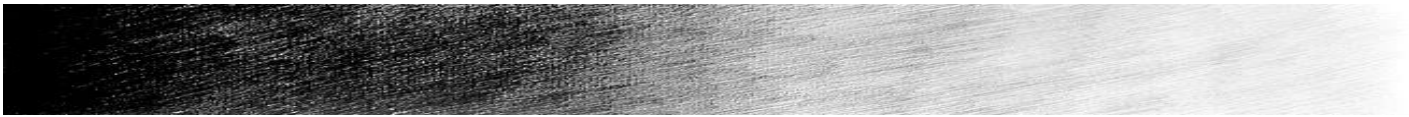
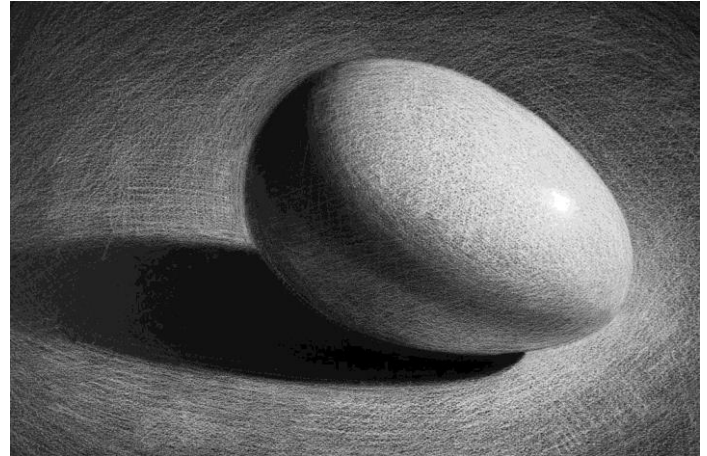


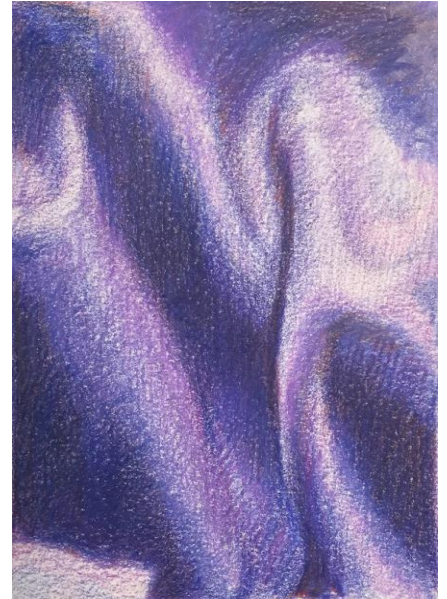
Using Texture and Tone to Create Realism in Drawing and Painting

What is Tone?

- Tone means how light or dark something looks.
- Artists use tone to show **depth, form and shadows**.
- Smooth tonal shading makes objects look **3D and realistic**.
- Without tone, drawings look flat.



What is Texture?



- Texture is how a surface feels or looks like it would feel.
- In art, we can show texture by using **different marks, strokes or patterns**.
- For example: rough bark, soft fur, shiny metal, or wrinkled skin.
- Realistic texture helps the viewer imagine **touching** the object.

How Do They Work Together?

- Tone shows **light and shadow** → makes objects look solid.
- Texture shows **surface detail** → makes objects look real.
- Combining both makes drawings and paintings **lifelike and believable**.



Techniques to Try

1. **Shading smoothly** from light to dark.
2. **Cross-hatching** or **stippling** for texture.
3. Using a **range of pencils** (2H for light, 2B/6B for dark).
4. Observing real objects carefully → copy how light falls and how surfaces look.

