

"Whispers of the Fog"

Exploring Value in a Mountain Landscape

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Objective:

Students will explore the concept of value by creating a mountain landscape using shading and smudging techniques. They will learn how to create depth through background, middle ground, and foreground, as well as how to render water reflections, trees, and atmospheric perspective.

Materials Needed:

- **White drawing paper** (11" x 17")
- **Regular printer paper**
- **Eraser** (shared, can be cut in half)
- **Drawing pencils** (HB, 5B, or softer)
- **Grafcube 9B**
- **Yellow watercolor pencil – or – drop of liquid yellow watercolor**
- **Small paintbrush**
- **Paper towel**
- **Cup of water** (shared)
- **Circle shape to trace** (cup, lid, masking tape roll – shared)

Lesson Steps:

1. Draw a Horizon Line

- Use another student's 11x17 paper to lightly draw a horizon line across the page.
- Horizon line can be anywhere; however there will be more room for mountains if it is placed in bottom ½ of the paper.



2. Creating the Mountain Shapes

- Take a sheet of printer paper and tear a triangular shape with rough edges to resemble a mountain.
- Using the Grafcube 9B, smudge at the top of the torn edge.
- Place this torn paper on the drawing paper as a stencil.



3. Establishing Depth through Value

- Use a paper towel to blend the smudged graphite outward from the stencil onto the drawing paper.
- Continue this process in different areas, layering mountains to create depth:
 - **Background mountains** should be the lightest.
 - **Middle ground mountains** should be slightly darker.
 - **Foreground mountains** should be the darkest, achieving the illusion of distance.
- Use other student's torn mountain stencils to create different mountain shapes.



4. Adding the Horizon and Trees

- On either the left or right side, draw a strong horizontal line to represent the shoreline.
- Along this line, draw evergreen trees of varying sizes:
 - Larger trees near the center.
 - Smaller trees toward the edges to enhance perspective.

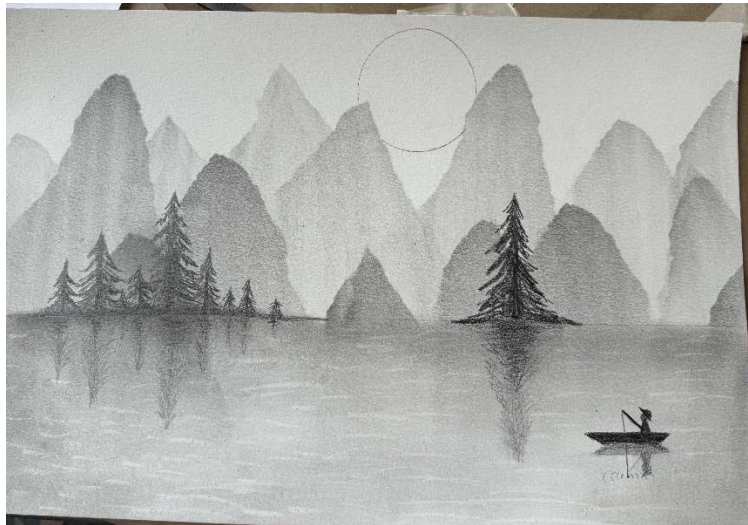
5. Creating Water Reflections

- Directly below the trees, draw their reflections in the water, mirroring their shape and size.
- Use soft shading and subtle smudging to mimic the effect of water ripples.
- Closer ripples should be larger, while those farther away should appear smaller.



6. Adding a Focal Point: Boats & Figures

- On the opposite side of the shoreline, sketch a small boat with figures inside.
- Students can choose to depict a couple enjoying the scenery or a family with parents, children, and grandparents.



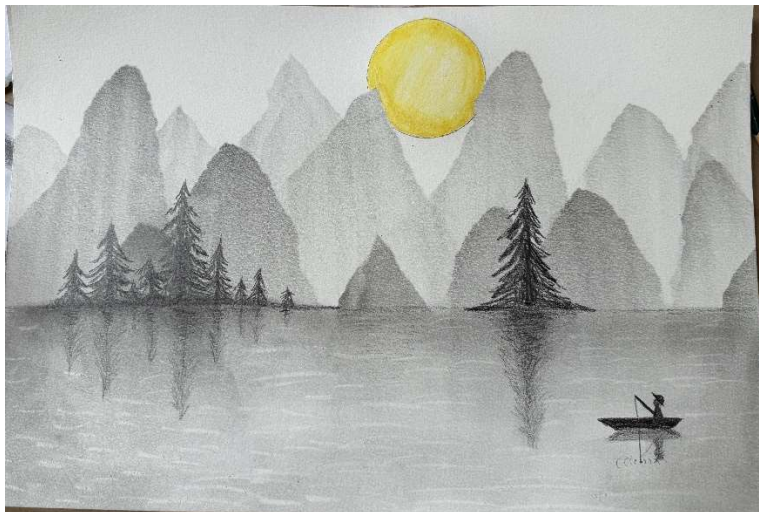
7. Enhancing the Sky

- Draw a perfect circle for the **moon or sun** (use a circular object to trace or freehand).
- Add soft clouds, stars, and birds flying or migrating.



8. Adding a Pop of Color

- Use **yellow watercolor** to lightly paint the sun for a subtle color contrast.



Key Art Concepts Learned:

- **Value & Shading:** Creating depth using light and dark tones.
- **Light Source:** Understanding how light affects form.
- **Atmospheric Perspective:** Making objects in the distance appear lighter.
- **Water Reflections:** Mirroring objects on a water surface.
- **Texture & Smudging Techniques:** Using graphite and blending to create smooth transitions.
- **Composition & Storytelling:** Developing a scene with trees, mountains, and figures to tell a story.

Conclusion:

Encourage students to reflect on their artwork and share their experience. Ask them to observe how shading, smudging, and composition helped create a realistic and atmospheric mountain landscape.

"Have fun, my beautiful artists! Keep exploring and creating!"