Making a Blind Contour Drawing

By Paula Briggs and Sheila Ceccarelli

This is a classic drawing exercise, and with good reason. It's an ideal exercise to use with all ages, all abilities. When you're starting out drawing, this is a helpful exercise to help you focus upon careful looking, without the worry of what your drawing looks like. It is also incredibly useful in helping you to match the speed of drawing with speed of looking - when these two actions are mismatched the result can be frustrating. More experienced artists can also revisit this exercise to remind them of these skills.

In this resource we describe the process and suggest some suitable subject matter and drawing materials.



A typical "blind contour drawing"

	Please log in here to access full content.
Username	
Password	
	Login ⋈ Remember me
	<u>Forgot Password</u>

To access all content, I would like to join as...

An Individual



Creative practitioners, educators, teachers, parents, learners...

From £3.50

An Organisation...



Schools, Colleges, Arts Organisations: Single and Multi-Users From £42

AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.

Drawing Water!

Drawings of Inventions Inspired by Leonardo Da Vinci

Thinking through drawing: inventions inspired by everyday objects and by Leonardo Da Vinci's drawings. Using carbon paper as a way to make small mono prints, and making collaged drawings with graph paper and tracing paper. Full AccessArt Members Only

Ink Drawings: Making Drawing Tools and Mark Making

Using sepia and indian ink to explore mark making. Includes making your own drawing tools. Full AccessArt Members Only

Making Modroc Sculpture

Making sculptural pets from modroc.

Drawing with Tape on Walls

with Rebecca Hoyes

Drawing with a difference! Using tape to make a drawing on a wall — a great social project. Full AccessArt Members Only

Making Paper Bowls with Lisa Smith

Making paper bowls from coiled newspaper — easy and very effective — ideal for children and families. Full AccessArt Members Only

Acrylic Painting: 'Food, Glorious Food'

Inspired by food — simple still lifes in acrylic.

Gestural Mark Making with Acrylic Paint

Exploring mark making in acrylic paint using variety of tools. This workshop also incorporates drawing and collage and is

Drawings with Mass: Potatoes, Playmobil and Henry Moore

Inspired by drawings by Henry Moore — making weighty drawings with ink, wax and graphite

Drawing with Wire like Calder, and Backwards Forwards Sketching

Drawing with wire can be tricky — this workshop uses a warm-up exercise to help you see the important lines. Suitable for children and adults.

Drawing Toys Inspired by Gwen John's Cats!

Taking inspiration from the cats sketched by Gwen John, we worked with 6 to 10 year olds to use graphite, charcoal and wash to sketch toys.

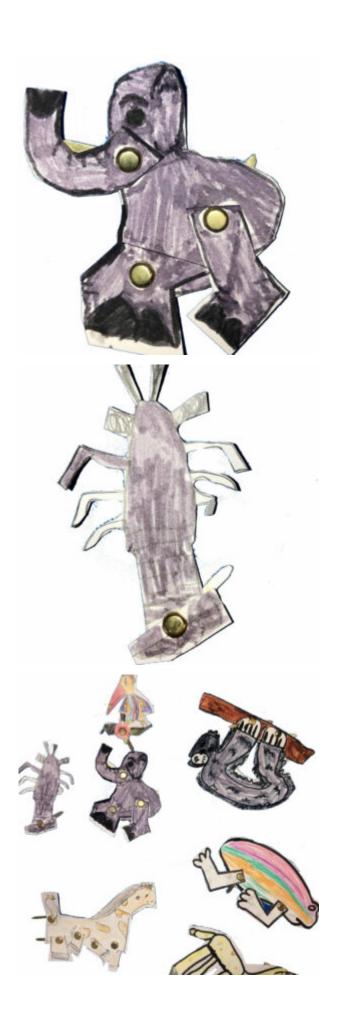
Drawing Minibeasts — using a continuous line, graphite and oil pastel

Drawing mini beasts using pen, graphite and oil pastel. Simple and effective drawing approaches for all ages. Full AccessArt Members Only

Making Drawings Move

See This Resource Used In Schools...











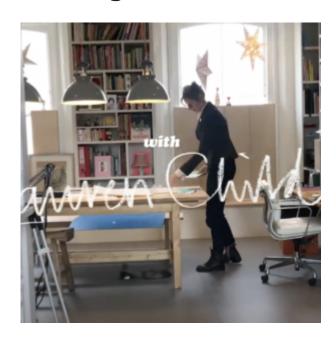
You May Also Like...

Pathway: Making Animated Drawings



This is featured in the 'Making Animated Drawings' pathway

Talking Points: Lauren child



See how author and illustrator of Charlie and Lola creates characters

Talking points: Making drawings move



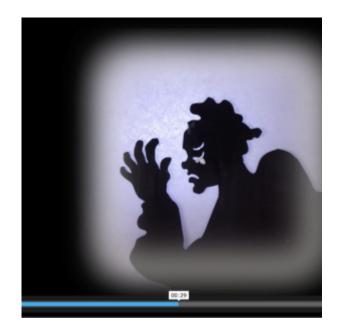
Explore the different ways drawings can move

Talking Points: Lotte reiniger



See how paper cut puppets were used to make the first animations

Talking Points: paper cut puppets



Explore Holly Summerson's showreel

Tool Box: Making Games (DT Project)

Tool Box is a series of digital resources which promote and enable Design through Making, and support Design & technology in schools. Aimed at primary or secondary aged children, Tool Box comprises of a series of videos/teachers notes and digital modules which together provide a short course to encourage children to take an active part in designing and making fairground games/sideshows which can be used at school fetes/community fairs as a fundraiser.

3. Gathering Tools and Equipment for Design and Technology.

4. Getting Started — Thinking of Ideas for your Game

5. Find your Materials for Design and Technology Project

Testing, Testing, Testing your Game 8. Sell, Sell - Promote your Game!