Colored Pencil Techniques

**Line**
- Vertical Hatch Use 2 values
- Diagonal Hatch Use 2 values
- Cross Hatch Use 2 values
- Contour Use 2 values
- Curvilinear Use 2 values
- Circular Scribble Use 2 values
- Linear Scribble Use 2 values
- Stipple Use 2 values

**Tone**
- Smooth Tone
- 2Direction Tone
- Textured Tone
- Frottage
- Analogous
- Light Over Light
- Light Over Dark
- Dark Over Light
- Dark Over Dark
- Complementary
- Analogous

**Mixing**
- Use 2 values
- Smooth Tone
- 2Direction Tone
- Textured Tone
- Frottage
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- Light Over Light
- Light Over Dark
- Dark Over Light
- Dark Over Dark
- Complementary
- Analogous

**Tinting**
- 1 Color, Pencil
- 2 Color, Pencil
- 3 Color, Pencil

**Burnishing**
- Scratch Through
- 1 Light Color
- 2 Light Colors

**Layering**
- White Lines
- Plain Lines

**Colorless Blender**
- Light Over Light Blender
- Light Over Dark Blender
- Dark Over Light Blender
- Dark Over Dark Blender

**Sgraffito**
- Tuscan Red, Indigo Blue, Violet
- Medium Black, Peacock Blue
- Indigo Blue, Violet
- Indigo Blue, Dark Umber

**Contrasting Edges**
- Dark Background
- Light Background
- Complementary
- Analogous
- Back and Shape
- Back and Shape
- Tuscan Red, Indigo Blue, Violet
- Medium Black, Peacock Blue
- Indigo Blue, Violet
- Indigo Blue, Dark Umber
Colored Pencil Techniques

Line: Linear Patterns Shaded With a Sharp Pencil
1. **Vertical Hatch:** Shading with short parallel vertical lines. More lines create darker value. Use 2 values of one hue to shade gradients and darker sides. Use more of the darker value in dark areas and use the lighter value in lighter areas.
2. **Diagonal Hatch:** Use 2 values of one hue. Shading with short parallel diagonal lines. More lines create darker value.
3. **Cross Hatch:** Use 2 values of one hue. Shading with short parallel crossed lines. More crossed lines create darker values.
4. **Contour:** Use 2 values of one hue. Lines follow the contour of the form. More lines closer together and/or thicker, show darker value.
5. **Curvilinear:** Use 2 values of one hue. Shading with short curved lines. More overlapping lines create darker values.
6. **Circular Scribble:** Use 2 values of one hue. Circular shading with pencil continuously touching the paper. More layers and more pressure create darker values.
7. **Linear Scribble:** Use 2 values of one hue. Shading with short vertical and horizontal lines. The pencil never leaves the paper. More layers and more pressure create darker values.
8. **Stipple:** Use 2 values of one hue. Shading with small dots. More dots closer together create darker values.

Tone: Smooth Value Shading With Rounded Point
1. **Smooth Tone:** Shading showing no linear direction. More layers and more pressure create darker values.
2. **2 Direction Tone:** Shading showing a linear direction. Shade the front face in one direction, the side face in another direction.
3. **Textured Tone Frottage:** Place paper on top of a textured surface before shading. Keep value in mind.
4. **Cast Shadow Analogous:** Shade cube with analogous colors. Fill in the cast shadow with another analogous color.
5. **Gradient Shade Complementary:** Shade the cone with full value range gradient from darkest to lightest. Layer over the darkest values with the complementary color.
6. **Gradient Shade Analogous:** Shade the cylinder with analogous colors layered to form a full value range gradient from darkest to lightest.
7. **Light Pressure Build Up:** Using only light pressure, use one color to build up layers to show full value range from darkest dark to lightest light.
8. **Circular Tone Build-Up:** Using only light pressure, use one color in a circular shading pattern to build up layers to show full value range from darkest dark to lightest light.

Mixing: Using Two or More Different Colors Together
1. **Light Over Light Complementary:** Using only light pressure, shade the cube to show the three different values for each face. Then layer the complementary color over each value, preserving the light, medium, and dark values.
2. **Light Over Dark Complementary:** Using heavy pressure, shade the pyramid with two values. With the complementary color, use light pressure to shade over the top.
3. **Dark Over Light Analogous:** Shade the triangular prism with analogous colors using light pressure. Then apply heavy pressure over the top with another analogous color.
4. **Dark Over Dark Analogous:** Shade the rectangular prism in three values using heavy pressure. Shade over the top with an analogous color using heavy pressure.

Tinting: Using Colored Pencil to Tint a Graphite Shading
1. **Pencil Shading One Light Color:** Shade the cone with your 4B pencil using full value gradient from darkest dark to lightest light. Shade one light pressure color over the top.
2. **Pencil Shading 2 Analogous:** Shade the cylinder with your 4B drawing pencil and layer two analogous colored pencils over the top.
3. **Pencil Shading Complementary:** Shade the cylinder with your 4B drawing pencil and layer two complimentary colors over the top. Keep value gradients to show form.
4. **Pencil Shading 3 Analogous:** Shade the circle as a sphere with your 4B drawing pencil. Layer 3 analogous colors over the top.

