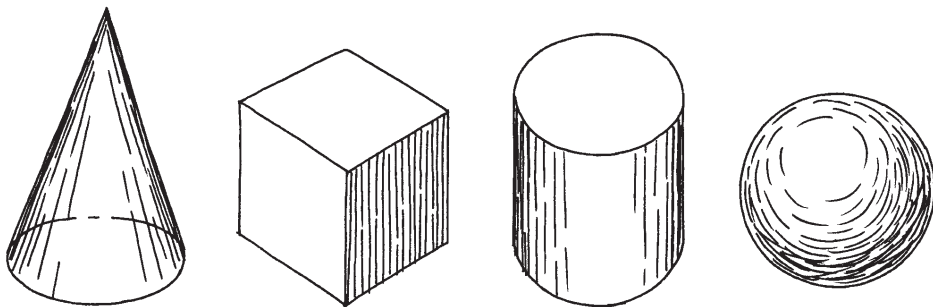


# Rapid rendering

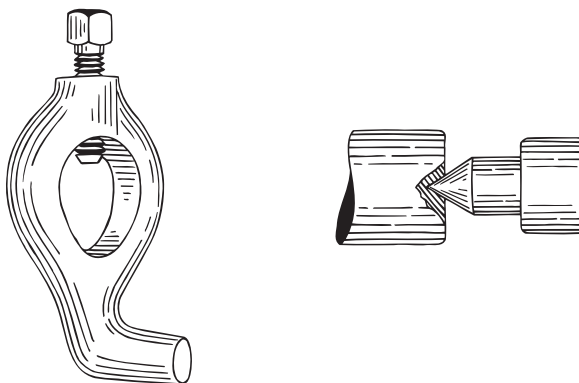
Extension material for Level 1 Design and Visual Communication Study Guide  
ISBN 978-1-877459-02-3, Pages 42, 45

## Simple line shading

Simple **line shading** of basic forms is quick and effective.

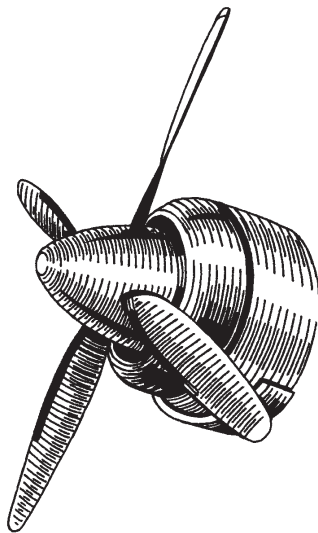


*Line shading of basic forms*



*Line shading of complex forms*

Line shading can follow contours, as in the examples in the following figure **Stippling** may also be used.

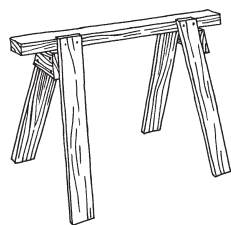


*Examples of contour line shading*

**Textures** should be indicated.

- It is not necessary to show all the bricks in a wall, but a few at one end will 'give the idea'.
- Wood is easily rendered with wood grain.
- Rubber has a stippled appearance.
- Metal is shown with form shading and **highlights**. An eraser can be used to make a highlight.

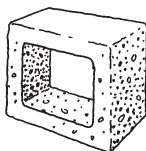
## Using different media



wood



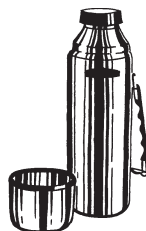
rubber



concrete

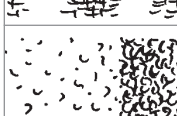
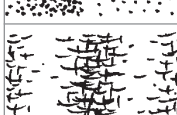
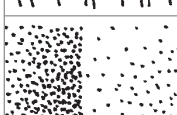


plastic

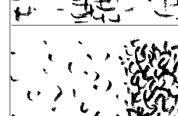
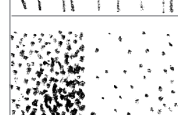
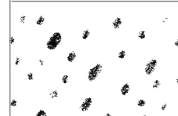
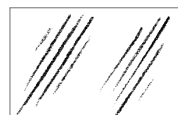


metal

## Pen



## Pencil



glass

reflective  
plastic  
or metal

concrete

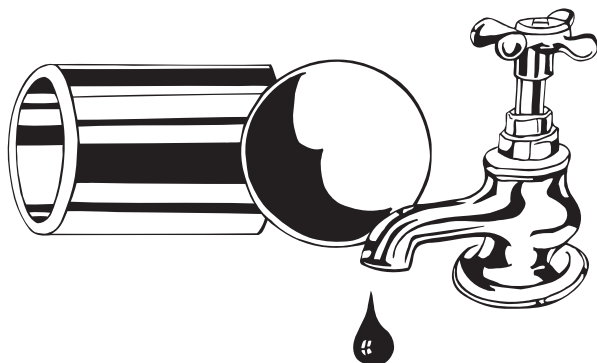
surface  
grainwood end  
grainrubber or  
foam

