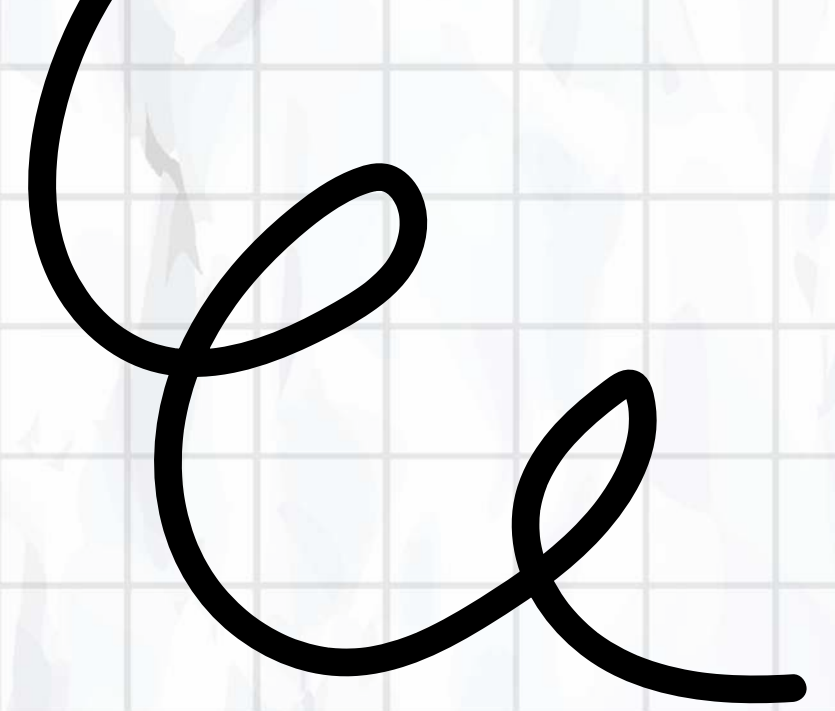
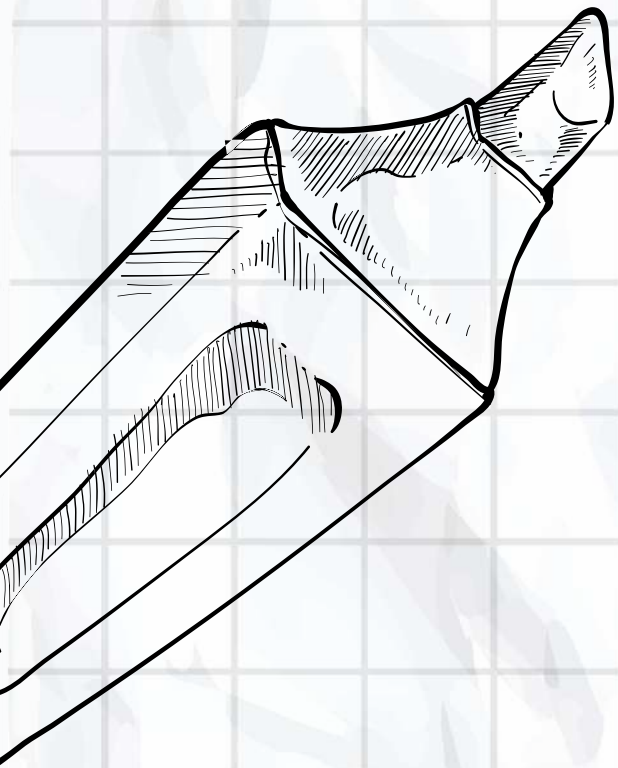


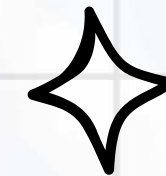
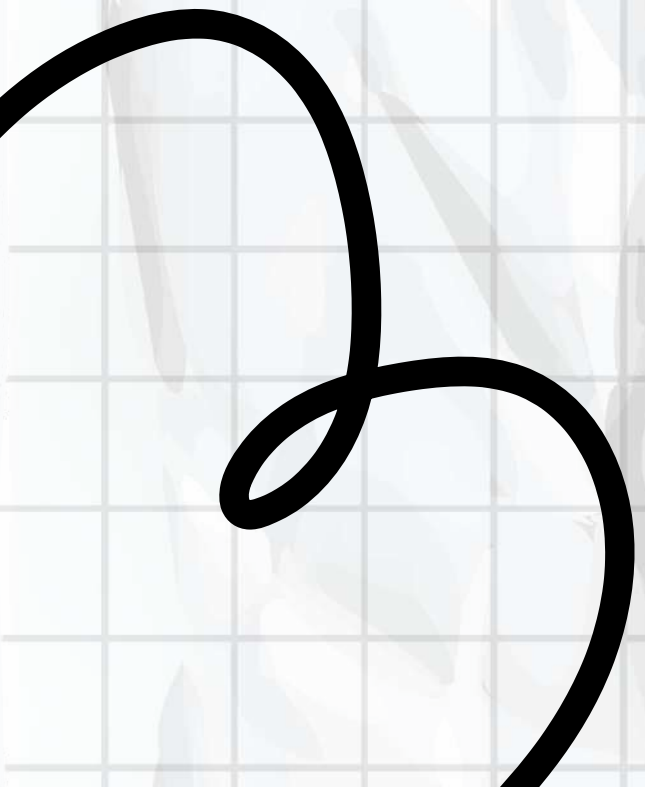
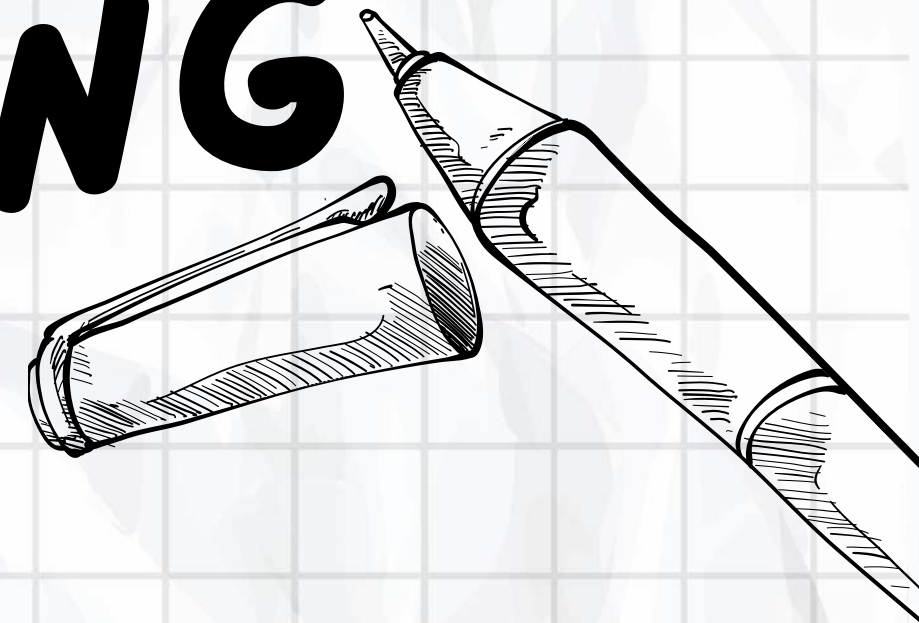
A hand-drawn illustration of various school supplies scattered around the central text. The items include a paper airplane, a pushpin, a glue stick, a spiral notebook, a pen, a pencil, a ruler, a protractor, and a compass. The background is a light blue grid pattern.

