# Scratchboard Techniques

The following techniques will be incorporated into a piece of scratchboard artwork. Successful scratch art will contain a variety of line thickness to build up an object. Outlines are not created as they are with pencil, outlines will be created by making a difference in Value using Contrast.
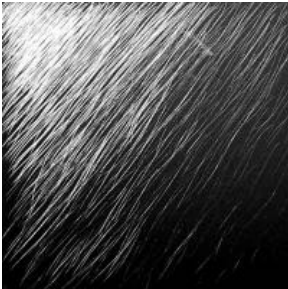
Hatching

Basically, hatching is a series of parallel lines. Using a fine line creates a smooth texture, while using thicker lines gives the impression of a coarse texture. Placing the lines very closely together will create areas that look lighter and brighter, while leaving more space between the lines leaves a darker looking or shaded area.
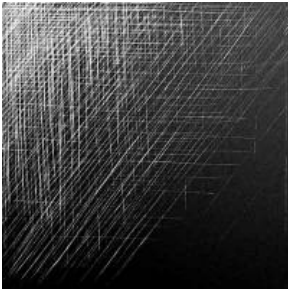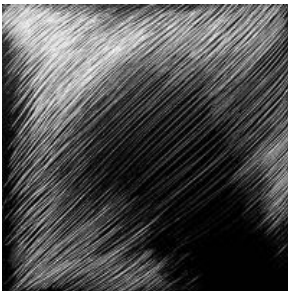
Cross-hatching

When you scratch a series of parallel lines and then overlap them with another group of parallel lines placed at right angles you are cross-hatching. Like regular hatching, placing the lines more closely together will create the illusion of lighter areas and leaving more space between the lines will make areas look darker.

Varied-hatching

Of all the kinds of line this is the one I use more than any other because it's used to simulate fur. Unlike hatching and cross-hatching where you lay down a series of lines, varied hatching is scratched onto the board one line at a time. After the first line is scratched another line crosses over it at an acute angle (probably five to 15 degrees). You can vary the texture by changing the length, thickness and angle of the lines.

Contour-hatching

As first glance, contour hatching may look a lot like regular hatching, but it's different in that each line is scratched to follow across the imaginary surface of the object you're trying to depict. Also, it's easy to confuse contour hatching with the more familiar contour line; however, unlike a regular contour line that follows along the outer edge of an object, contour hatches follow across the surfaces of the object that face the viewer.

Stippling

Stipples, or dots, is probably the most difficult process, but they can be used to depict certain kinds of textures or parts of a picture plane. Placing the dots closely together creates lighter areas you can use to simulate the look of highlights Forms of objects.

Creating an Image

A common mistake will be to outline an object. Scratching away the surface on both sides of an outline will create outlines. The example on the left shows the incorrect approach. The example on the right shows how to properly show an image.

Vincent Van Gogh
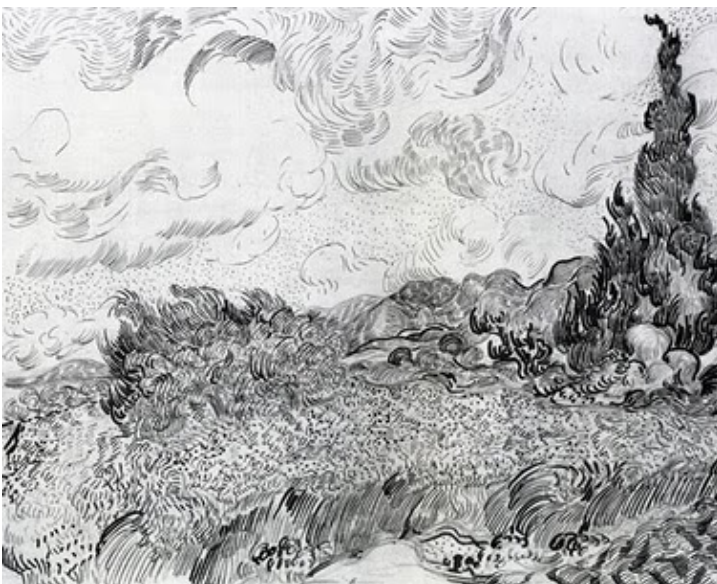
Vincent Van Gogh was a Post Impressionist painter during the 19th Century. His paintings not only incorporated a variety of color, but also contain a lot of visual movement through his use of Line. The image to the left is an example of one of his drawings. Notice the variety of line being used to represent the use of Space. The line in the Foreground is represented by thick curled lines and as the detail goes back towards the Background the line becomes smaller and less detailed.

Guided Practice

Use the example from Van Gogh to copy his use of line in his work. Follow Van Gogh's interpretation of this landscape so you may gather some ideas for your approach. Think about you will develop Textures and Space in the image.