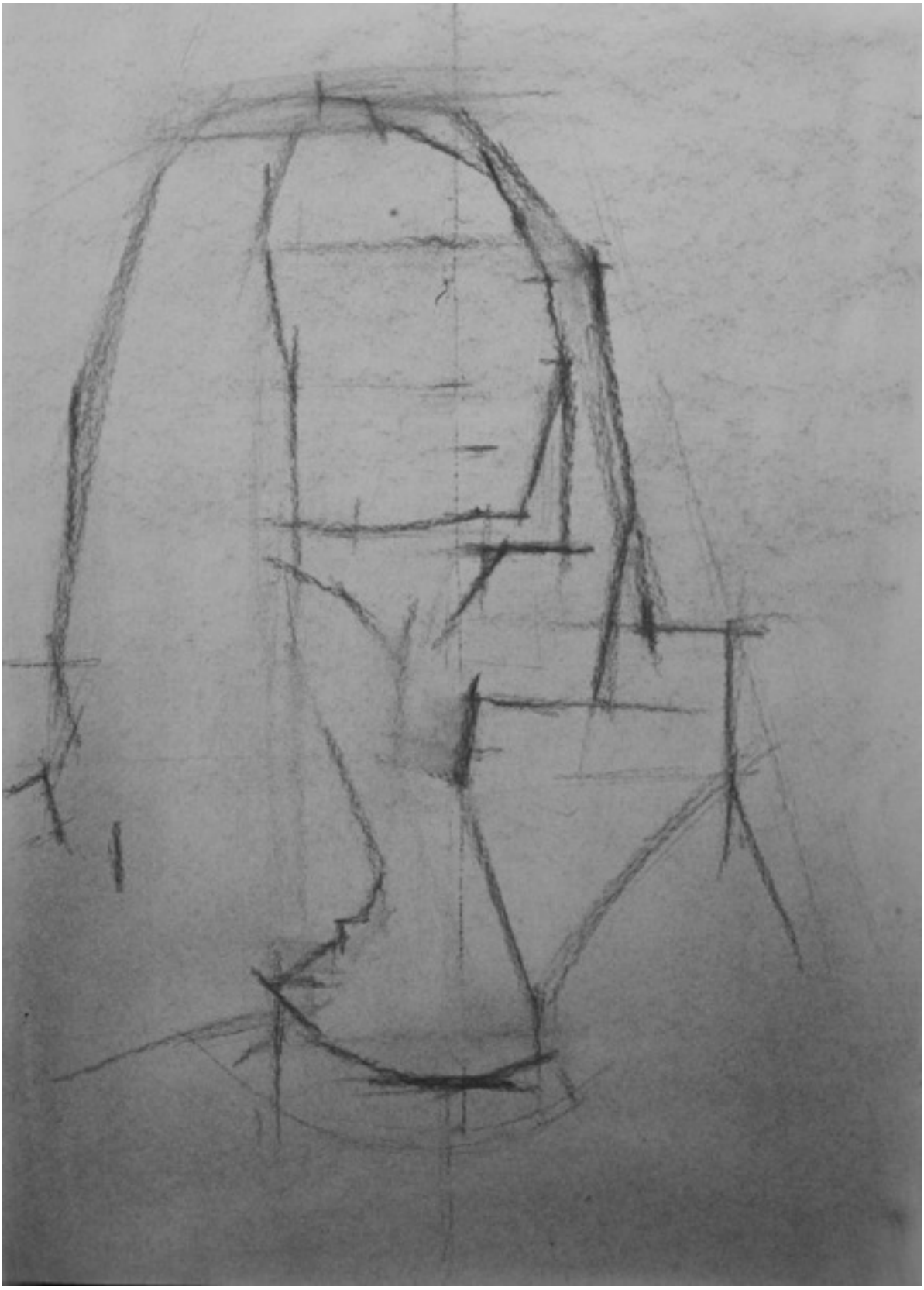
1. Charcoal Ground

Materials = Daler Rowney Fine Grain Heavyweight Paper, use reverse side. Large Charcoal stick, Kitchen Roll.

Method = Use kitchen roll to work the charcoal dust into the paper.

2. Construct Outline

Materials = Thin Stick of Charcoal
Method = Placement, Units of Measurement, External Outline Extremities, Internal Outline.



3. Construct Features

Materials = Thin Stick of Charcoal
Method = Outline shadow shapes of each feature.

4. Fill Shadow Shapes

Materials = Charcoal, Conte pencil and stick HB
Method = Use charcoal to fill shapes > Check and fix shapes > Remove as much charcoal dust as possible > Fill shapes using Conte HB

5. Large areas of Tone

Materials = Charcoal
Method = Flat average tone for shadow shapes, background, hair, t-shirt, face.

6.Lightest Light Darkest Dark

Materials = Conte Stick 4B, Putty Rubber
Method = Darkest dark = use Conte 2B to fill area of shadow describing outline of chin on her left.
Lightest Light = Putty rubber to reveal the lightest light on forehead.

7.Fall of Light

Materials = Nitram Charcoal HB - H
Method = Use HB for gradation of tone from t Shirt to neck. H for gradation of tone from chin to lightest light.

8. Big Form Modelling.

Materials = Nitram H
Method = Gradation starting from the sides of the face working towards the lightest light. Looking to achieve a glow. Ignore features and imagine head as a ball shape.

9.Planes of the Face in Light and Dark

Materials = Darks; Conte pencils and sticks HB-2B-4B, Cotton buds. Lights; Nitram H-HB
Method = Start with planes of the darks using Conte for adding and Cotton Buds for revealing the reflected lights. Then use Nitram for planes go the face in the lights.

10. Finishing the Eyes

Materials = Adding: Darks; Conte pencils HB-2B, Lights; Nitram H-HB, Removing: Stomps, Buds, Putty Rubber, Brushes, Craft Knife.
Method = Softening and Removing in lights and darks use Stomps, Buds, Putty Rubber, Brushes. Softening Conte shadow edges use a stomp. Revealing highlight use Craft knife.

12. Finishing the Nose Mouth and Chin

Materials = Adding: Darks; Conte pencils HB-2B, Lights; Nitram H-HB, Removing: Brushes Stomps, Buds, Putty Rubber, Pencil eraser.
Method = Softening and Removing in lights and darks use Stomps, Buds, Putty Rubber, Brushes. Softening Conte shadow edges use a stomp. Revealing highlight use Craft knife.

13. Hair

Materials = Adding: Darks; Conte pencils HB-2B, Lights; Nitram H-HB, Removing: Brushes Stomps, Buds, Putty Rubber, Pencil eraser.
Method = First model the Hair then add Accents of light and dark using Pencil Eraser and Darks using a Conte Pencil. On her right you can see the modelling of the forms of the hair and on her left you can see the accents added.

14. Finishing Hair by adding Accents

Materials = Adding: Darks; Conte pencils HB-2B, Lights; Nitram H-HB, Removing: Brushes Stomps, Buds, Putty Rubber, Pencil eraser.
Method = The accents have been added to finish the hair. Note there the accents of hair are around the face observing atmospherical perspective to create the illusion of depth.

Atmospherical perspective = Further away; softer contrast of edges between light and dark. Closer; strong and sharper contrasting edges between light and dark. IE the front of the hair has strong contrasting details and the back of the hair has soft contrasting forms.

15. Reference Photo