Realistic Boat Drawing: Hull Shading, Perspective, and Waterline

Original tasks 1, 2 / independent work

Task 1

On a page with a horizon at mid-height and one vanishing point to the left, block a tapered hull for a small dinghy. Draw the sheer line rising toward the bow and the keel line nearly straight. Do not shade yet. Describe where the widest part of the hull sits relative to the bow.

Task 2

Using the hull from the previous exercise, add shading with light from the upper right. Use a five-step value scale. Mark the lit side, middle curve, and shadowed side. Add a thin reflected-light band near the bottom of the shadowed side. State which side receives the darkest value.

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Original tasks 3, 4 / independent work

Task 3

Draw a waterline on the shaded hull from the previous exercise. The boat is floating. The waterline should be a straight line at the water plane, parallel to the horizon in a level view, sitting below the sheer line by a consistent margin. Extend a light guide from the waterline toward the horizon and describe the angle you expect.

Task 4

Create a final drawing of a realistic boat using all steps: horizon, one vanishing point, tapered hull, sheer and keel lines, single light source, five-step shading, reflected light, and a straight waterline at the water plane, parallel to the horizon in a level view. Label your light direction and list three checks you performed.