

1.4 Hatching and Cross-Hatching

Name: _____ Class: _____ Date: _____

Total: 11 marks

Objective

Build value with **hatching** 排线 and **cross-hatching** 交叉排线 that also describe form.

You must be able to:

- darken a value by tightening line spacing
- layer angles to deepen tone step by step
- keep one angle per plane for crisp edges
- curve strokes (cross-contour hatching) to show volume

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Density = value

Closer, denser lines read darker; wider spacing reads lighter. In ink, this is the *only* way to make grey.

■ Layer the angles

Cross-hatching adds a second set of lines at a new angle; each layer deepens the tone one step.

■ Follow the form

Curving the hatch strokes around a form (cross-contour hatching) shades and describes volume at the same time.

2 Practice

2.1 In ink, which method builds up value, since ink has no grey?

[1]

- A blending
 - B hatching density
 - C erasing
 - D smudging
-

2.2 Why keep one hatching angle within a single flat plane? [2]

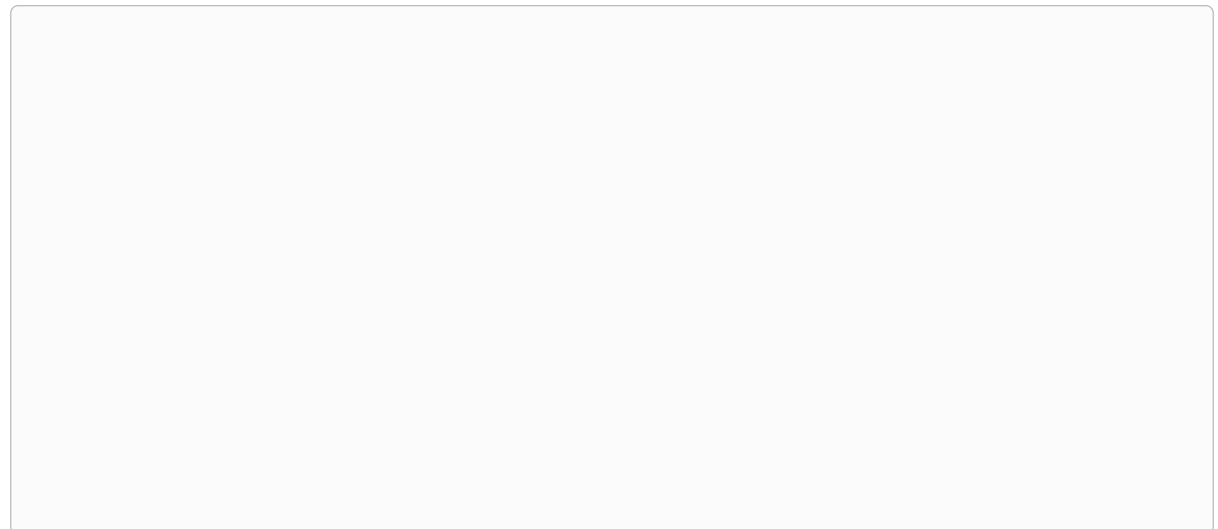
2.3 What does cross-contour hatching do that straight hatching does not? [1]

3 Studio & portfolio tasks

3.1 Make a **value strip** and a **form study** with line only.

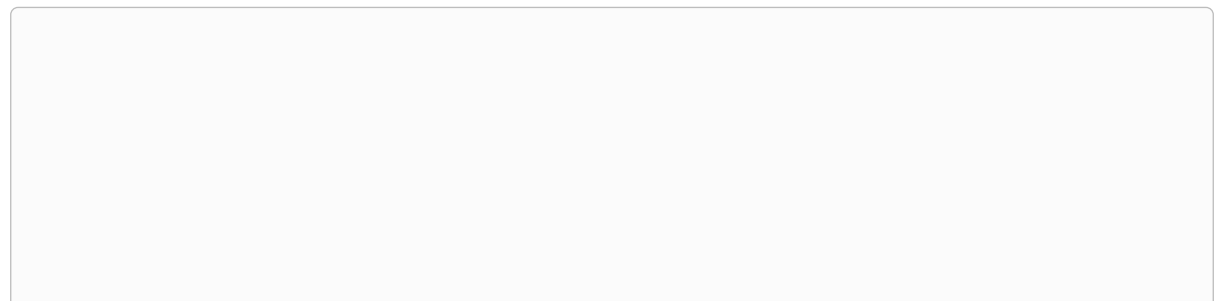
(a) Draw a 5-step value strip using hatching, tightening the spacing each step. [2]

(b) Shade a sphere or cylinder using **cross-contour** hatching only. [3]



3.2

() Render a cube with three hatching densities, one per visible plane. [2]



4 Go further

- work through the **0104 Hatching and Cross-Hatching** lesson on the **Learn** page;

- read the **Line and Mark-Making** section of the AP Drawing handout on the **Know** page.

Solutions

2.1 B. hatching density builds value in ink.

2.2 one angle per plane keeps the value even and the edges between planes crisp.

2.3 it curves around the form, so shading also describes volume.

3.1 five clearly different values by spacing; a smooth dark-to-light run; the form reads as round; strokes curve over the surface; crisp plane edges where planes change.

3.2 three planes at three densities; the cube reads as solid with crisp edges.