FABER-CASTELL®
since 1761

Sketching Accessory Set

Drawing techniques

Find the degree of hardness here

6B		Ultra soft and very deep black
4B		Very soft and very black
2B		Soft and black
B		Soft and medium-black
HB		Medium-soft & medium-black
H		Hard and light grey
2H		Hard and silver grey

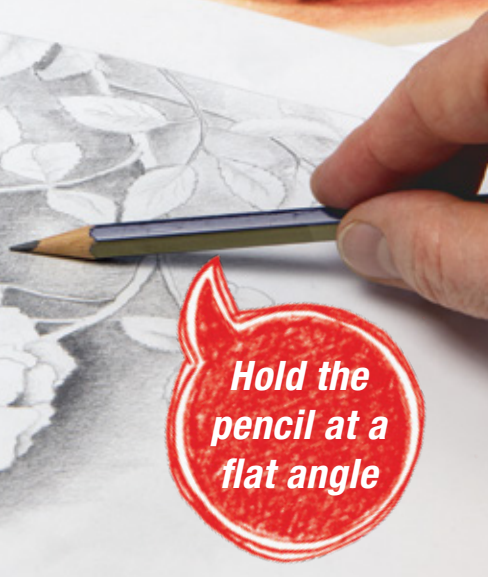HB ❀ FABER-CASTELL Goldfaber

1

Good to know
The number in front of the letter indicates the intensity of the hardness (H) or softness (B) of the lead. The higher the number, the harder/softer the pencil.

2B
B
6B
F

Use the degree of hardness to create depth in the picture

2

Shading

Hold the pencil at a flat angle
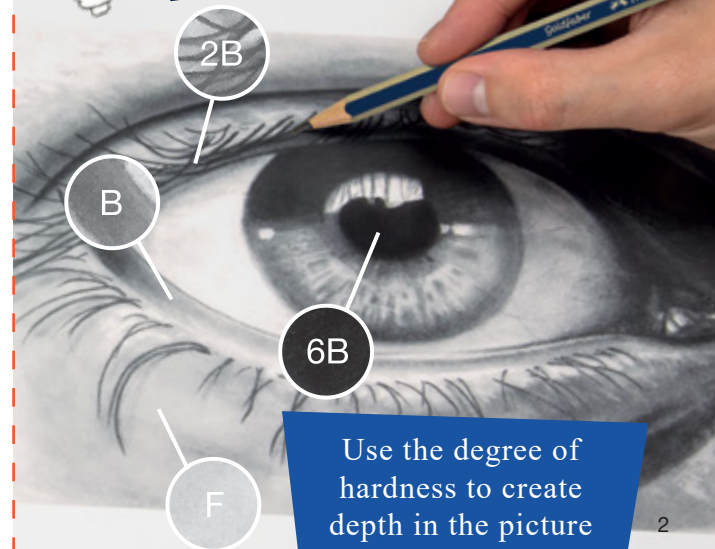
Hold the pencil in a very flat position so that the entire lead surface is used. This results in a homogeneous color application.

3

Parallel hatching

Hold the pencil upright and draw parallel lines in the same direction on the paper. The closer the lines are to each other, the darker the area appears. Drawing short hatching lines creates overlaps that boost the contrast between light and dark. If you layer hatching over each other, the surface will become denser.
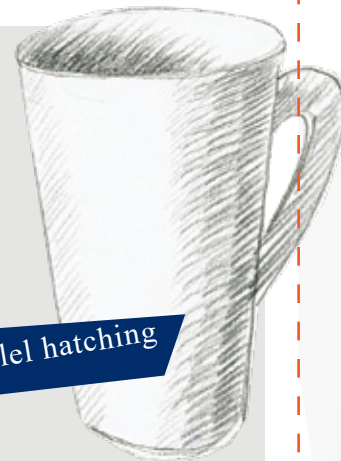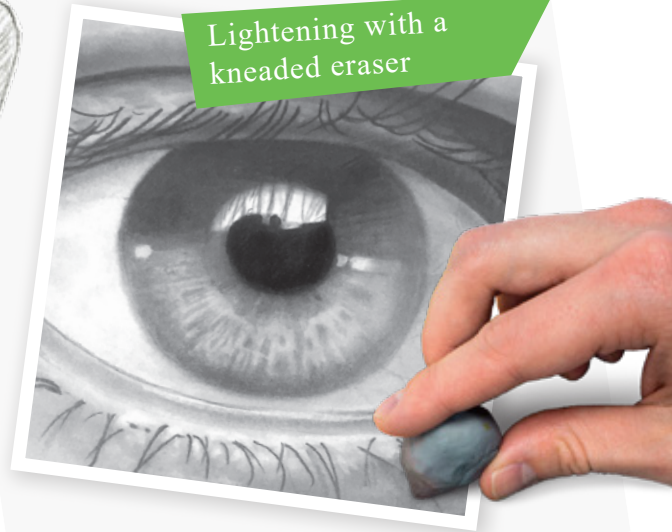
Parallel hatching
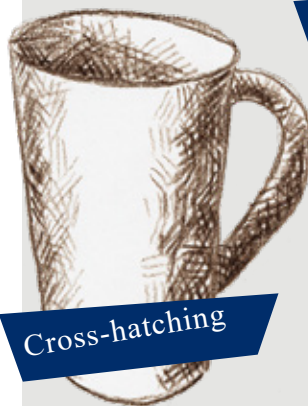
Cross-hatching

