

# WARMING UP

**D**rawing is about observation. If you can look at your subject and really see what is in front of you, you're halfway there already—the rest is technique and practice. Warm up by sketching a few basic three-dimensional forms—spheres, cylinders, cones, and cubes. (See page 18 for more on basic shapes and their corresponding forms.) Gather some objects from around your home to use as references, or study the examples here. And by the way, feel free to put a translucent piece of paper over these drawings and trace them. It's not cheating—it's good practice.

## STARTING OUT LOOSELY

Begin by holding the pencil loosely in the underhand position. (See page 18.) Then, using your whole arm, not just your wrist, make a series of loose circular strokes, just to get the feel of the pencil and to free your arm. (If you use only your wrist and hand, your sketches may appear stiff or forced.) Practice drawing freely by moving your shoulder and arm to make loose, random strokes on a piece of scrap paper. Keep your grip relaxed so your hand does not get tired or cramped, and make your lines bold and smooth. Now start doodling—scribble a bunch of loose shapes without worrying about drawing perfect lines. You can always refine them later.

**Roughing In** Lightly sketch the general shapes of a variety of objects, roughly indicating the shaded areas. Also look at the shape of the shadow the object throws, and use your darkest shading here. Experiment by using different types of pencils (H, HB, 2B), changing the pressure on your pencil, and see what different lines you create.

