

Drawing 4: Reflection/Transparency

Smooth and lustrous surfaces reflect their surroundings. These reflections add to the visual richness of the surface. Transparent material allows spaces to flow through it and provides views to other worlds. Transparent and reflective surfaces often mediate our visual experience of the world. The goal of this drawing is to communicate the presence of reflective and/or transparent material. The drawing should include both things mediated and unmediated by the reflective and/or transparent material. There should be a clear difference between the two conditions. Finally, there should be a sense of space that is enhanced by the reflective and/or transparent material.

Subject: Window in a Building.

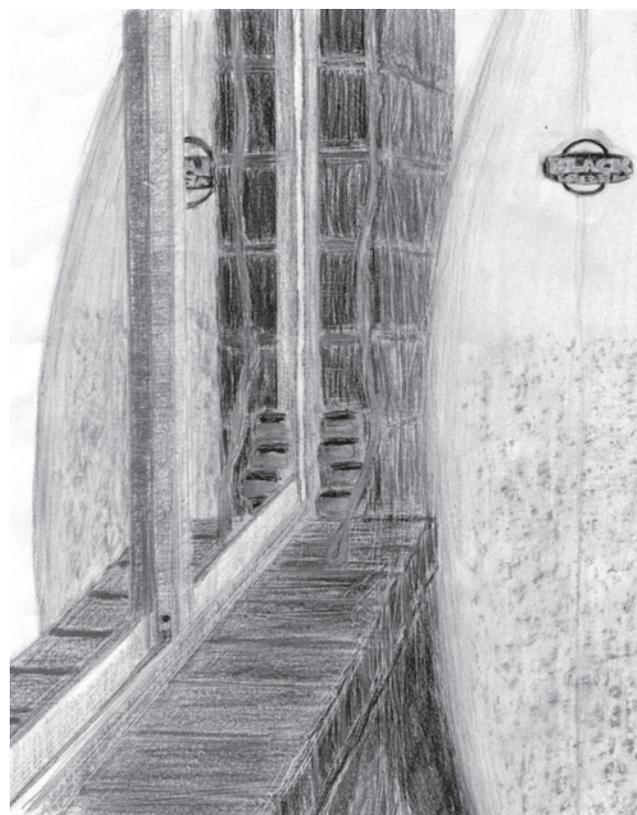
Sketchbook: Three compositional alternatives.

Media: Prismacolor pencils and/or Art Stix.

Material: White paper.

Graphic Language: The drawing should use only continuous tones. There should be no lines—edges are defined by changes in value. The brightest surfaces should be left very light.

Value Patterns: Full Range (white to black).



*Drawings: Left to Right & Top to Bottom
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