Cross-hatching

For this hatching technique, the hatching is overlapped at different angles. Observe the impression of depth created by looser and denser cross-hatching. Different tones are created by altering the density and length of the lines.

4

Lightening with a kneaded eraser

Use your eraser to lighten your drawing or add highlights. Shape it however you like so that you can dab it on the picture at selected points or over larger areas. Using the kneadable art eraser over the edge of a sheet of paper creates precise, light edges.

5

Sketching is quick, imprecise drawing showing the basic object with no right or wrong strokes. Begin by finding the shapes that make up the camera. Sketch them out using a 2H pencil.

You can use common household objects to trace and create the larger circles.
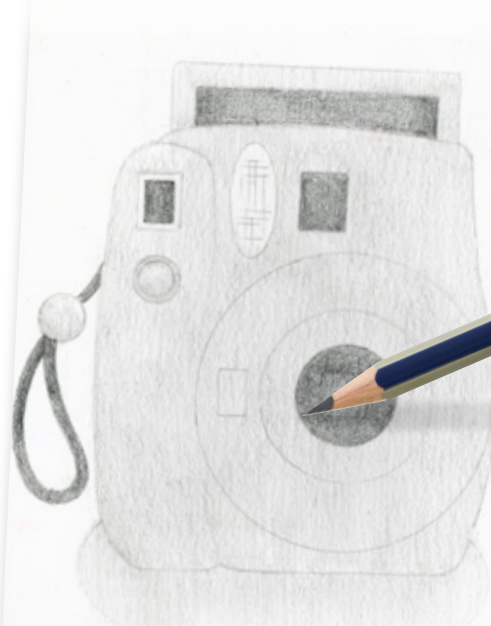
Use the eraser shield as an edge for straight lines and tracing template for the smaller circles & squares.
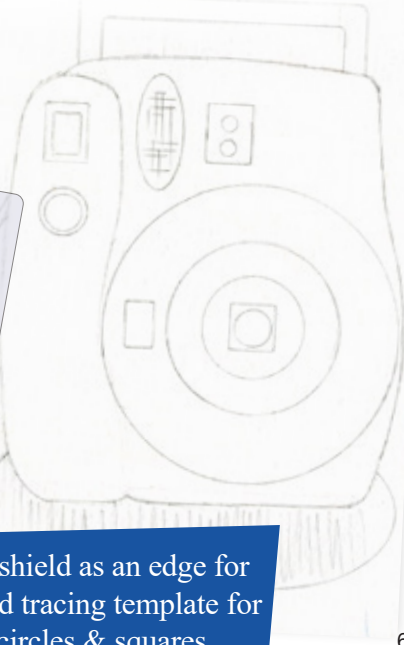
6

When drawing with graphite, it is best to build up your picture from light to dark so you can control tonal values and contrasts, layer by later, in a targeted way.

Use the H and then HB pencil to begin shading in the camera. If you rush into heavy shading, it will be difficult to erase later.

7

Once you've created a base layer of value to your drawing, start shading in more detail to add depth. Start with gradients and shade with HB, adding more value to the curved shapes of the camera.

Lay a piece of plain scrap paper under your hand to avoid unintentional smudges.

8

Continue shading and start incorporating 2B and 4B in your graphite drawing to add darker values and create depth.

