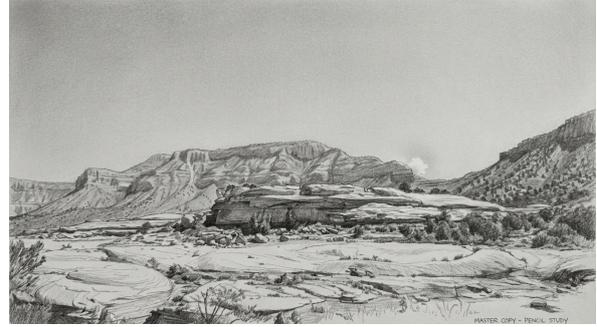


The Syllabus

Level: Novice

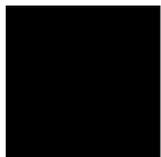
VISUAL ANALYSIS & PALETTE



Instructor Note: This landscape presents a strong value contrast, primarily driven by the direct, high light source, likely midday sun, casting clear, hard-edged shadows. The primary geometric forms are horizontal planes, defining the stratified rock layers and the vast ground, punctuated by the vertical rise of the distant mesa. Observe how the light source, positioned slightly to the right, illuminates the forward-facing planes while creating distinct areas of shadow and occlusion on planes facing away.

Scale Key: Utilize a broad side or a large chisel stroke for blocking in the expansive sky and major rock planes. Switch to a finer point or controlled hatching for rendering the layered rock textures and the individual shrub forms in the foreground and mid-ground.

The Toolkit: Master Palette



Shadow



Mid



Highlight

The Roadmap

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Surface Analysis

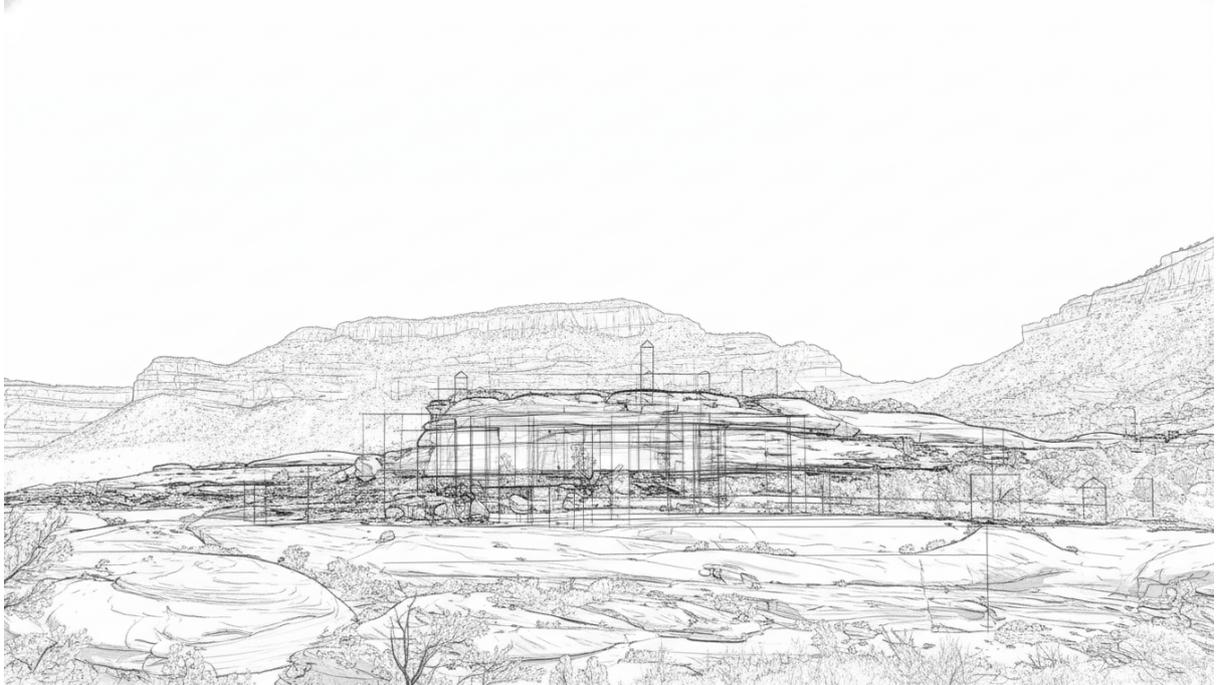
6. The Master Copy

Quality Control



The Construction

STRUCTURAL BLOCK-IN



The Check: Before adding detail, establish the horizontal proportions and relationships of the major geological strata. Pay close attention to the perspective convergence of these layers as they recede into the distance.

The Value Map

LIGHTING & MASS



Instruction: Begin your value study by isolating the three major value families: the bright sky, the illuminated rock surfaces, and the deep shadow masses, including the vegetation. Identify the darkest occlusion shadows under ledges and within dense foliage first, then block in the mid-tones of the sunlit rock, and finally the lightest values of the sky and any specular highlights.

Texture Lab

SURFACE ANALYSIS

Texture 1: Layered Sandstone



Location: Lower and mid sections, forming flat and tiered rock structures.

How-To: Draw distinct horizontal lines for layers. Use short, irregular hatching and cross-hatching within each layer for a rough surface. Show erosion with jagged breaks.

Texture 2: Sparse Shrub Foliage



Location: Across landscape, on lower mountain slopes, and among sandstone formations.

How-To: Draw irregular, clustered blob shapes. Fill them with light, loose hatching. Layer denser, short scribbled strokes in varied directions to create mottled dark areas and texture.

Texture 3: Weathered Deadwood



Location: Dark branch from top-left, diagonally across mid-left foreground.

How-To: Use hatching and cross-hatching to build up dark, irregular grooves. Layer short, sharp lines for splinters. Vary line density and direction to create a gnarled, bumpy surface, suggesting brittle texture.

The Master Copy

QUALITY CONTROL



Diagnostic Checklist

- Is the overall atmospheric perspective accurately depicted through the gradual lightening and softening of distant elements?
- Have you accurately rendered the subtle value transitions and edges on the undulating foreground rock to convey its varied topography?
- Are the negative shapes between the foreground branches and the landscape accurately observed and drawn?