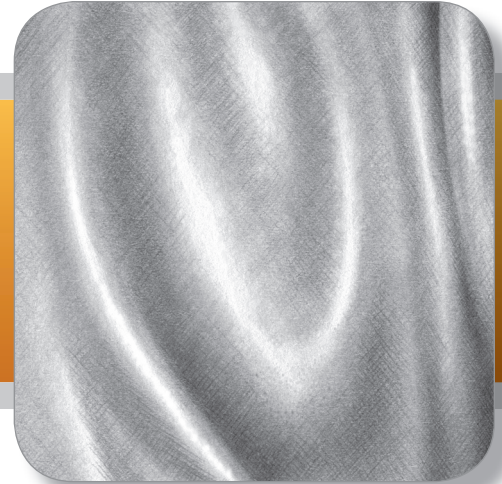


# Shade Matte and Shiny Fabric



Capture the basic textures of such fabrics as cotton, linen, silk, polyester, vinyl, plastic, and leather using crosshatching

**Resource:** Module 3.1 Introduction to Shading

**Supplies:** paper, 2H, HB, 2B, and 4B pencils, pencil sharpener, sandpaper block, vinyl and kneaded erasers, blending tool (such as paper towel)

- 1. Outline a rectangular drawing space, and lightly sketch three curved lines to represent the folds in the fabric (Figure 1)**

Figure 1



Figure 2



- 2. Use sharpened 2H and HB pencils to graduate light and medium values with very thin, fine crosshatching lines (Figure 2).**

Sharpen your pencil points frequently as you work.

**3. Use HB, 2B, and 4B pencils to shade the shadow areas with medium and dark values (Figure 3).**

Make sure you leave lots of light values to contrast with the darker values. At this stage, the texture of the fabric is not shiny. (If your goal is to draw a matte-textured fabric such as cotton or linen, then your drawing is complete!)

Characteristics of shiny fabrics include:

- bright highlights reflecting off the surface areas closest to the light sources
- graduations of values from light to dark compacted into very short distances
- extreme contrast of values, such as dark shadows and pronounced highlights right beside one another

Figure 3

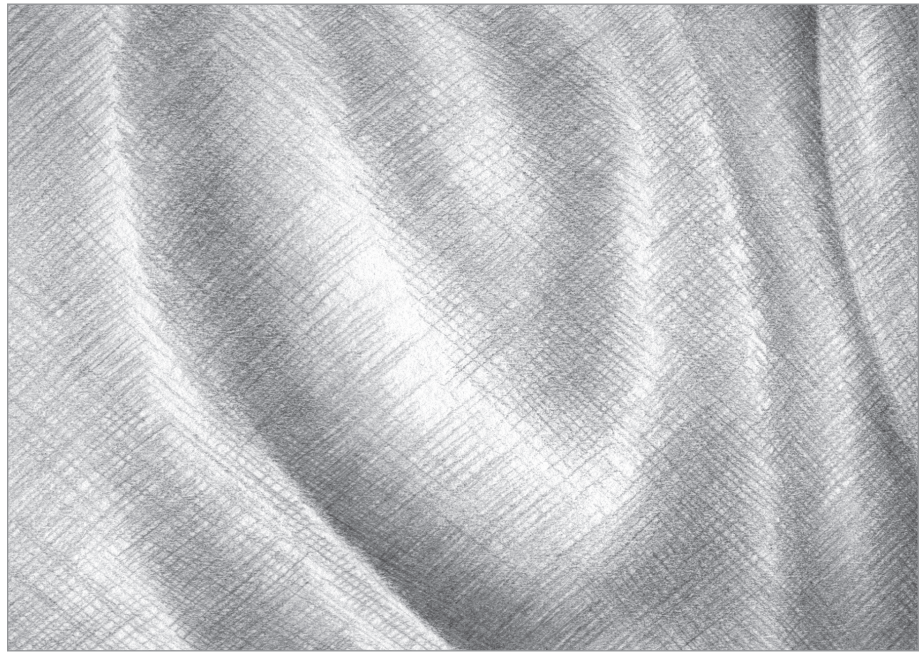


Figure 4

- 4. Blend the shading with a soft blending tool (Figure 4).**
- 5. Use your kneaded eraser to pull out highlights in the light areas.**
- 6. Use a 4B pencil to very sparingly add more dark values in the shadow sections.**