Use the kneaded eraser to add highlights. Shape it to a point to neatly erase shaded areas. The eraser pencil can be used for fine point erasing. Use it to introduce precise highlights to the camera lens and viewpoint.
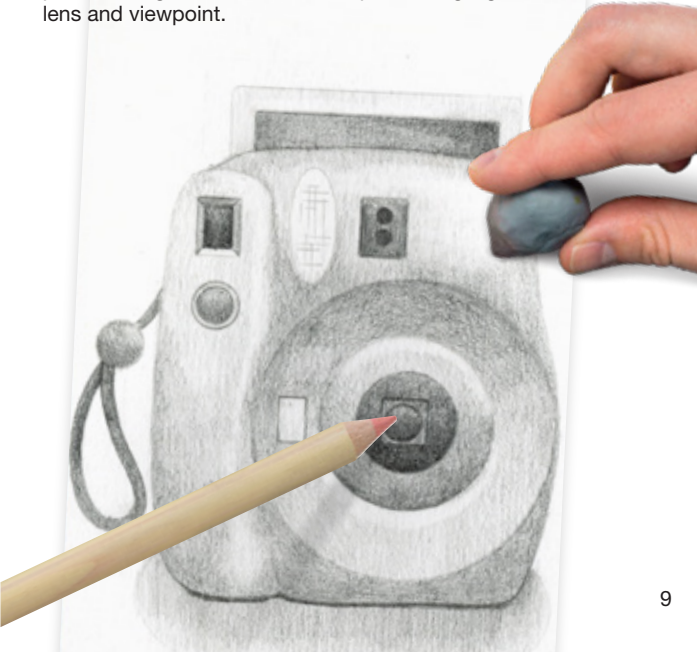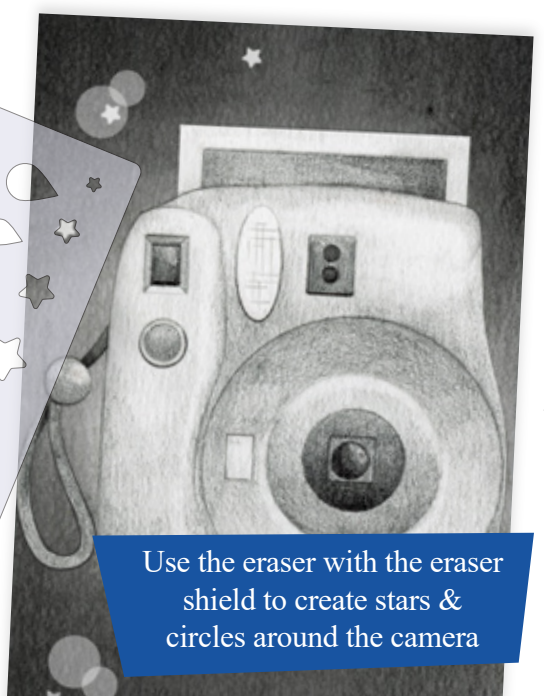
9

You can smooth your shading with paper blenders. The softer the lead, the easier the strokes are to smudge.

To finish the drawing, add the blackest of details with 6B.
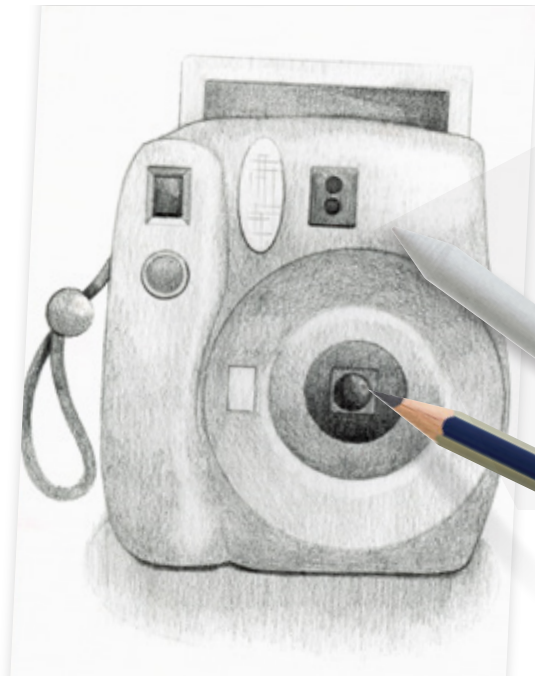
10

Create a background using the 2B and 6B pencils. Shade a darker shade (6B) fading from the corners of your paper to the center. Blend your shading with the paper blender for a smooth finish.

Use the eraser with the eraser shield to create stars & circles around the camera