GAMBAR BENTUK

PERTEMUAN 2

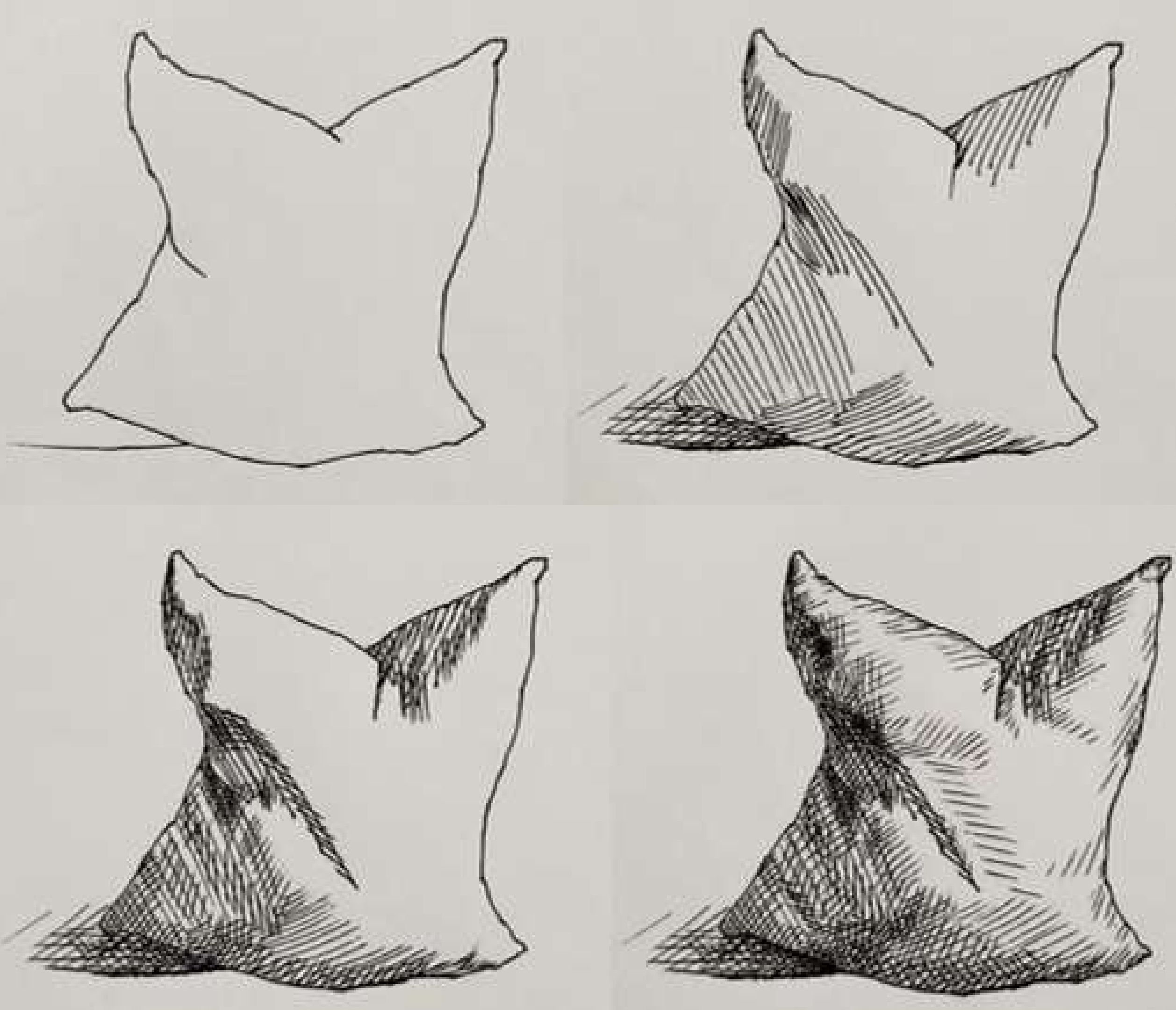


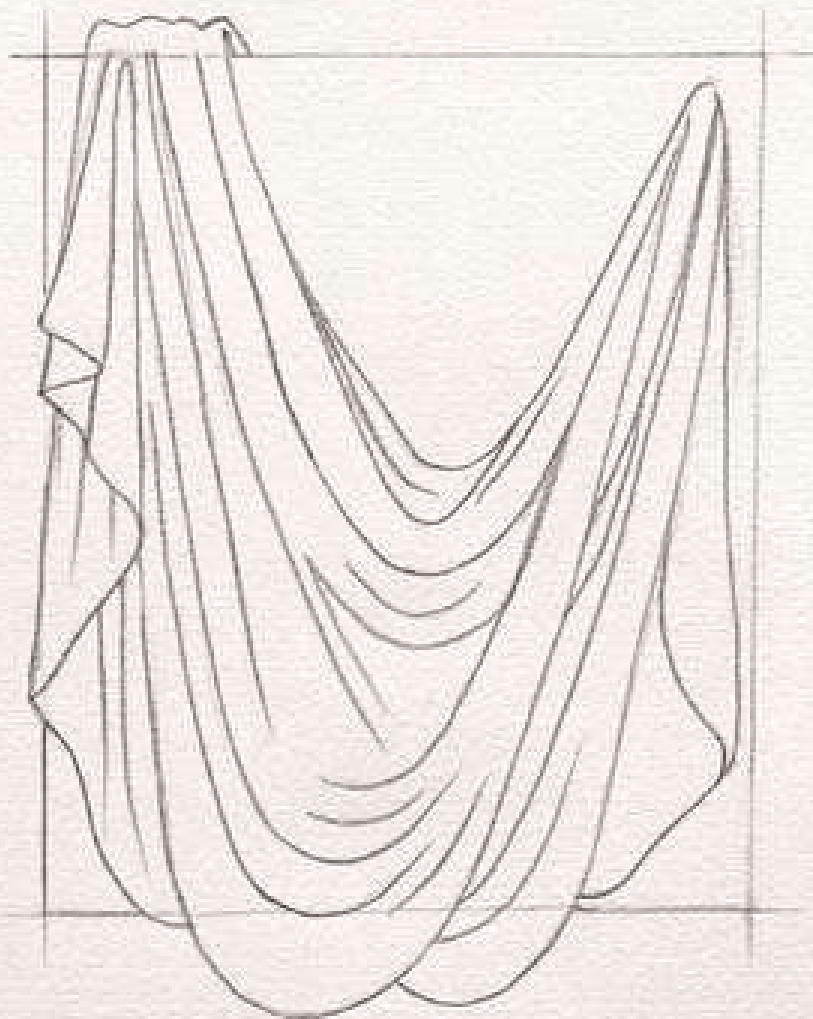
☆ ARSIRAN
SHADING/HATCHING ☆

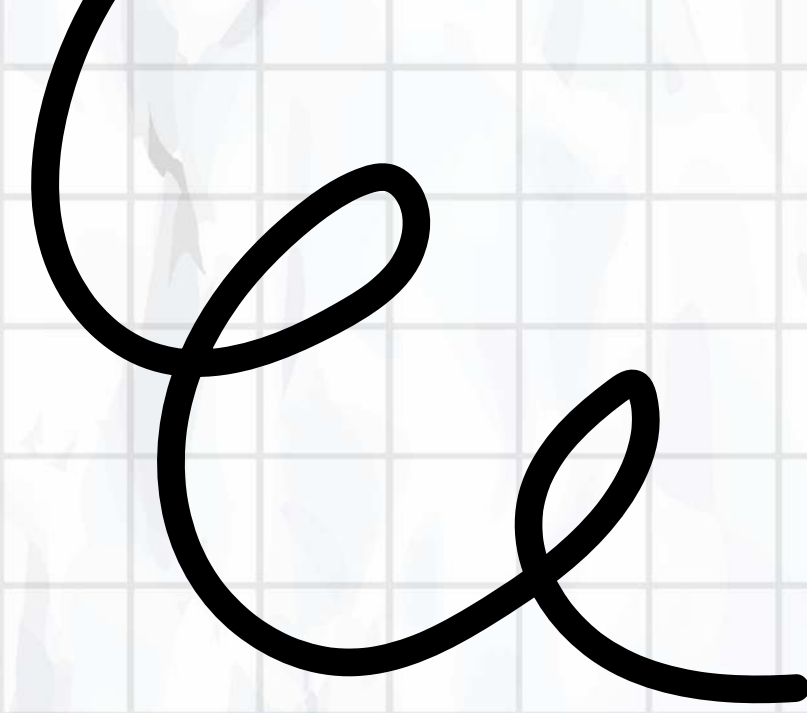
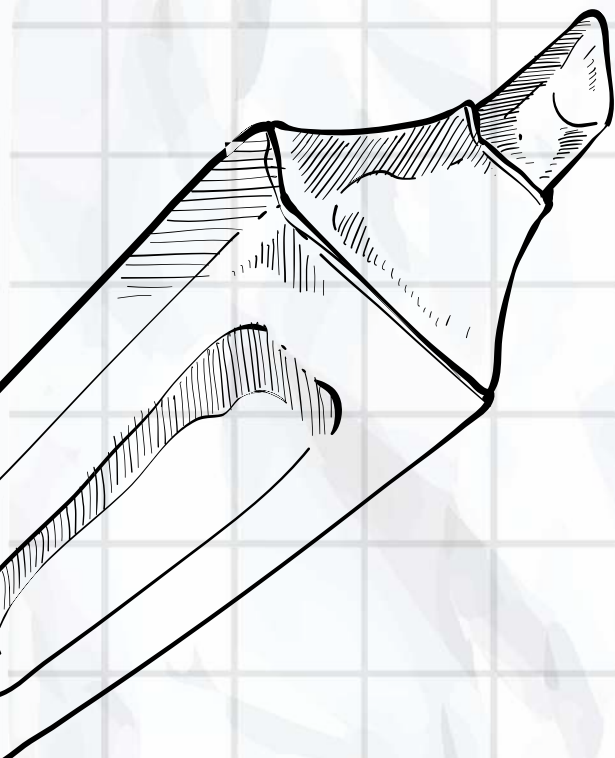


ARSIRAN

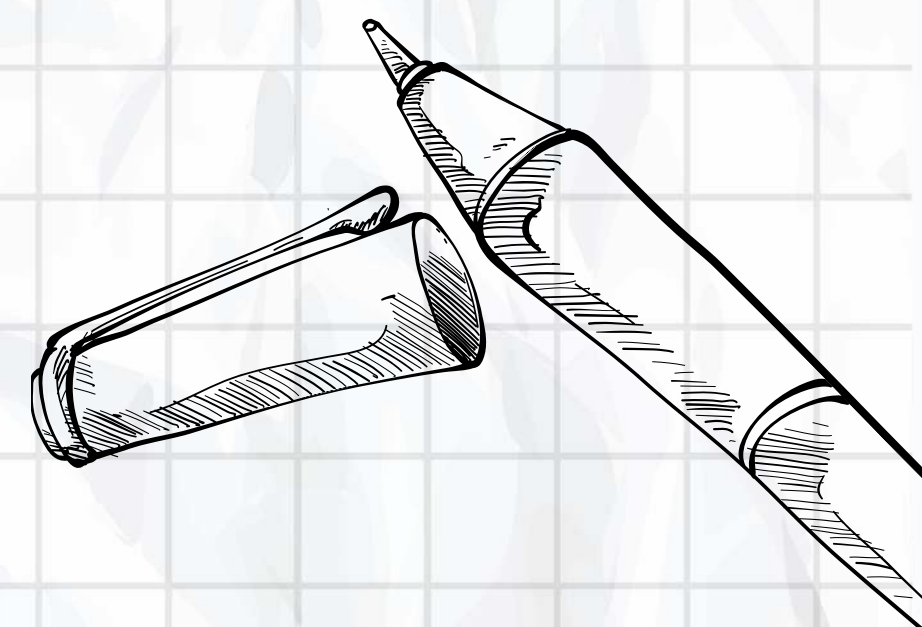
teknik menggambar menggunakan kumpulan garis, titik, atau goresan berulang untuk menciptakan kesan gelap-terang (value) pada suatu bidang, sehingga objek 2D terlihat memiliki volume, tekstur, dan dimensi seperti benda nyata.







✧ **APA SAJA TEKNIK**
ARSIRAN ? ✧



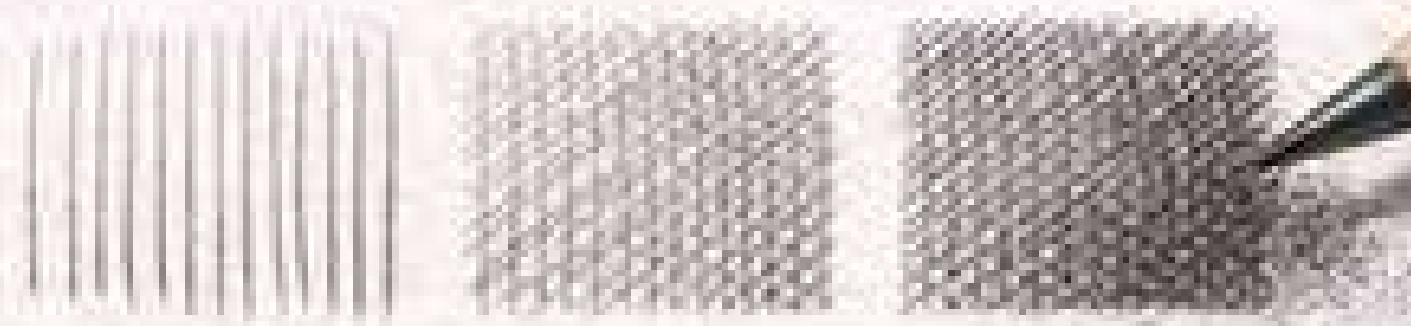
✧ ✧

5 Essential Shading Techniques

Every Artist Should Know

1. Hatching

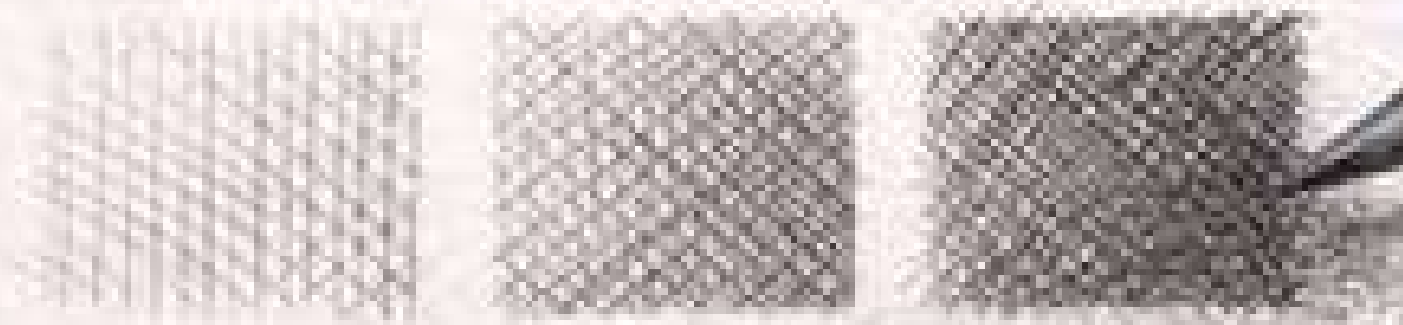
- ✓ Parallel lines
- ✓ Controls light to dark



