NAME:			

Creating and Shading with TEXTURE

TEXTURE is	
Hatching	Cross-Hatching
	Discount lines soites its opposite directions
Vertical lines	Diagonal lines going in opposite directions Can add vertical + horizontal lines
Vary space of lines to shade	Less lines as it gets lighter
Pointillism/Stippling Make dots with your pencil/pen More dots = darker Dots close together = darker	Organic (curvy) shapes Lines Loop around each other but DO NOT TOUCH Add lines in between, closer together to make dark
Scribbles/Curly	Scumbing
Circular motions with pencil	Short, random curvy marks
Tighter/smaller the curl, darker it is	More angular (pointy) than scribble