Burnishing: Heavy Pressure Using a Light Color Over Other Colors
1. **Light over Light Heavy White:** Using light pressure, shade the cube with any color. Layer any other color over the top with light pressure. Use white pencil with heavy pressure over the top.
2. **Light Over Dark Heavy Gray:** Using heavy pressure, shade the pyramid in any color. Layer any other color over the top using light pressure. Choose a light shade of gray and use heavy pressure over all.
3. **Dark Over Light Heavy Medium Gray:** Shade the triangular prism lightly with any color. Use a different color over the top with heavy pressure. Burnish with a medium shade of gray.

4. **Dark Over Dark Heavy Beige:** Shade the rectangular prism with heavy pressure, but keep 3 values. Use another color over the top with heavy pressure. Burnish with beige.

**Layering: Using Light Pressure Throughout, Layer Graphite and Colored Pencil**

1. **1 Color, Pencil, 1 Color, Pencil:** Lightly shade the cone with any colored pencil. Lightly shade using graphite. Use the same color, lightly shade over the pencil. Lightly shade again with graphite.

2. **Pencil, 1 Color, Pencil, 1 Color:** Shade the cylinder with graphite. Lightly shade with any color pencil. Lightly shade with graphite. Lightly shade again with the same color.

3. **2 Color, Pencil, 2 Color, Pencil:** Lightly shade the cylinder with two different colored pencils (be sure to create the proper gradient). Lightly shade with pencil. Repeat the colored layer and the pencil layers.

4. **3 Color, Pencil, 3 Color, Pencil:** Lightly shade the circle as a sphere using 3 analogous colors. Shade lightly with pencil. Lightly shade the sphere with graphite. Repeat the light analogous and graphite shading layers.

**Colorless Blender Over the Colored Pencil**

1. **Light Over Light Blender:** Shade lightly with two different colors and use colorless blender over the top.

2. **Light Over Dark Blender:** Use heavy pressure to shade the pyramid. Use a different color to shade lightly over the top. Use colorless blender over to blend.

3. **Dark Over Light Blender:** Shade lightly with colored pencil. Use heavy pressure with a different color. Use colorless blender over the top.

4. **Dark Over Dark Blender:** Use heavy pressure to shade the prism. Use another color with heavy pressure on top of the first color. Use colorless blender over all.

**Sgrafitto: Scratch Through Top Layer**

1. **1 Heavy Layer Scratch Through:** Apply 1 layer of colored pencil using heavy pressure. Scratch through the colored pencil layer to the paper below using an x-acto knife.

2. **2 Heavy Layers Scratch Through:** Apply 1 layer of colored pencil using heavy pressure. Apply a second layer of a different colored pencil over the first, using heavy pressure. Scratch through the first layer to the second layer using an x-acto knife.

**Impressed Line: Shading Over an Impressed Line**

1. **White Lines 1 Light Color:** First place your worksheet on top of a section of newspaper to create an “impressible” work surface. Make impressed white lines on the cylinder with a white pencil. Shade over the lines with any color using light pressure.

2. **Plain Lines 2 Light Colors:** First place your worksheet on top of a section of newspaper to create an “impressible” work surface. Make impressed plain lines on the circle with a toothpick. Using light pressure, shade one color over the impressed surface. Repeat with another color over the top of the first.

**Contrasting Edges: Pressure, Value, and Color Changes Contrast Edges**

1. **Dark Background Light Shape:** Shade the background with heavy pressure. Shade in the cube with lighter pressure and lighter color.

2. **Light Background Dark Shape:** Shade the background with light pressure. Shade in the pyramid with heavy pressure and darker color.

3. **Complementary Back and Shape:** Shade the triangular prism in your chosen color. Shade the background with heavy pressure using the complement of your chosen color.

4. **Analogous Back and Shape:** Shade the object in analogous colors. Shade the background in another analogous color.

**Mixed Black Layering: Richer Blacks are Made By Mixing Dark NonBlack Colors**

1. **Tuscan Red, Indigo Blue, Violet:** Mix these three colors within the circle. Use layers of heavy pressure. Shade the background in black colored pencil to see the contrast.

2. **Medium Black, Peacock Blue:** Shade the circle with black colored pencil using medium pressure. Shade peacock blue over the top with heavy pressure. Shade the background in black colored pencil to see the contrast.

3. **Indigo Blue, Violet:** Shade the circle with indigo blue. Layer violet over the top. Shade the background in black colored pencil to see the contrast.

4. **Indigo Blue, Dark Umber:** Shade the circle with indigo blue, use dark umber over the top. Shade the background in black colored pencil to see the contrast.