Structured & graphic

2. Cross-Hatching

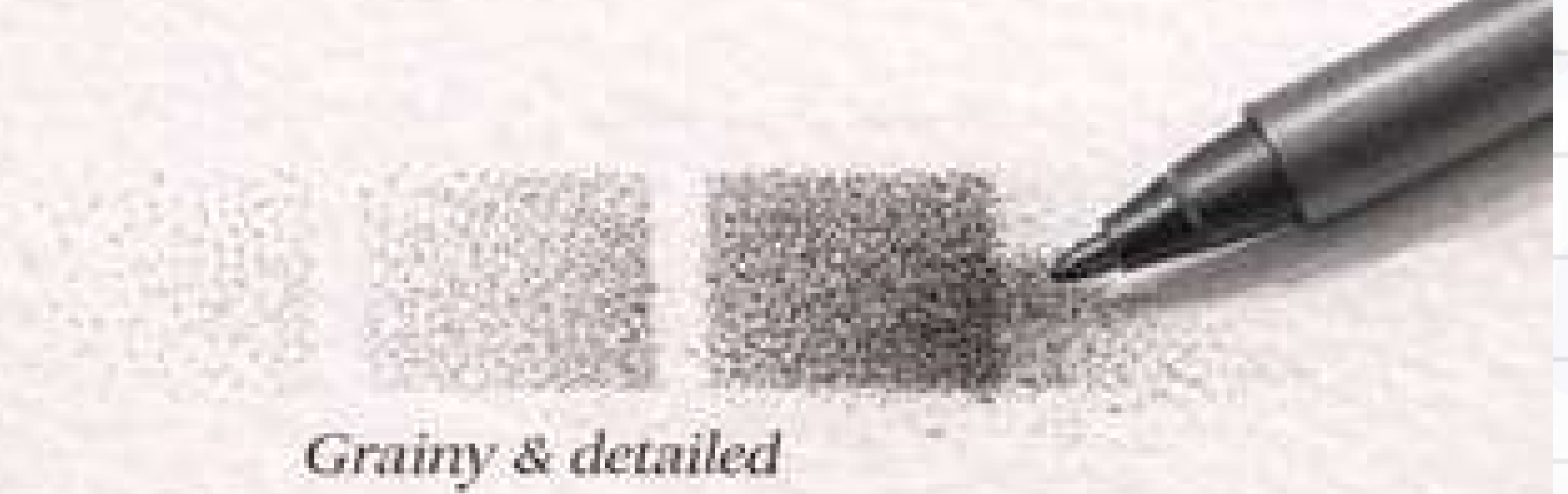
- ✓ Layered intersecting lines
- ✓ Builds deeper shadows



Bold & dramatic

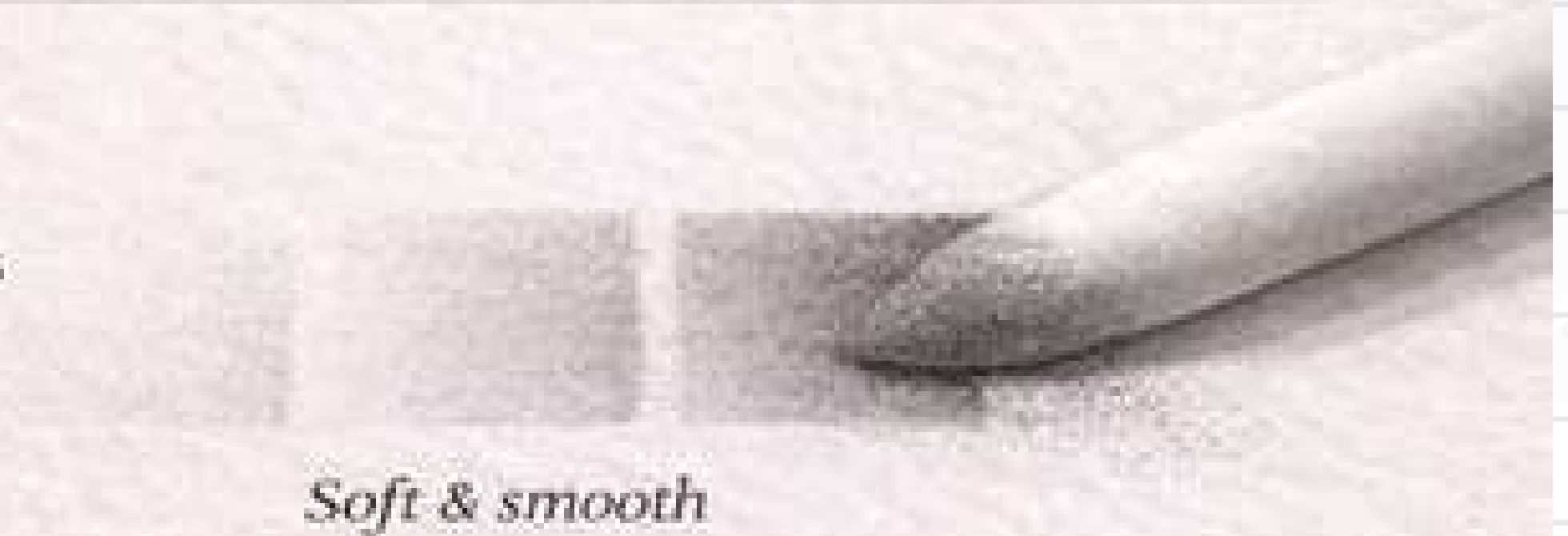
3. Stippling

- ✓ Small dots
- ✓ Builds value slowly



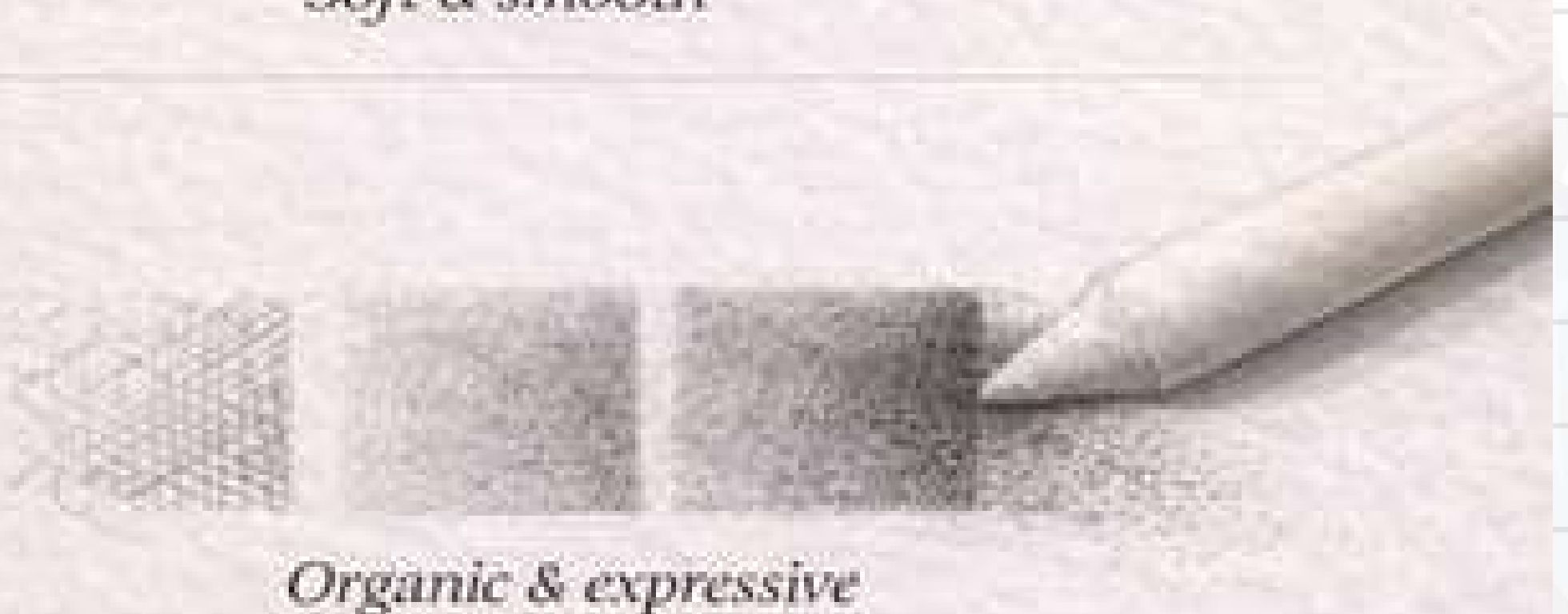
4. Blending

- ✓ Smooth gradient transitions
- ✓ Creates realistic shading



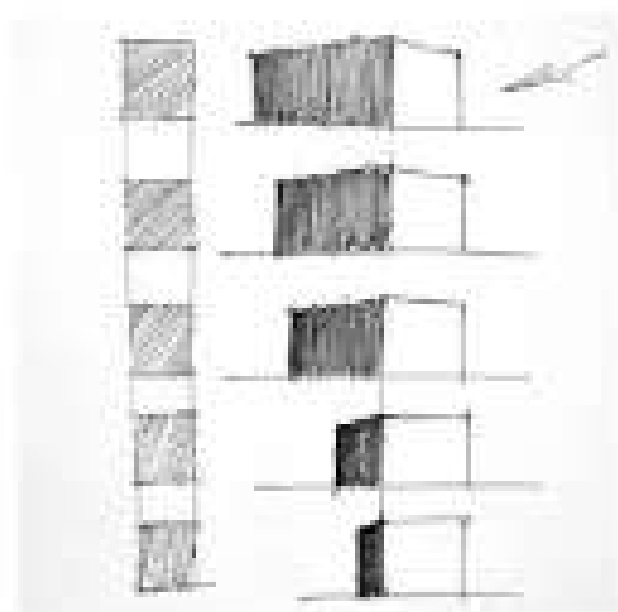
5. Scribble Shading

- ✓ Controlled random strokes
- ✓ Great for texture





Beginner Hatching Techniques and Tips For Pen - How to Know What Sort of
Stephen Travers Art



