HOMEWORK 03 · TOPIC 3

Spirit *marker* rendering

Revise how markers build tone and how designers use them. Plan a marker render in pencil.

⏱ 30-40 MIN | PENCIL + RUBBER | 12 MARKS

Name _____

Class _____ Due _____

1 Explain why going over an area again with the **same** spirit marker makes it darker. 2 marks

2 State **two** items of equipment used with markers and what each is used for. 2 marks

3 Describe how markers are used to make a cylinder look like metal. 2 marks

4 Explain why designers leave some areas of the paper white when using markers. 1 mark

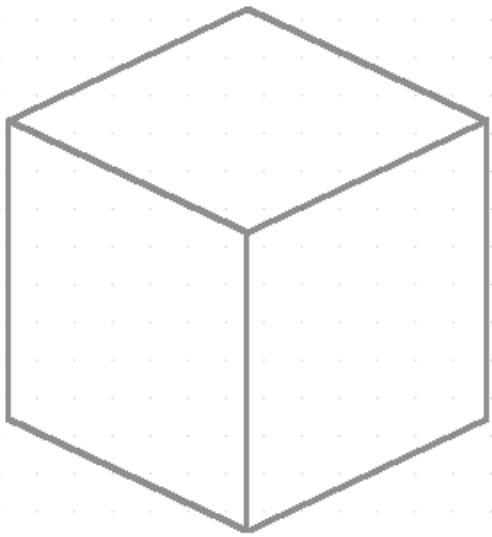
5 Give one advantage and one disadvantage of using spirit markers. 2 marks

KEY WORDS TO USE IN YOUR ANSWERS

TRANSPARENT | LAYER / PASS | WHITE SPACE | COOL GREY | HIGHLIGHT | CONTRAST | FINELINER | GEL PEN

6 **Plan a marker render.** Using pencil only, shade the cube to show where you would put **1 pass**, **2 passes** and **3 passes** of one marker, and the white highlight. Label each face. Light from the top left. Add the cast shadow. 3 marks

YOUR PLAN



Type-in version: print this box, or render digitally and hand it in with this sheet.

NO COLOUR AT HOME?

Everything here can be done with an ordinary pencil. If you have colour pencils, use them — but they are not needed for full marks.

Total _____ / 12