Realistic Barn Drawing: Weathered Siding Texture

Original tasks 1, 2, 3 / complete keys

Task 1

A board is 1.2 cm tall. Using the convention, where is the midline, and how would you divide the lower and upper bands if the darkest band is 0.3 cm and the top shadow line is 0.1 cm?

Answer: Midline is at 0.6 cm. The darkest band occupies the lower 0.3 cm (from baseline to 0.3 cm). The top shadow line occupies the upper 0.1 cm (from 1.1 cm to 1.2 cm). The remaining lightest band runs from 0.3 cm to 1.1 cm, with the lightest value near the midline at 0.6 cm.

Reason: Divide the board height by two for the midline. Subtract the darkest band and top shadow line from the total height to find the lightest band. Keep units consistent in centimeters.

Check: Add the bands: 0.3 cm + 0.8 cm + 0.1 cm = 1.2 cm. Confirm the midline at 0.6 cm lies within the lightest band.

Task 2

A roof has shingle rows 0.8 cm tall. If you draw 5 rows, what is the total roof height, and where is the midline of the third row measured from the bottom of the roof?

Answer: Total roof height is 5 × 0.8 cm = 4.0 cm. The third row spans from 1.6 cm to 2.4 cm from the bottom. Its midline is at 1.6 cm + 0.4 cm = 2.0 cm from the bottom.

Reason: Multiply row height by number of rows for total height. The third row starts after two rows (2 × 0.8 cm = 1.6 cm). Add half a row height for the midline.

Check: Confirm the third row midpoint is halfway between 1.6 cm and 2.4 cm: (1.6 + 2.4) / 2 = 2.0 cm.

Task 3

A student shades a siding board with the darkest value at the midline and the lightest at the baseline. Describe the correction and state one check to confirm the fix.

Answer: Reverse the shading: darkest at the baseline, blending to lightest at the midline, and add a thin darker line at the top edge. Check by squinting: the board should now show a dark bottom edge and a lighter middle, matching the repeating rhythm of adjacent boards.

Reason: The convention defines baseline as darkest and midline as lightest. Reversing the values breaks the overlapping-board illusion. The correction restores the defined rhythm.

Check: Compare the corrected board with a neighboring board; both should have dark baselines and light midlines. Measure the midline to confirm it is at half the board height.

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Original tasks 4 / complete keys

Task 4

An eave shadow is drawn lighter than the siding baselines. Explain why this weakens the drawing and give a numerical example using hypothetical values: siding baseline value 7 (dark), eave shadow value 5 (lighter). What should the eave shadow value be?

Answer: The eave shadow should be darker than the darkest siding baseline to anchor the roof and create depth. With siding baseline at 7, the eave shadow should be darker, for example 9 on a 0–10 dark scale. A value of 5 is lighter and makes the roof appear to float.

Reason: Depth cues rely on the eave shadow being the darkest area under the roof. If it is lighter than siding baselines, the roof loses its attachment to the wall.

Check: Squint at the drawing: the eave shadow should be the darkest band. Compare values on your chosen scale; the eave shadow number should exceed the darkest siding baseline number.

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Source rubric / reflection

- [ ] Barn outline is clear and includes front wall, roof, and a slightly tapered side wall.
- [ ] Siding follows the defined convention: darkest at baseline, lightest at midline, with a thin top shadow line.
- [ ] Grain lines run parallel to board length and vary in spacing; at least one knot or split is included.
- [ ] Roof shingles are staggered, shaded darker at lower edges, and read as a separate texture from siding.
- [ ] Eave shadow is the darkest area and fades downward without spilling onto the sky.
- [ ] Structural details (door, window, corner trim) are simple and support the texture without adding perspective construction.
- [ ] Final value check passes: squinting shows eave shadow darkest, siding rhythm, and distinct roof texture.

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