BEGINNER HATCHING TECHNIQUES & TIPS

STEPHEN TRAVERS ART

Watch on  YouTube

LATIHAN PERTAMA

MEMBUAT BENTUK DASAR

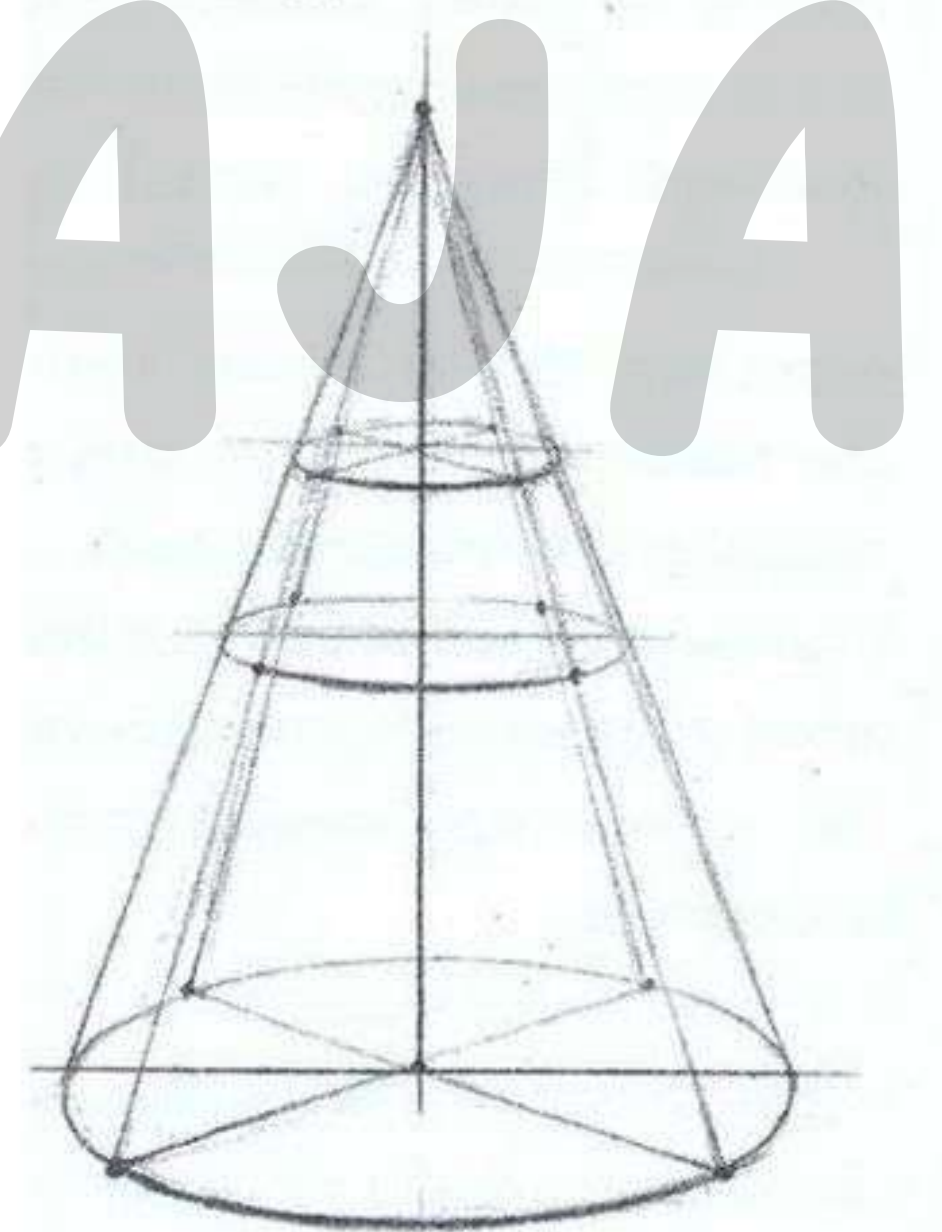
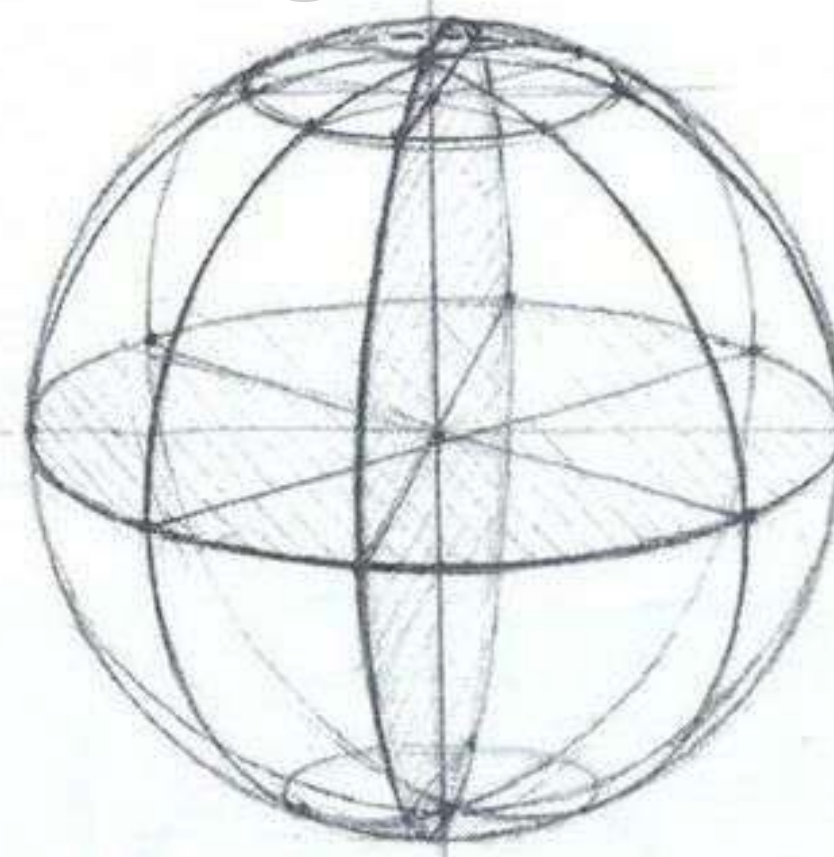
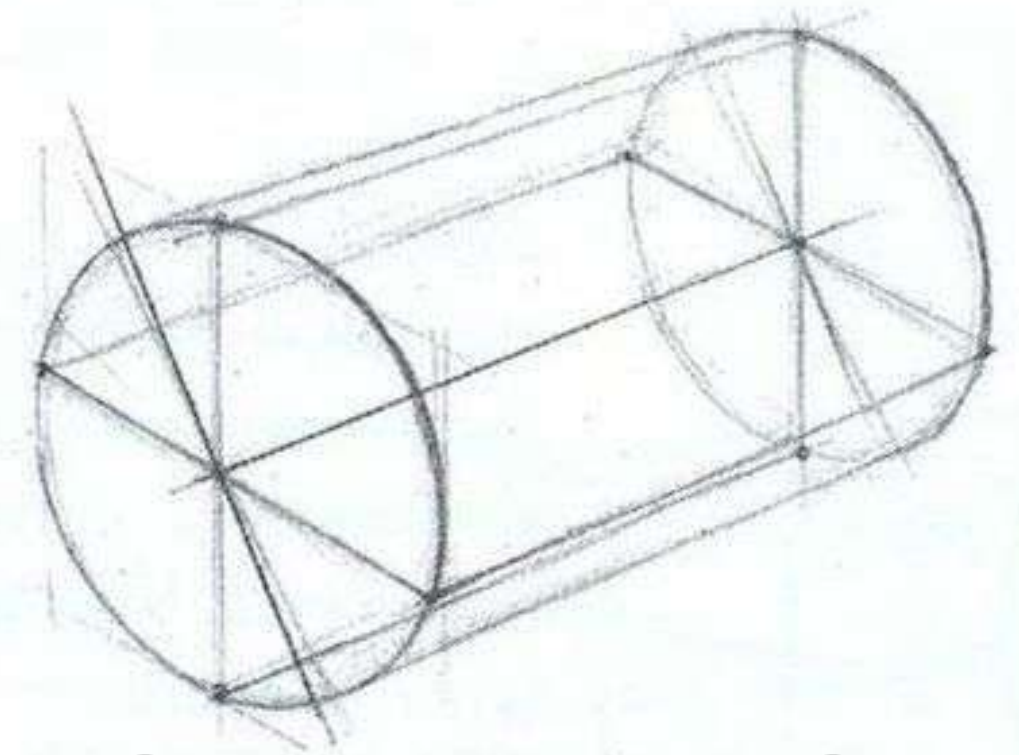
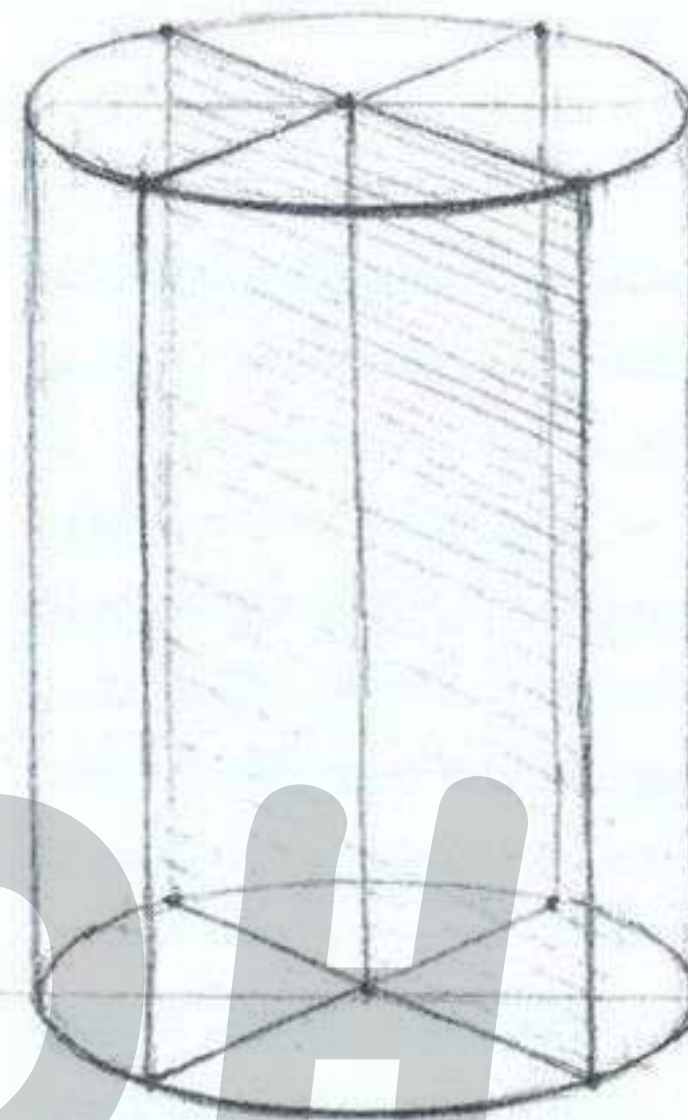
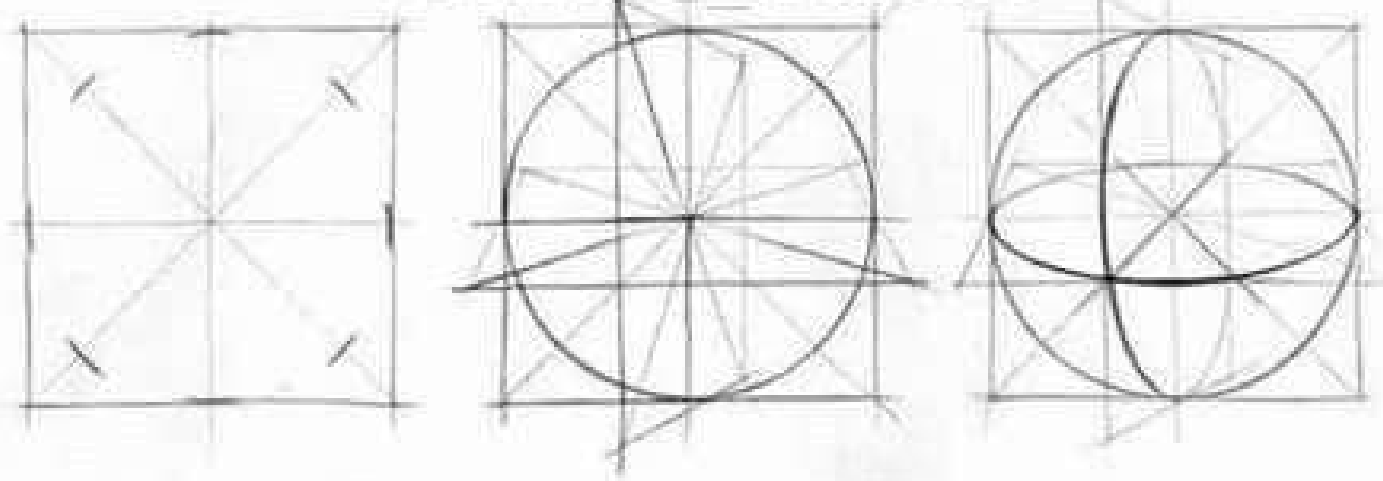
KETENTUAN LATIHAN:

