Lesson 2

Today you are going to learn about the different building materials and textures around your school. We will do this by making rubbings of different textures and comparing them. You are also going to learn about architectural rendering and some different techniques we use to achieve texture, shade and shadow on a drawing.

Rendering: a drawing, of a building or interior space, artistically showing the building materials, shades, and shadows.

Shading: the rendering of light/dark values in a drawing to create the illusion of 3-dimensionality & represent light/shadow.

Hatching: shading composed of fine lines drawn in close proximity.

Crosshatching: shading composed of two or more series of intersecting parallel lines.

Scribbling: shading by means of a network of random, multi-directional lines.

Stippling: shading by means of dots, small spots, or short strokes.
Assignment:

Using a pen or marker recreate the rendering techniques in the spaces provided.
The two images to the right are examples of how one can use these rendering techniques. Notice how the stones appear to have different textures by using different techniques.

Drawings by Francis Ching
Assignment:
Using a pen or marker recreate these rendering techniques in the spaces provided.

Concrete
Stone
Wood
Steel
Earth
Brick
Stone
Glass

Drawings by Francis Ching
Assignment:
Using a crayon, make rubbings of materials around your school. Try to find all the materials that are labeled and then find three other materials that you think are interesting.
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Building of the Week:

St. Basil’s Cathedral in Moscow, Russia was commissioned by Ivan the Terrible. It is located in the Red Square and was built in celebration of Ivan’s many victories. It was constructed from 1550 to 1560 and since then it has been decorated with colored tiles to look oriental.