Pencil Nose Rendering: Hatching, Blending, and Nostril Form

Original tasks 1, 2, 3 / complete keys

Task 1

On a blank nose outline, hatch only the bridge with vertical strokes and the right side plane with diagonal strokes. Leave the left side plane clear. State your light direction.

Answer: A nose outline with vertical hatch on the bridge, diagonal hatch on the right side plane, and a clear left side plane. The stated light direction is, for example, upper left.

Reason: The exercise isolates hatching direction and plane assignment before blending. Keeping one plane clear makes the light direction checkable.

Check: Confirm three things: bridge strokes are vertical, right side strokes are diagonal, and the left side has no hatch. Confirm the stated light direction matches the shadowed side.

Task 2

Take the hatched nose from the previous exercise and blend only the right side plane and the underside of the tip. Keep the bridge hatch visible. Describe how you checked that blending did not spread to the lit side.

Answer: The right side plane and underside are blended along their hatch directions; the bridge hatch and left side remain visible. The check is a visual scan of the lit side for smudging, with gentle erasing if needed.

Reason: Selective blending is the core skill. The check method makes the boundary between blended and unblended areas explicit.

Check: Look at the lit side under good light. If hatch lines are still distinct, blending stayed in bounds. If smudged, erase gently and re-hatch.

Task 3

Draw two nostril shapes on a nose outline. Make the inner edge darker than the rim. Then compare the nostril darkness with the side-plane shadow and state which is darker.

Answer: Two nostril shapes with dark inner edges and thin lighter rims. The comparison states, for example, that the side-plane shadow is slightly darker than the nostril interior.

Reason: Nostril form depends on edge contrast, not solid fill. Comparing values prevents the nostrils from becoming flat black ovals.

Check: Squint at the drawing. The nostrils should read as openings, not solid shapes. The stated comparison should match what you see.

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Original tasks 4 / complete keys

Task 4

Complete a full nose rendering using the three-direction hatch, selective blending, and refined nostrils. Then list one area where you added a second hatch layer instead of blending more, and explain why.

Answer: A complete nose with consistent hatch directions, selective blending, and refined nostrils. The list names one area, for example the right side plane, where a second hatch layer was added because blending had already reached its limit without flattening the form.

Reason: This task integrates all steps and asks the learner to justify a decision, which reveals whether the method is understood rather than copied.

Check: Use the rubric: three directions, selective blending, nostril form, consistent light direction, refined edges. Confirm the stated reason matches the visible drawing.

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Source rubric / reflection

- [ ] Hatching uses no more than three directions, each tied to a named plane.
- [ ] Blending is limited to shadowed areas; visible hatch remains on the lit side.
- [ ] Nostrils read as openings with a dark inner edge and a thin lighter rim.
- [ ] One light direction is stated and followed consistently.
- [ ] Edges are refined after blending; the bridge line remains visible.
- [ ] Valid alternatives are accepted: either side may be shadowed, and stroke spacing may vary if consistent.

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