TANPA BANTUAN PENGGARIS BUATLAH
BEBERAPA BENTUK DASAR PADA KERTAS A3
(SEGITIGA, KOTAK, LINGKARAN, SILINDER
DSB) SEBANYAK-BANYAKNYA DALAM

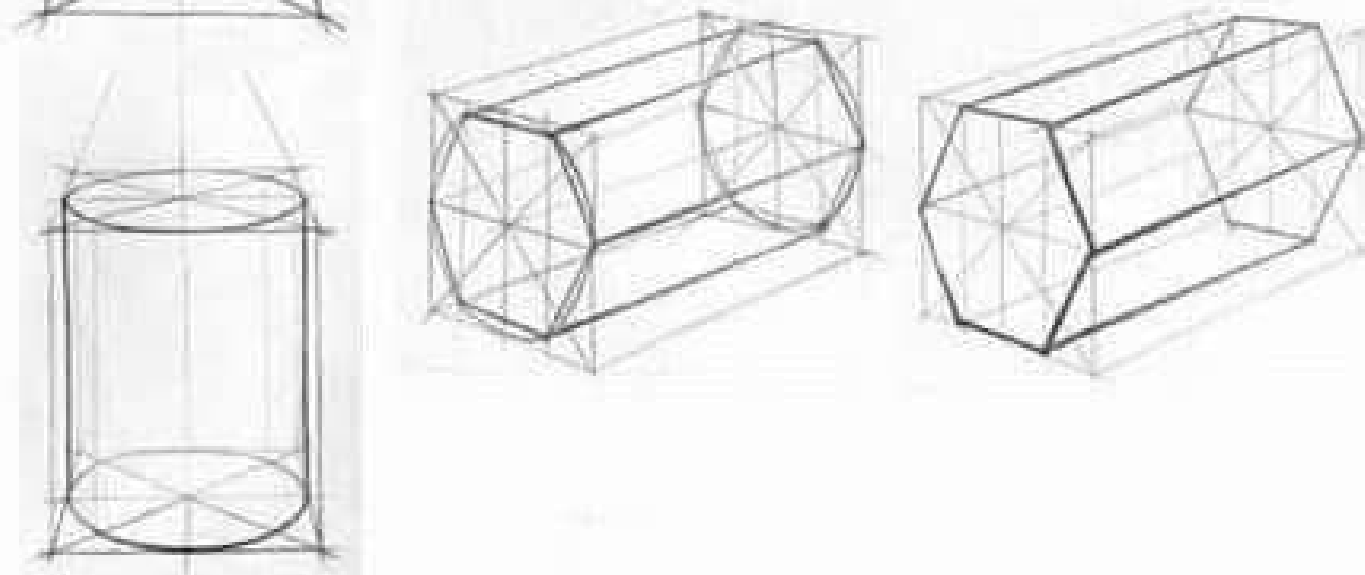
WAKTU 5 MENIT

TUNGGU ABA-ABA DOSEN

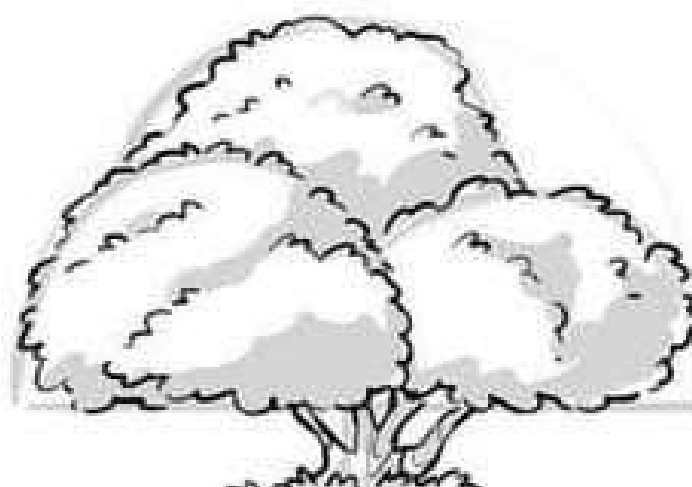
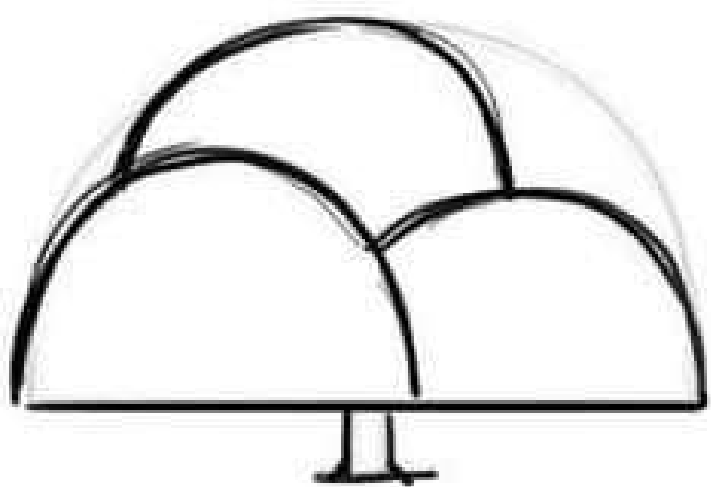
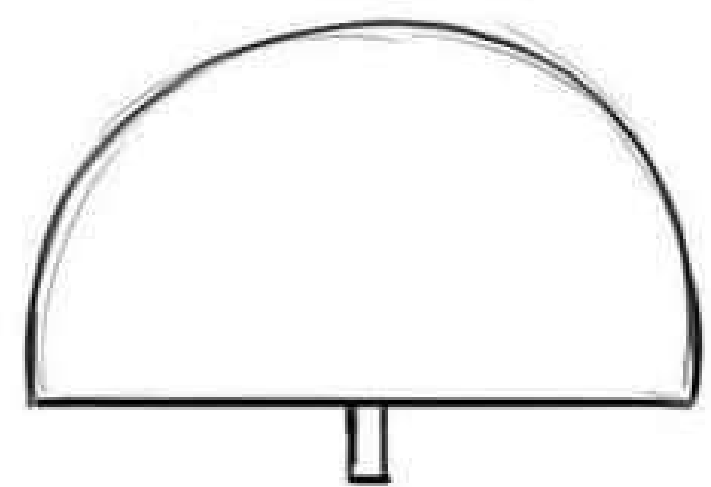
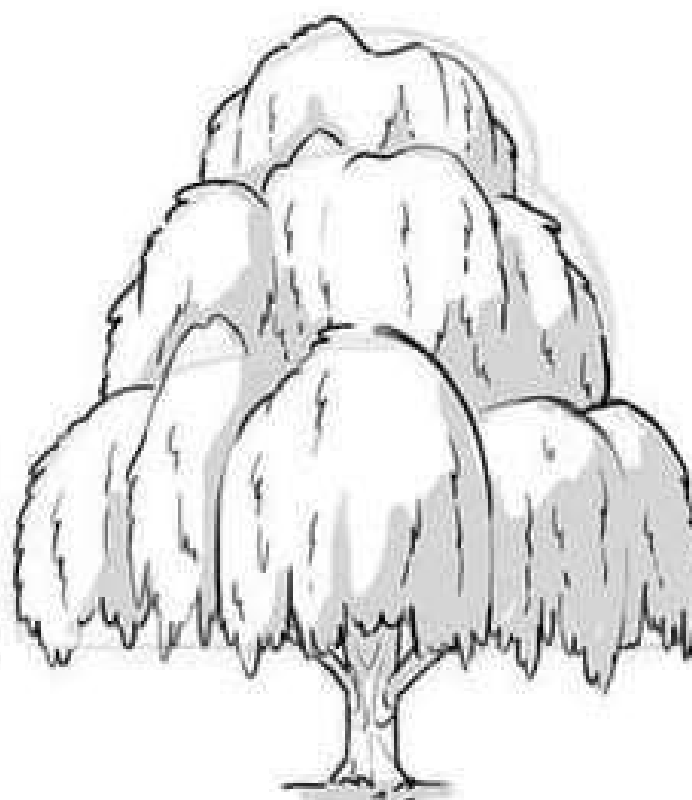
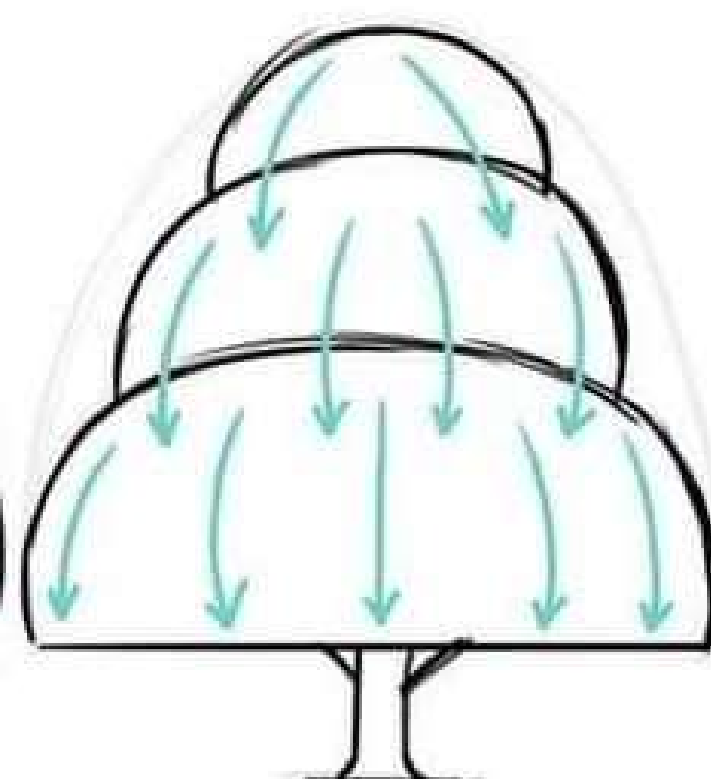
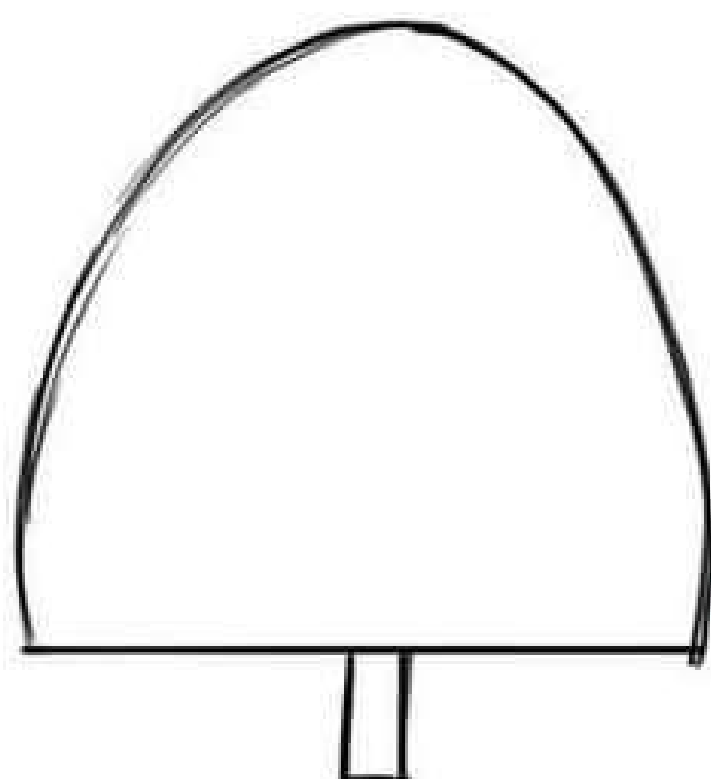
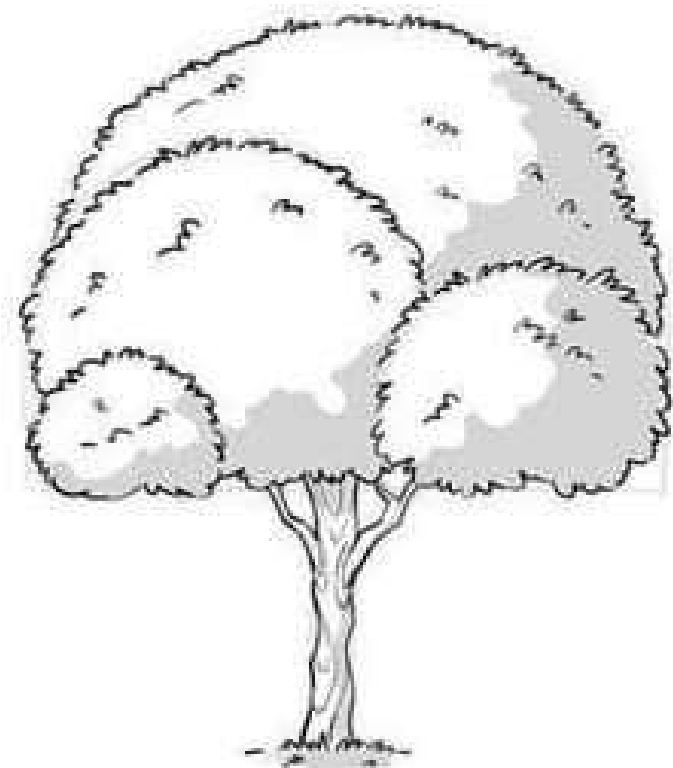
@drawing classes

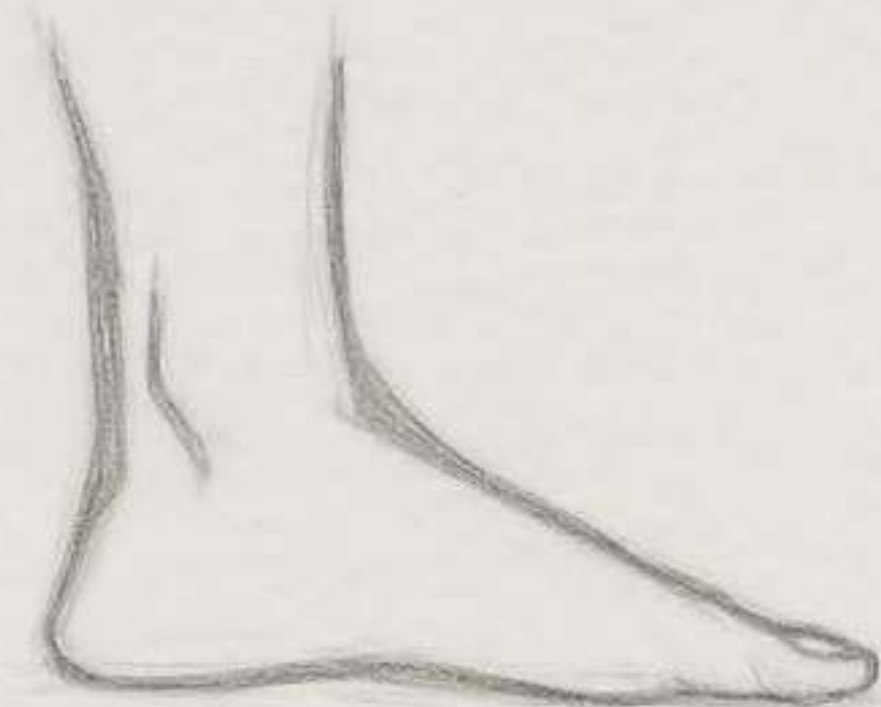
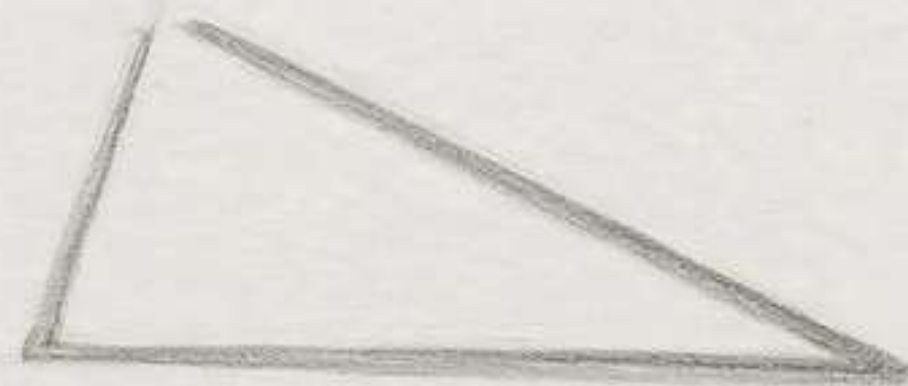
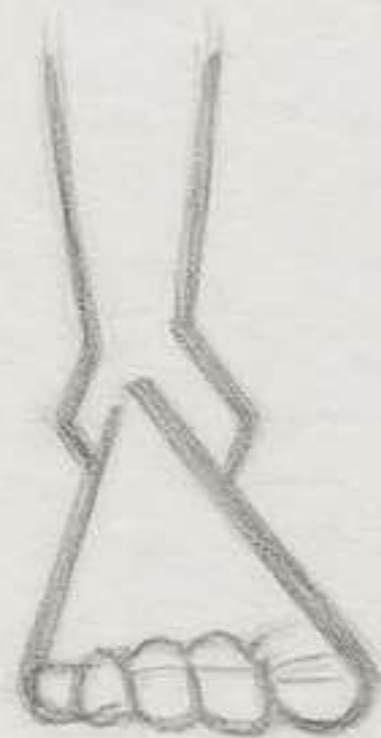
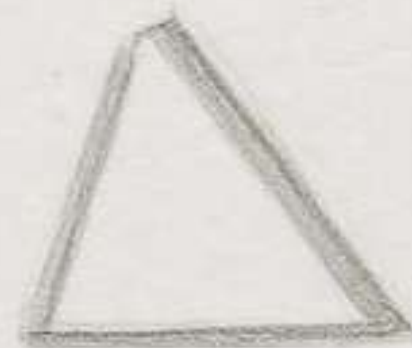
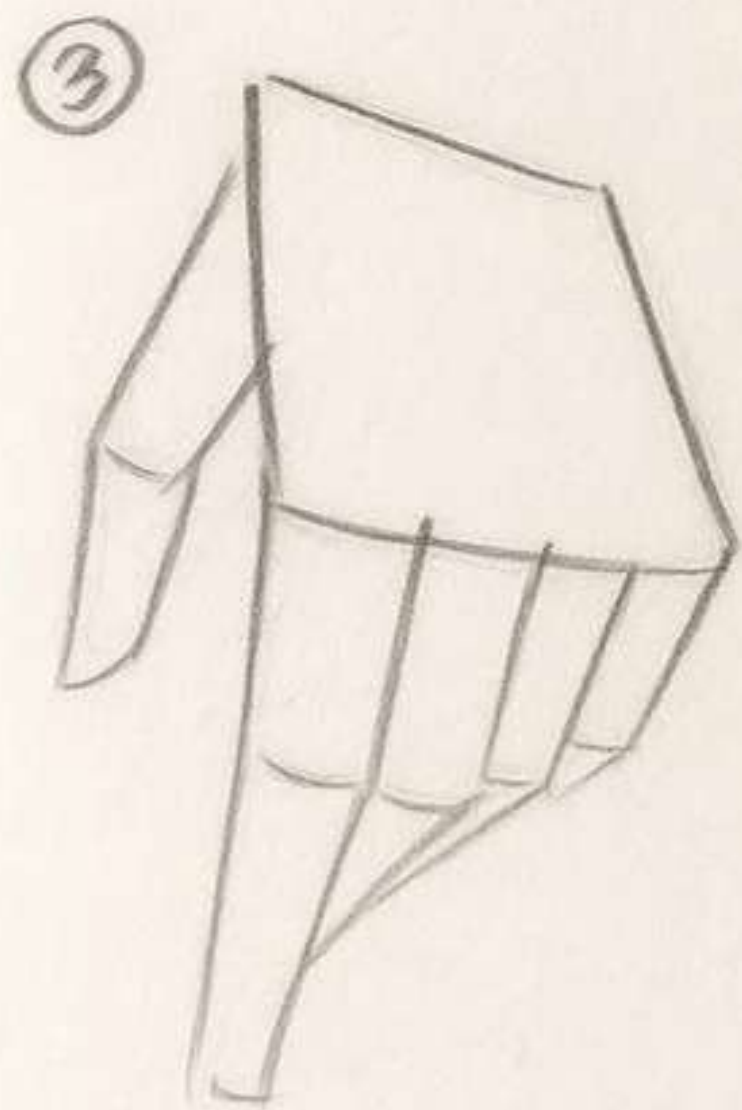
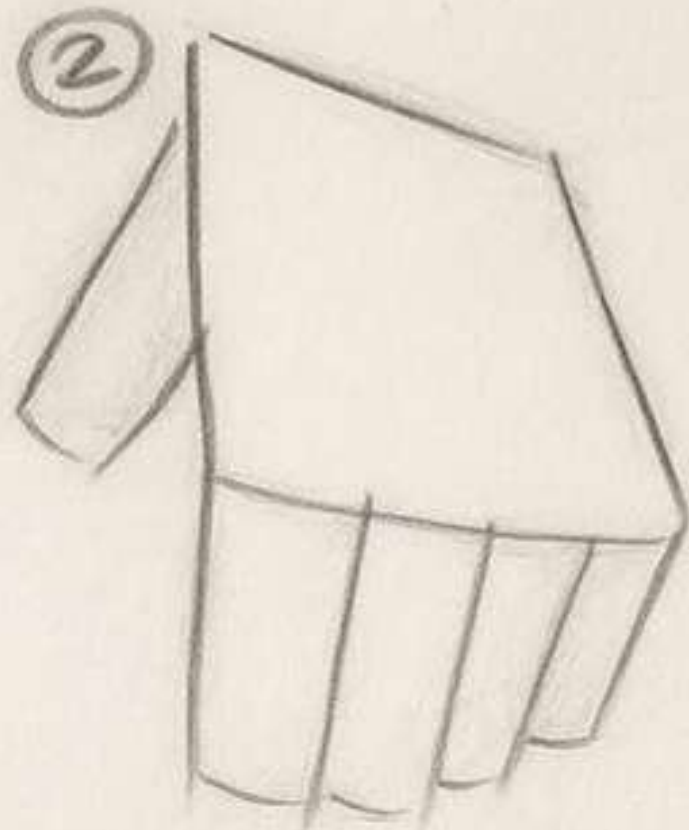
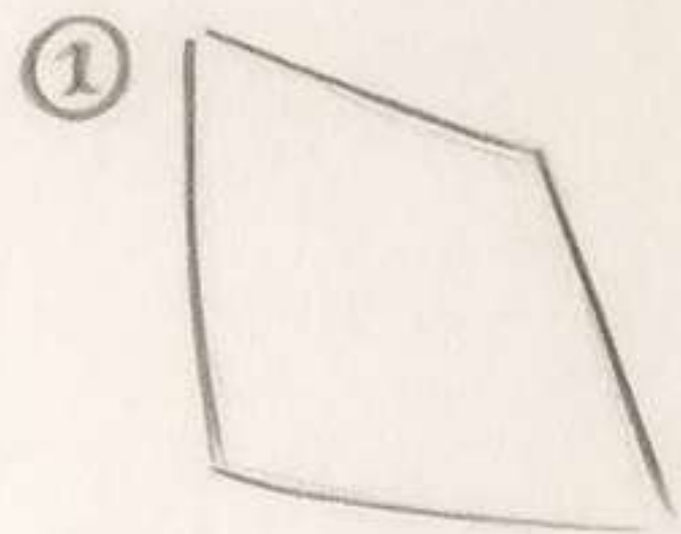


CONTOUR ART

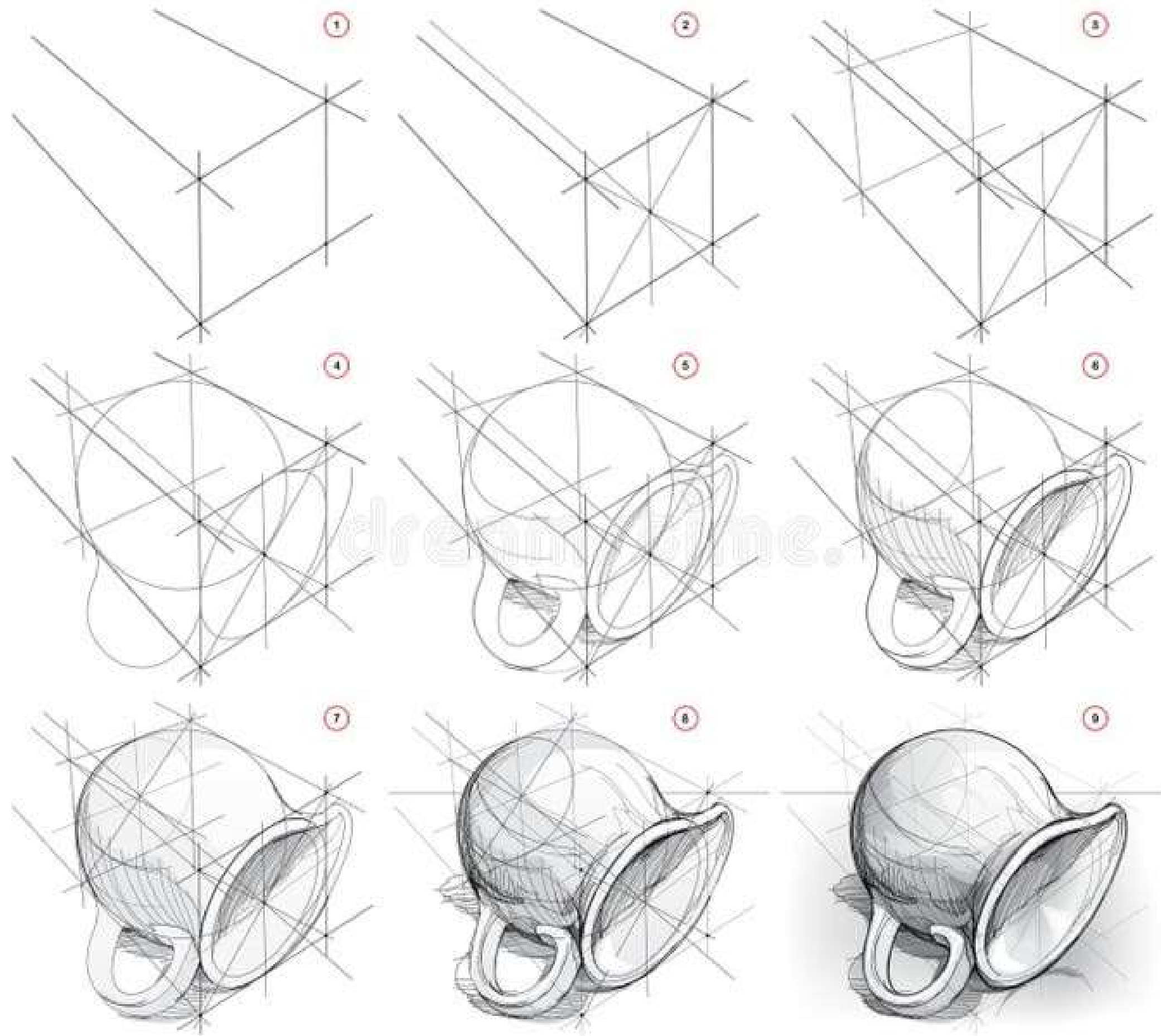


**"MENGAPA LATIHAN
GAMBAR DASAR
PENTING?"**





- MELATIH KEPEKAAN PROPORSI & KONSISTENSI BENTUK
- MELATIH "MUSCLE MEMORY" TANGAN, BUKAN MIKIR DULU BARU GAMBAR
- MENGHILANGKAN "TAKUT SALAH" DAN PERFEKSIONISME
- WARM-UP / PEMANASAN SEBELUM MASUK KE TUGAS INTI YANG AKAN DI NILAI.