fabrics

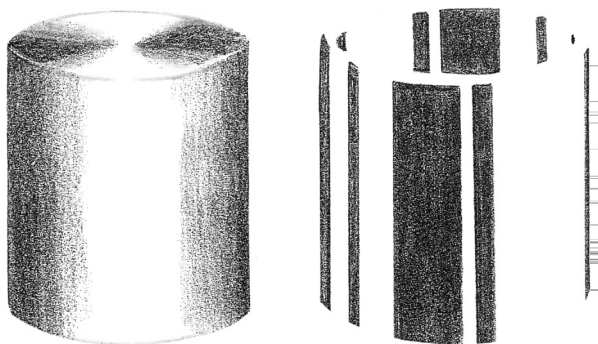
textured  
plastic

**Note:** The more highly polished a surface is, the more area is left unshaded. On very shiny surfaces, such as chromium plate, reflections will appear as high **contrast** areas of dark and light.

*Rapid rendering of common objects, showing the materials they are made from*



Polished metal cylinder and tap showing reflections.

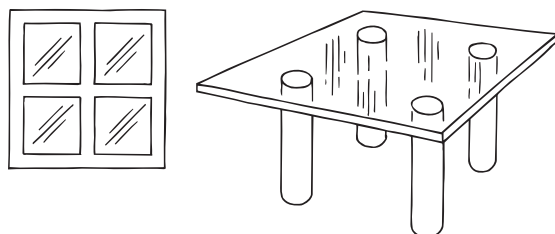


Dull metal cylinder and hollow cylinder.

### *Rendering metal*

The amount of highlighting on a sketch depends on how shiny the object is.

- To depict glass on a vertical surface such as a window, short parallel diagonal lines are used.
- To show glass on a horizontal surface, short parallel vertical lines are used.
- If glass is **transparent**, then the shapes behind must be shown. Since some detail will be lost, this can be done with thin broken lines.



*Glass window, and glass table*

## Emphasising sketched ideas

Sketches can also be emphasised using coloured surrounds to draw attention to them, but be careful to do it in a manner that does not distract or is of a dominant shape of its own. Muted colours of greys, greens, blues and browns are best for surrounds. Bright colours are better for small detail.

**Negative space** can be filled with 'scribble' to make a feature stand out.

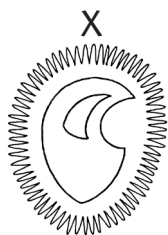
Drop shadows can be put on sketches.



*Scribble in a negative space*



*Drop shadows*



Attention is drawn to the surround rather than the design inside it.



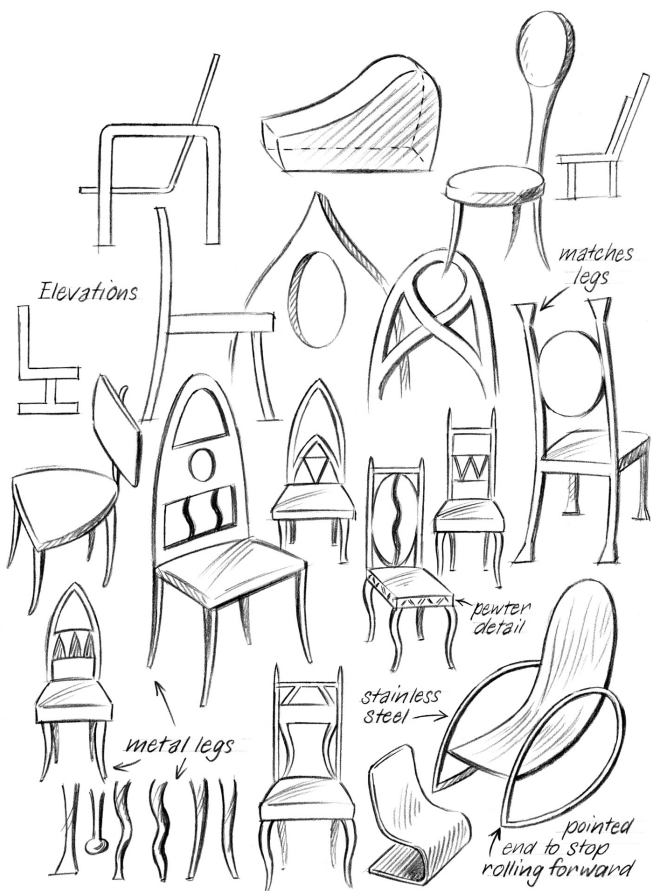
Object appears to have been enlarged and distorted by 'taking on' the shape of the surround.



Suitable surrounds – the shading near the object emphasizes its shape and is not distracting.



*Shaded surrounds*



*A sketch page using overlapping 3-D and 2-D, varying line weight and notation*