I know it has been too long since I added a new *'Tip'*. No real excuse, not a good enough one anyway, the days simply pass too fast! My 'To Do List' is long and some things got pushed down while others got done. So now it is time to focus Katie, stop pushing 'Tip' to the end of the list!

Then to add insult I completely wiped the web page – lost all the information and had to start from scratch!! So what should have taken an hour or so has taken a couple of days!! That will teach me not to be so far from programming that I forget what to do!!

I want to begin a conversation about *'Working in the Direction of Growth'* which could also be titled *'Working in the Direction of the Surface Contour'.* I have received a number of questions asking for explanation of what I mean by *'Direction of Growth'*, I hope the following will help to answer that. If you have questions just ask, it helps me when I have to formulate answers to understand better what I do. When a process becomes instinctive it is hard to remember to explain clearly what one does and not skip essential steps.

I am surprised that more instructors do not focus on this issue as it is important, no matter the medium you are working in. As artists we are manipulators and informers, so be sure you inform intentionally.

Initially I was a botanical artist so the idea of working – drawing and toning only in the direction a subject grows seemed natural. Then as I began to progress to creating images of birds and mammals it became essential as I needed to pay attention to the direction feathers and hair grew. Now I work this way completely instinctively but with awareness. I know that the viewer needs to understand the information I am rendering. For instance in the simple shape of a sphere, if I render the continuous tone up and down, vertically, or horizontally, sideways the object will appear flat disk like instead of the round solid form I intended, no matter how well I had graduated the tone from light to dark. In the .pdf file I have included a number of samples of errors. Working in the direction of growth follows the surface contour of a subject, be it smooth or indented with texture.

To begin it is important to understand the following definitions:

• **Outline:** The line which delineates the outer edge of an object
• **Continuous Tone:** A range of tonal values, used to render a three-dimensional surface between outlines
• **Convex Surfaces:** Surfaces appear to come forward toward the viewer. Values used to render a convex
　　surface are the lighter end of a value scale. The lightest values will be on the left of a vertical object.
• **Concave Surfaces:** Surfaces curve away from the viewer creating the sense of depth, a cave effect if
　　you will.
• **Direction of Growth:** The direction the subject 'grows'.
• **Standard Light Source Grids:** (Refer to page 41-42 in my book *Fundamental Graphite Techniques*)
　　for explanation and diagrams demonstrating the Standard Light Source location.
• **Surface Contour Tonal Value Lines:** These lines demonstrate where values change on a surface.

The viewer's eye is literal, and can be directed correctly or incorrectly, it is up to you the artist to inform intentionally.

- **Inform:**

We inform with accurate outline drawing, telling the viewer what the subject is.

We inform the viewer of surface contour, be it curved or textured or has a defined pigment pattern by directing the eye over a surface in an intentional manner.
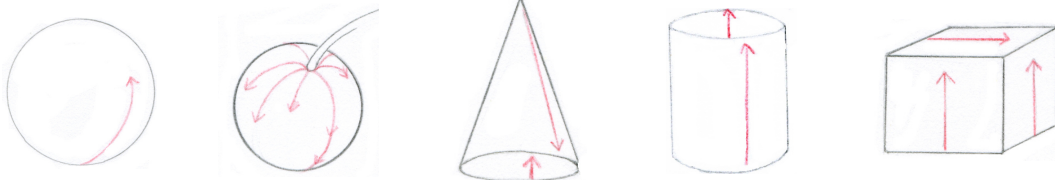
We inform the viewer's eye of a single light source falling on the subject, by creating a continuous value scale of light to dark.
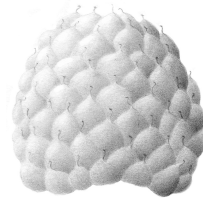
- **Manipulate:** We manipulate by directing the viewer's eye through a work with composition (which will be the subject of another 'Tip').
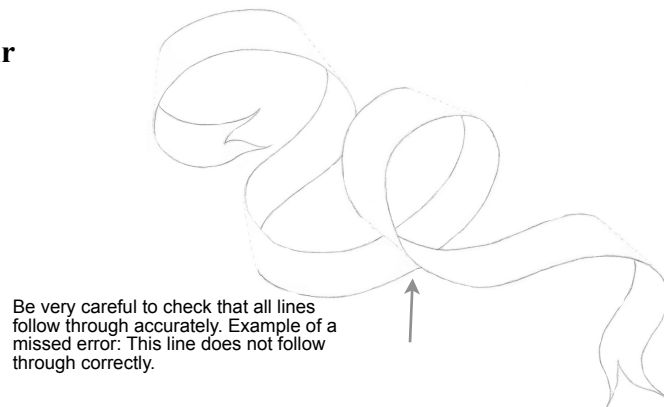
Direction of Growth (red arrows indicate the direction the pencil of brush should be moved)
Basic Geometric Shapes

Errors:

Outline Contour

Be very careful to check that all lines
follow through accurately. Example of a
missed error: This line does not follow
through correctly.

Surface Contour

The tone has been rendered on the convex, outside surface horizontally.

Result: A visually flat surface.

The highlight has been rendered too far to the left on both the cylinder and the cone, in order to separate the edge from the background a hard line has been used to describe the edge.

- Result: Instead of appearing round the surface reads flat.

The tone of the concave surface has been added on an angle.

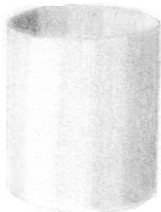- Result: It appears as if the surface is flat.
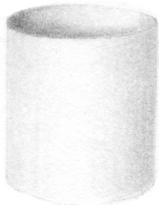
The light source on both the cylinder and the cone has been moved too far to the center.

- Result: Not enough mid-tone area, the surface appears slightly flat.

The tone on the inside, concave surface, was rendered following the curved front edge of the cylinder.

- Result: The interior surface appears saucer like.

The tones have not been smoothly rendered some tones have been skipped.

- Result: The surface appears angular.

Tones on the cone have been skipped and do not merge at the point.

- Result: The cone appears misshaped.