WORKSHEET 02 · TOPIC 2

Pencil *rendering*

Pressure is your dimmer switch. Practise building tone in graphite, then add colour and texture with colour pencils.

⏱ 50 MIN | 2H, HB, 2B, 4B PENCILS | COLOUR PENCILS | PUTTY RUBBER | FINELINER

Name _____

Class _____ Date _____

LEARNING INTENTION

To render geometric forms and a product with graphite and colour pencil using a consistent light source.

SUCCESS CRITERIA — I CAN…

- use pencil grades and pressure to build tone
- use hatching, cross-hatching, blending and layering
- change stroke direction to show different faces
- show material with colour pencil

TASK 1 Two pencils, two scales

2 marks

Make a five-step tonal scale with an **HB** and then with a **4B**, using only pressure.

HB

4B

1 State one reason why an illustrator would use a 2H pencil and one reason they would use a 4B pencil on the same rendering. 2 marks

TASK 2 Four techniques

HATCHING
parallel lines — closer = darker

CROSS-HATCHING
a second layer at an angle

SMOOTH BLEND
light circles, white → dark

LAYERING
two colours on top of each other

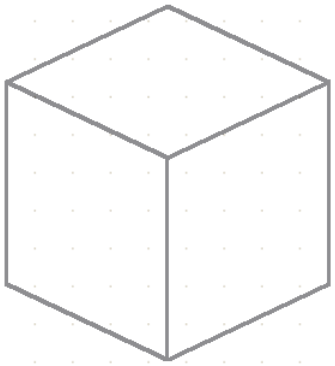
2 Describe how cross-hatching is used to show the darker side of an object. 1 mark

TASK 3

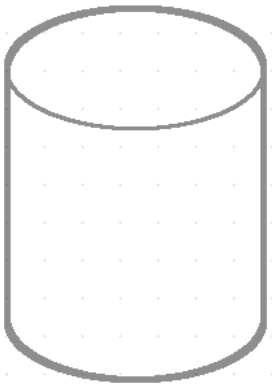
Graphite forms

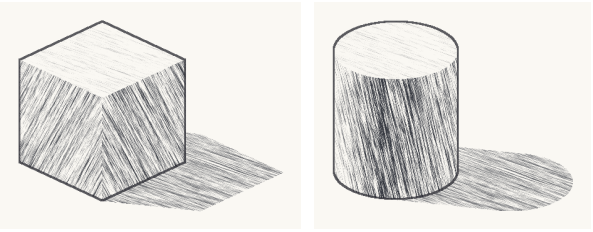
Light from the top left. On the **cube** change stroke direction on each face. On the **cylinder** run your strokes along its length and leave a thin white highlight strip.

CUBE · GRAPHITE



CYLINDER · GRAPHITE





CHECK YOURSELF

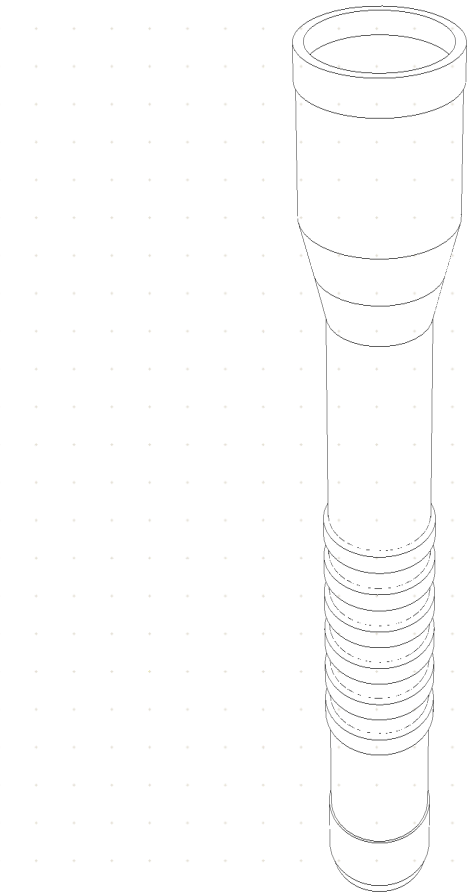
Compare with the examples. Are your three cube faces three **different** tones? Is your darkest band on the cylinder just past the middle, with reflected light at the far edge?

3 State why you should build tone in light layers rather than pressing hard straight away. 1 mark

TASK 4

Product render — Beam torch

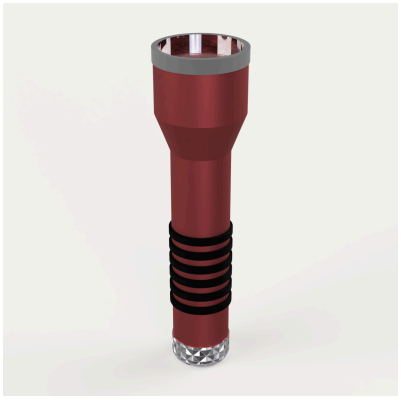
BEAM TORCH · COLOUR PENCIL



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

CLIENT BRIEF

Body	Red anodised aluminium — smooth gradient, crisp highlight strip
Grip rings	Black rubber — even dark tone, no shine
Head bezel	Chrome — high contrast bands
Light	Top left



CAD render for reference — do not trace.

- [ ] Light from the top left on every part
- [ ] At least three tones on the body
- [ ] Rubber looks different from metal
- [ ] Fineliner outline: thick outside, thin inside

4 Explain how you made the rubber grips look different from the aluminium body. 2 marks

5 Describe how wood grain could be shown using colour pencils. 1 mark

Total for knowledge questions _____ / 7

TASK 5 Material swatches

Colour pencil swatches you can copy from in later renders. Light from the top left in every box.

WOOD · LONG GRAIN

light tan base, dark brown lines along the length

WOOD · END GRAIN

rings, darker than long grain

BRUSHED STEEL

grey streaks in one direction, white strip

BLACK RUBBER

even dark tone, no shine

GLOSS PLASTIC

smooth colour, crisp white highlight

CLEAR ACRYLIC

mostly paper, tinted edges, white streaks

SELF-ASSESSMENT — TICK ONE BOX PER LINE (✓)

I CAN…	NOT YET	NEARLY	GOT IT
use pencil grade and pressure to control tone	☐	☐	☐
use hatching, cross-hatching, blending and layering	☐	☐	☐
change stroke direction to show different faces	☐	☐	☐
show two different materials with colour pencil	☐	☐	☐

One thing I will do to improve: