



Essentials of Drawing with Brighton Demerest-Smith

Lesson 2: Point, Line, Shape, and Form

Outline:

Simple Solids

- Point is the first principle of art.
- A point extends into a line, which has many different forms.
 - Mechanical lines: straight lines
 - Organic lines: curved lines
- Shape is when a line closes in on itself.
- A shape tilted back into space becomes a plane.
 - Top plane
 - Front plane
 - Side plane
 - Under plane
- Form is when plane is changing directions when it is combined with other forms.
 - Light coming from an angle is how we are able to describe form.
 - Light always moves in one direction.
 - Light is unable to get through solids.
 - Variety of shade is called value. Lines denote a change in value.
 - Shade the plane in the direction that it is going to create an illusion of depth.
 - Line can mark where two values or two planes meet.
 - We have to shade the space behind the form.
 - Line separates the object from the background.
 - Core shadow is the darkest shadow that is present on the form itself (darker than the cast shadow).
 - If a circle fits inside of a square, then we have a sphere and cylinder inside of a cube.
 - Five essential solids:
 - Cube
 - Sphere
 - Cylinder
 - Egg
 - Cone
 - Sphere
 - Think of the sphere as a globe with interacting longitude and latitude lines. Each intersection is a separate value.
 - The first ring is often the darkest.



- Moving across the form is called gradation.
- We have to understand what is happening to the form to create a realistic sphere drawing.
- Create a line where the core shadow begins. A change in plane is the same as a change in value which is the same as a change in direction.
- Use a line of direction for the cast shadow, which is darkest along the line. The cast shadow is an ellipse.
- Light is hitting the surface of the table and bounces onto the object creating slight little spotlights on the object. This is reflective light.
- The highlight is the very light spot on the object.
- Cylinder
 - The cylinder is derived from the cube.
 - Think of rubber bands going across the cylinder.
 - Think of round objects as flat planar shapes.
 - Cylinders are some of the most useful solids to construct from.
 - The cone behaves nearly identically to the cylinder.
 - Cylinder and cone can become arms, legs, and hands.
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