

## Formal elements of art

3D form	Solid shapes which have three dimensions: height, length and width.
Features	Parts of the face, such as eyes, nose and mouth.
Geometric shapes	The simple 2D and 3D shapes that make up forms and objects.
Guidelines	Sketching lines and marks to help plan the scale and shape of the object you are drawing.
Shading	Drawing on darker pencil marks to show the darker tones.
Sketching	A fast and light style of drawing which may not be completely accurate.
Template	A shape which can be drawn around.
Tone	The light and dark areas of an object or an art work.

## Key Facts

I know that when shading I need to blend tones gradually.

I can improve my shading by:

- shading tones smoothly.
- shading in one direction.
- not leaving any spaces.

I know that I can use a template to draw around to help me to draw the correct shape.

