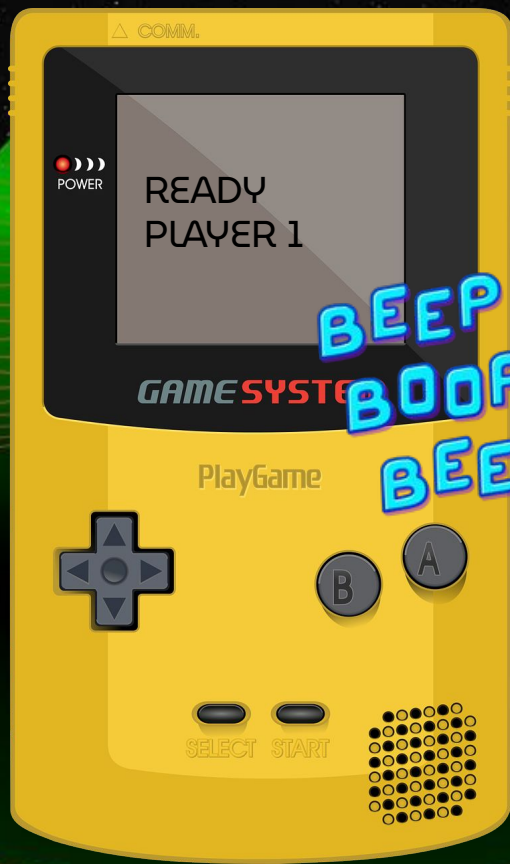


# CROSS CONTOUR



# INTRO >>



```
C:\DOS>chkdsk
Volume Serial Number is 3E76-4B58
```

```
2,146,467,840 bytes total disk space
 131,872 bytes in 2 hidden files
  32,768 bytes in 1 directories
 7,485,568 bytes in 124 user files
2,138,898,432 bytes available on disk

 32,768 bytes in each allocation unit
65,505 total allocation units on disk
65,274 available allocation units on disk
```

```
655,360 total bytes memory
602,704 bytes free
```

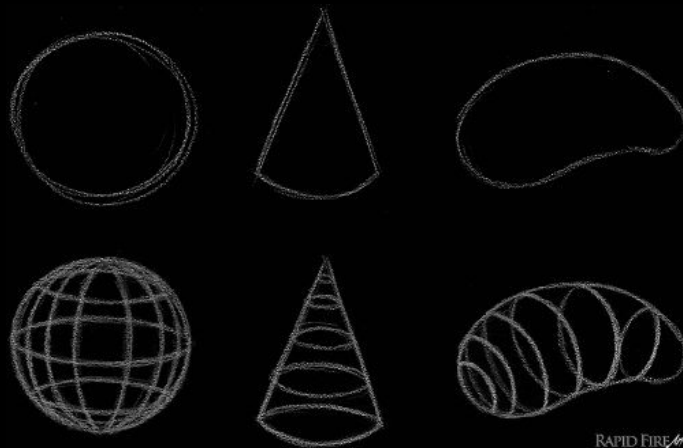
Instead of using CHKDSK, try using SCANDISK. SCANDISK can reliably detect and fix a much wider range of disk problems. For more information, type HELP SCANDISK from the command prompt.

```
C:\DOS>_
```

# INTRO >>



In this drawing, we are going to review the use of **cross contour** lines.



# INTRO >>



In a cross contour drawing, you will use not only a line to make the outline -- called **contour line**. You will also add lines inside each object to show the form.

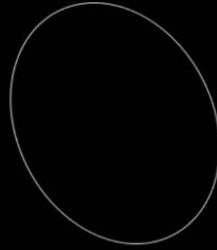
A form has three dimensions - the height, the width and the depth.

This style of drawing helps to make a drawing look 3 dimensional - rather than just flat.

