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Pen & Ink Animals

Grade Level: 8th -10th

Description: Students will discuss artwork by Albrecht Dürer and his use of line and value in his artworks. Students will create a pen & ink drawing from a photograph or printed image. Students will begin by drawing their image first using a grid system and then apply pen and ink techniques to create texture and value.

Learning Objectives

> Students will be able to:

- Develop skills and experience using pen and ink materials
- Observe an image that is interesting and well balanced
- Use a grid system to accurately draw subject matter
- Create 4 different textures in pen and ink
- Create value with light and dark textures
- Demonstrate excellent craftsmanship with art materials

Illinois State Standards:

25.A.4 Analyze and evaluate the effective use of elements, principles and expressive qualities in a composition.

26.A.4e: Analyze and evaluate how tools/technologies and processes combine to convey meaning.

Vocabulary:

Texture: An element of art. Texture is the surface quality or "feel" of an object. (Ex: Smooth, rough, bumpy). Texture can be actual texture or simulated texture.

Actual Texture: Texture that can be felt with the hand.

Simulated Texture: Texture that takes on the appearance of actual texture through a painting and/or drawing.

Value: An element of art that refers to the lightness or darkness of a color.

Grid Technique: A technique used to accurately draw from a photograph or image. Process where the artist divides the image and paper into sections and draws the contours lines found in each section.

Using Line to create Texture

Hatching- Creating tonal or shading effects with closely spaced parallel lines

Cross-Hatching- Creating tonal or shading effects with closely spaced parallel lines

Stippling- Creating tonal or shading effects with closely spaced dots

Scumbling- Creating tonal or shading effects with closely spaced scribbles or marks

Project Steps:
- Discuss artwork by Albrecht Dürer and his use of line and value. Choose an animal image that has an interesting view point and is well balanced. Personal photographs can also be brought in and used for this project.
- Divide image and paper into ½" to 1" squares using the grid system. Draw the contour lines observed in the photo. Erase squares on drawing paper.
- Begin adding pen and ink to drawing. Value should be added gradually by building layers of lines. Texture can be created through different types of lines. Drawing should have both light, mid-tones and dark values.

Featured Artist:
Albrecht Dürer (1471-1528) A German painter, printmaker, mathematician, engraver and theorist from Nuremberg. His prints established his reputation across Europe when he was still in his twenties, and he has been conventionally regarded as the greatest artist of the Northern Renaissance. His artworks included altarpieces and religious works, numerous portraits and self-portraits, copper engravings and woodcuts.

Grading Rubric:

Composition/ Observation: Student chose an image of animal to use as their subject matter for this project. Student used a grid system by dividing the composition into sections. Student observed the contour lines, textures, value and small details from their photo.

Texture: Student created 4 different textures on their animal and background. Student used the ink pen to create hatching, crosshatching, scumbling and stippling.

Value: Student created a variety of light, mid-tones and dark areas by placing lines closer together and overlapping.

Line Direction: Student studied the line direction of the textures in the photo. Lines were not randomly placed and are accurate.

Craftsmanship/ Effort: Student demonstrated excellent craftsmanship. Student was careful in applying ink to drawing. Lines are carefully placed and not rushed. Student cleaned up well and followed directions with working with pen and ink materials.