Pencil Tree Drawing: Trunk Texture, Branch Taper, and Graphite Shading

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a trunk 6 cm wide at the base and 4 cm wide at the first fork. Add one main branch 3 cm wide at the joint. State whether the taper is correct and why.

Answer: Correct. The trunk narrows from 6 cm to 4 cm, and the branch at the joint is 3 cm, narrower than the trunk at that point.

Reason: Taper means each segment is narrower than the one before. 6 > 4 > 3 satisfies this.

Check: Compare the three widths in order: base, fork, branch joint. Each must be smaller than the previous.

Task 2

A trunk is 5 cm wide at the base. The first fork is 3 cm wide. A branch at the fork is 4 cm wide. Identify the error and give a corrected branch width.

Answer: The branch is wider than the trunk at the fork (4 cm > 3 cm). A corrected width is 2 cm, which is narrower than 3 cm.

Reason: A branch cannot be wider than the trunk at its joint. The corrected width must be less than 3 cm.

Check: Compare branch joint width to trunk width at the same point; branch must be smaller.

Task 3

You shade a trunk with values 1, 2, and 3 from your strip. The darkest gap should match which patch, and how many distinct values must be visible?

Answer: The darkest gap should match patch 3 (or 4 if your strip allows). At least three distinct values must be visible.

Reason: The rubric requires three distinct values; the deepest gap gets the darkest value you have tested.

Check: Place the drawing next to the strip and count distinct values; confirm the darkest area matches patch 3 or 4.

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Original tasks 4 / complete keys

Task 4

A texture stroke crosses 1 cm outside the trunk edge on a trunk 4 cm wide. What is the fix, and what convention keeps strokes valid?

Answer: Shorten the stroke so it stays inside the trunk edge. The convention is that texture strokes follow the trunk contour and remain inside the silhouette.

Reason: Strokes outside the edge break the cylinder read. The convention defines valid stroke direction and placement.

Check: Trace the trunk edge and confirm no stroke crosses it; check that strokes follow the contour.

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Source rubric / reflection

- [ ] Branch structure: every joint is narrower than the segment before it; tips taper to about half their base width.
- [ ] Trunk texture: strokes follow the trunk contour, vary in length and pressure, and stay inside the silhouette.
- [ ] Shading: at least three distinct values from the personal value strip are visible.
- [ ] Overall readability: the drawing reads as one tree with a rounded trunk, not a flat shape.
- [ ] Valid alternatives: curved texture strokes or different stroke directions are accepted if they follow the contour and stay inside the trunk.

Reflection: What did you check, what did you change, and what will you try next?