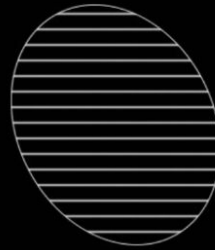
# INTRO >>



**A cross contour line is not just a stripe, it's a curved line** that tricks our eye; making the drawing bulge out.



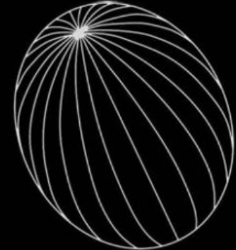
Oval shape - looks flat



Oval shape with stripes - looks flat



Oval with horizontal cross contour lines - looks 3D

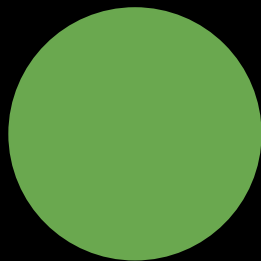


Oval with vertical cross contour lines - looks 3D

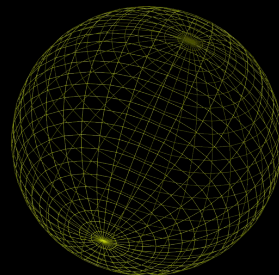
# INTRO >>



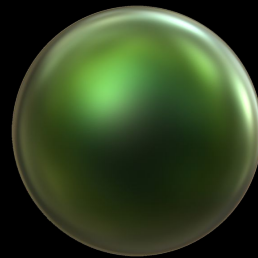
Cross contours can be thought of as “wire frame mode” in terms of digital design and rendering.



2D SHAPE



3D FORM



3D FORM

# HOW TO >>

△ COMM.

CROSS  
CONTOUR  
LINES

*Drawing  
Tips*



GAME SYSTEM

# MATERIALS >>



- PENCIL
- PAPER
- ERASER
- A FEW OBJECTS TO DRAW



# STEPS >>

△ COMM.

● ) ) )  
POWER

1. After reviewing the video,  
**CHOOSE 3 simple objects to draw** - for example, a pop can, coffee mug & apple.

**GAME SYSTEM**

# STEPS >>

△ COMM.

● ○ ○ ○  
POWER

2. Arrange the objects in front of you. Look closely at them & consider the way you placed each object before you start drawing.

**GAME SYSTEM**

# STEPS >>

△ COMM.

  
POWER

3. Using a pencil, lightly sketch the objects on your paper using the gesture technique.

**GAME SYSTEM**

# STEPS >>

△ COMM.

● ○ ○ ○  
POWER

4. One you have a good sketch, use your pencil to draw a neat contour line (outline or edge).

**GAME SYSTEM**

# STEPS >>

△ COMM.

● ○ ○ ○  
POWER

5. Add the cross contour lines to all the items.

**GAME SYSTEM**

# STEPS >>

△ COMM.

  
POWER

6. Use a pencil or Sharpie to darken all the good line. Erase any lines that you no longer need.

**GAME SYSTEM**

# STEPS >>

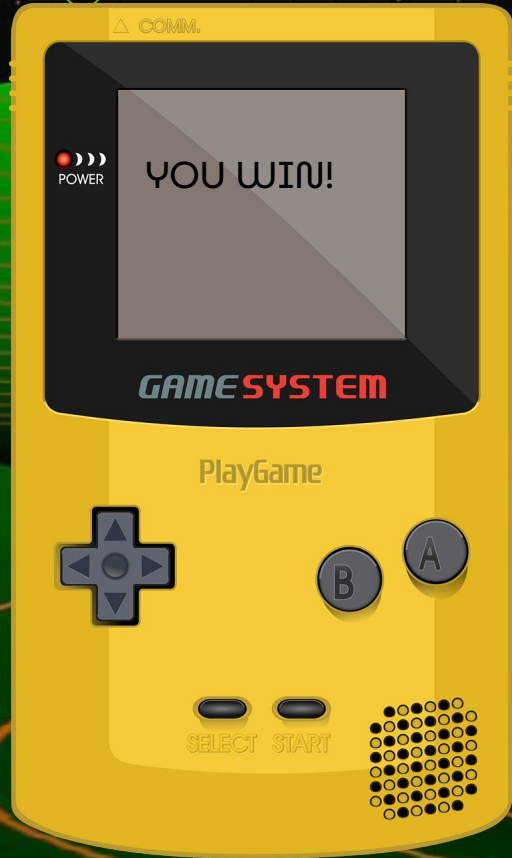
△ COMM.

● ○ ○ ○  
POWER

7. When you are done, take a clear and well-lit picture of your artwork and submit it to Schoology.

**GAME SYSTEM**

# GRADING >>



This assignment is graded based on the Schoology rubric listed below.

If you do not earn all the points for a project, you are always welcome to add more to your work or redo it for additional credit.



# GRADING >>



Before you submit your drawing, please make sure it includes the following:

- Follow the assignment directions:
  - the drawing has 3 objects
  - the drawing shows cross contour lines - NO shading or color
- Shows effort & time
- Great craftsmanship
- On-time
- Clear and well-lit photo

△ COMM.

● ) ) )  
POWER

GAME OVER



GAME SYSTEM