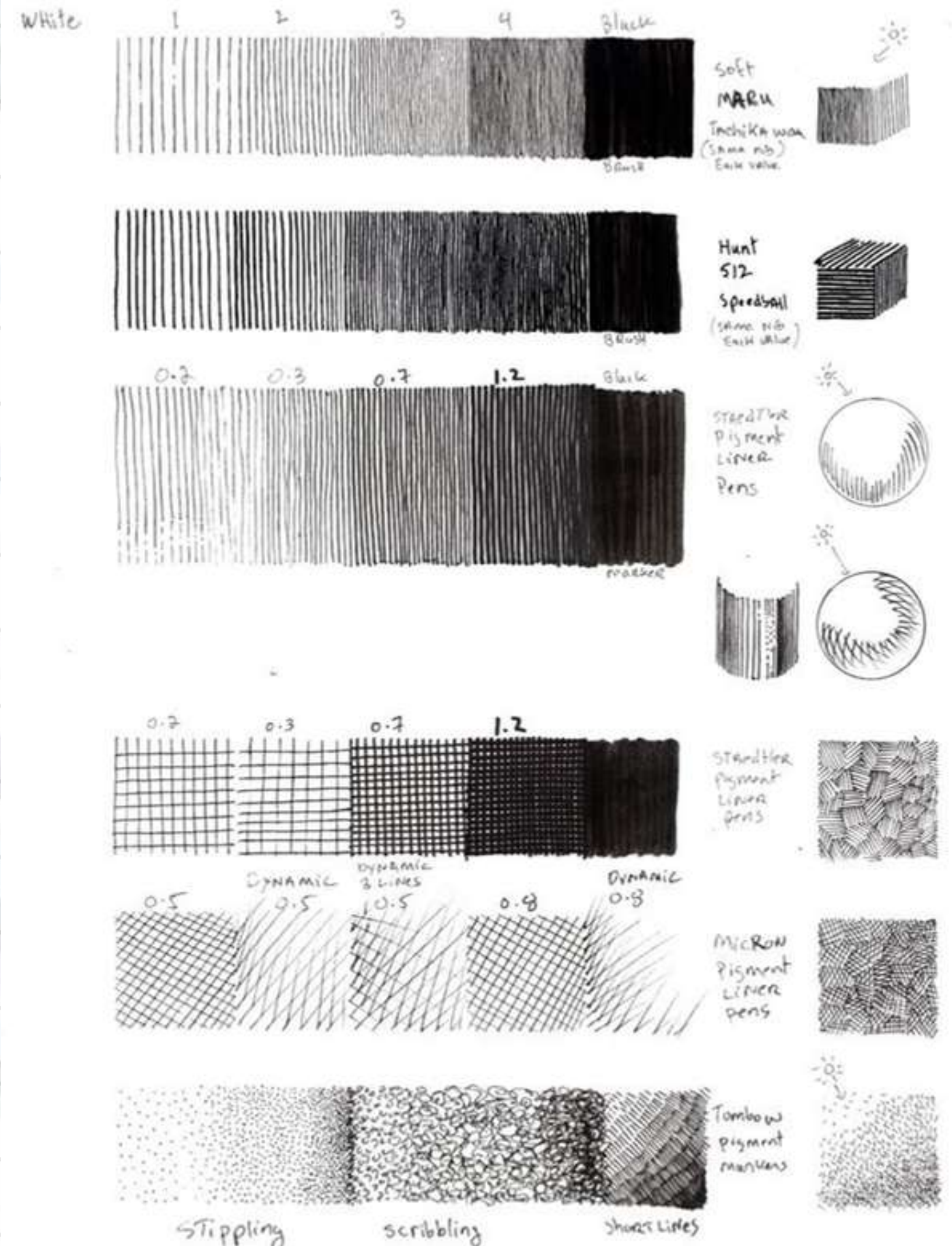


LATIHAN KEDUA

MENGARSIR

**"MENGAPA LATIHAN
MENGARSIR PENTING?"**

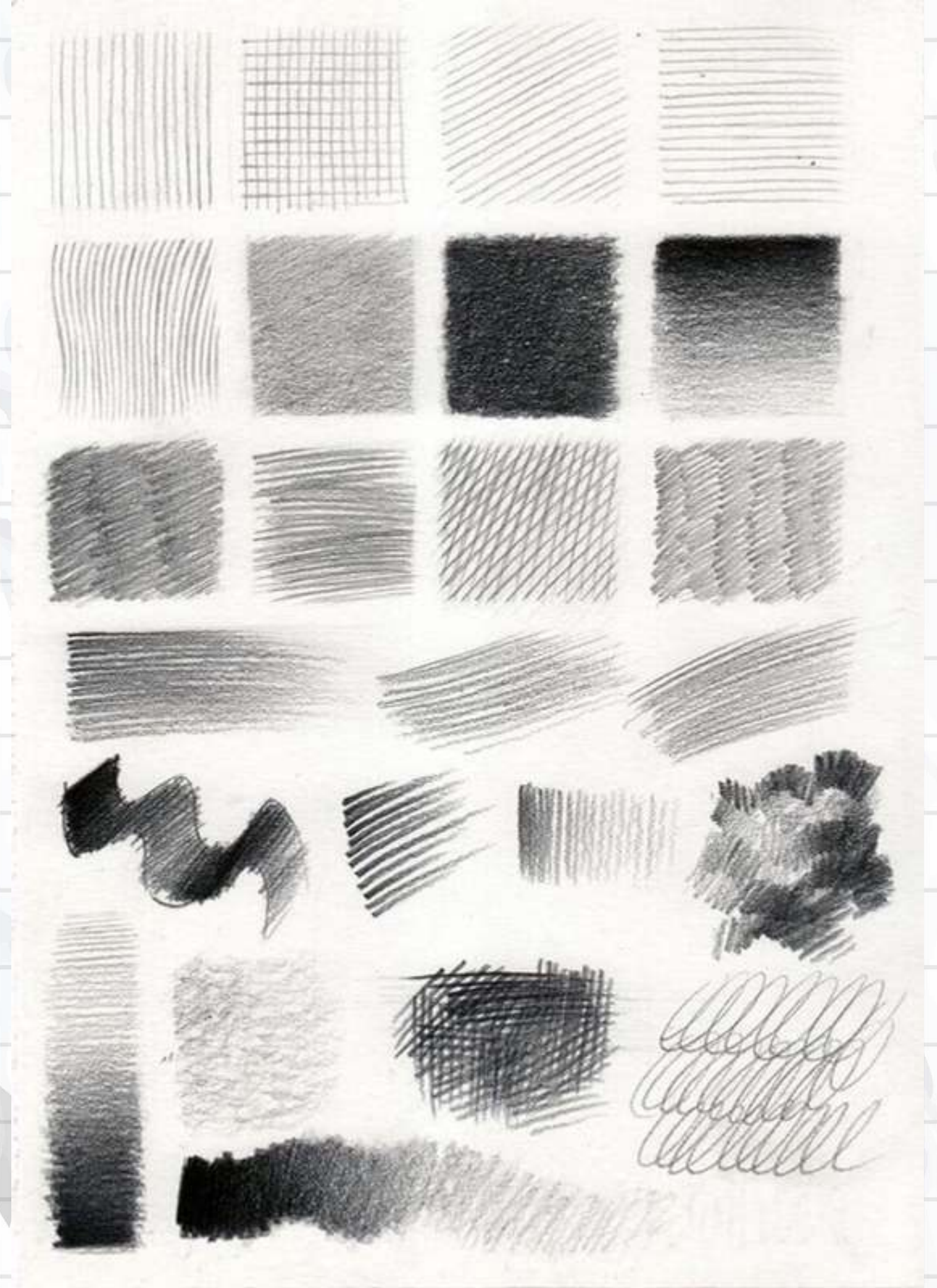
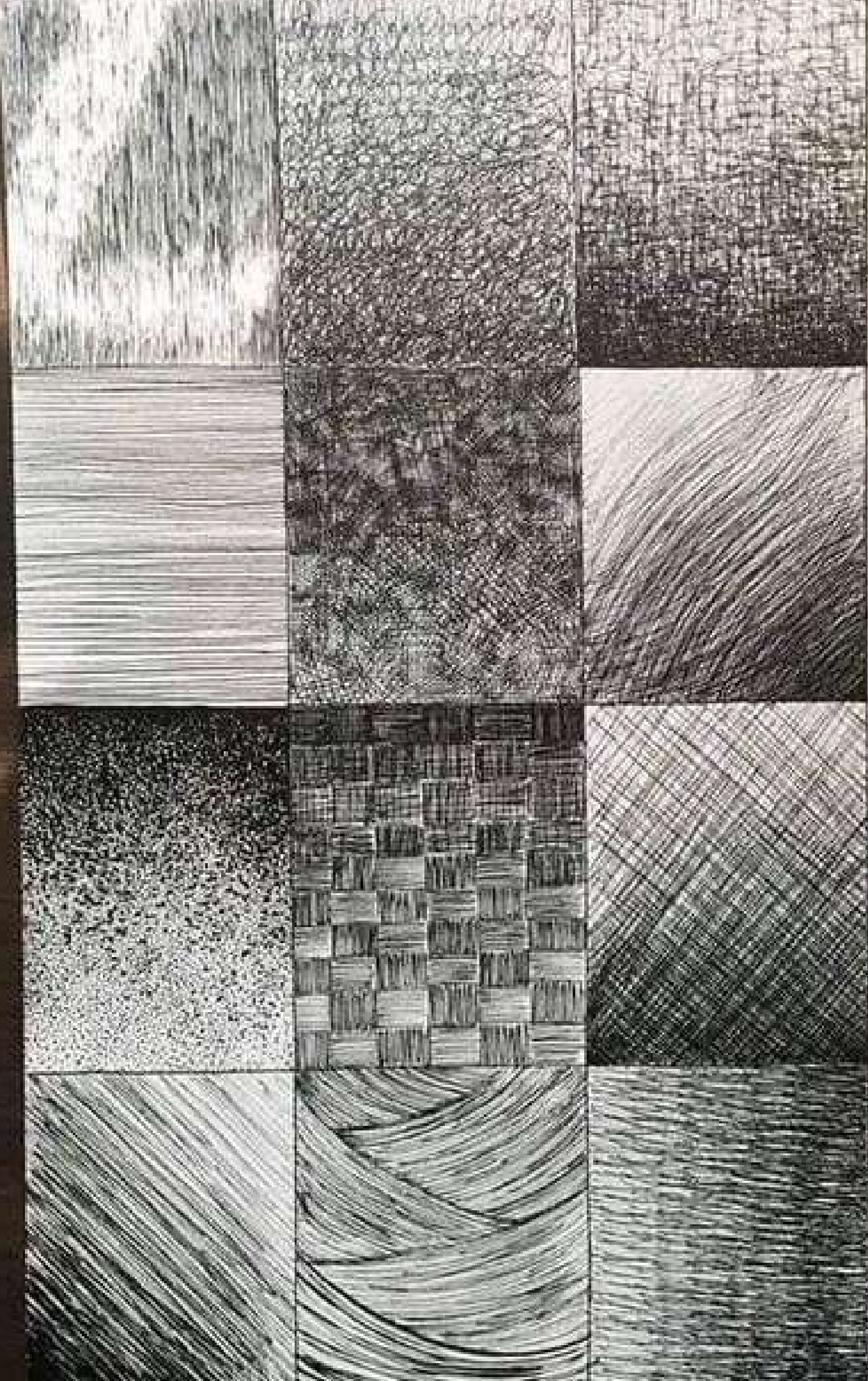
- MELATIH VARIASI TEKATAN TANGAN (HAND PRESSURE CONTROL)
- EKSPLORASI RAGAM TEKNIK SECARA REFLEK, BUKAN HAFALAN
- MEMBANGUN "KOSAKATA VISUAL" ARSIRAN
- MENGURANGI RASA "TAKUT MENGOTORI KERTAS"



KETENTUAN LATIHAN:

TANPA BANTUAN PENGHAPUS BUATLAH
BEBERAPA MACAM ARSIRAN PADA KERTAS A3
SEBANYAK-BANYAKNYA DALAM

WAKTU 5 MENIT
TUNGGU ABA-ABA DOSEN



Inking Techniques

#TILwithArtLounge



Linear
Hatching



Cross
Hatching



Contour



Cross
Contour



Stippling



Circular
Patterns



Contrasting
Lines



Doodled
Lines



Pressure
Lines



Broken
Cross Hatch



Scumbling



Ink + Water
Wash



Dry Ink



Ink on Water



Wavy Lines



Lines
& dots



Broad
Arcs



Scales



ZigZag
Hatching



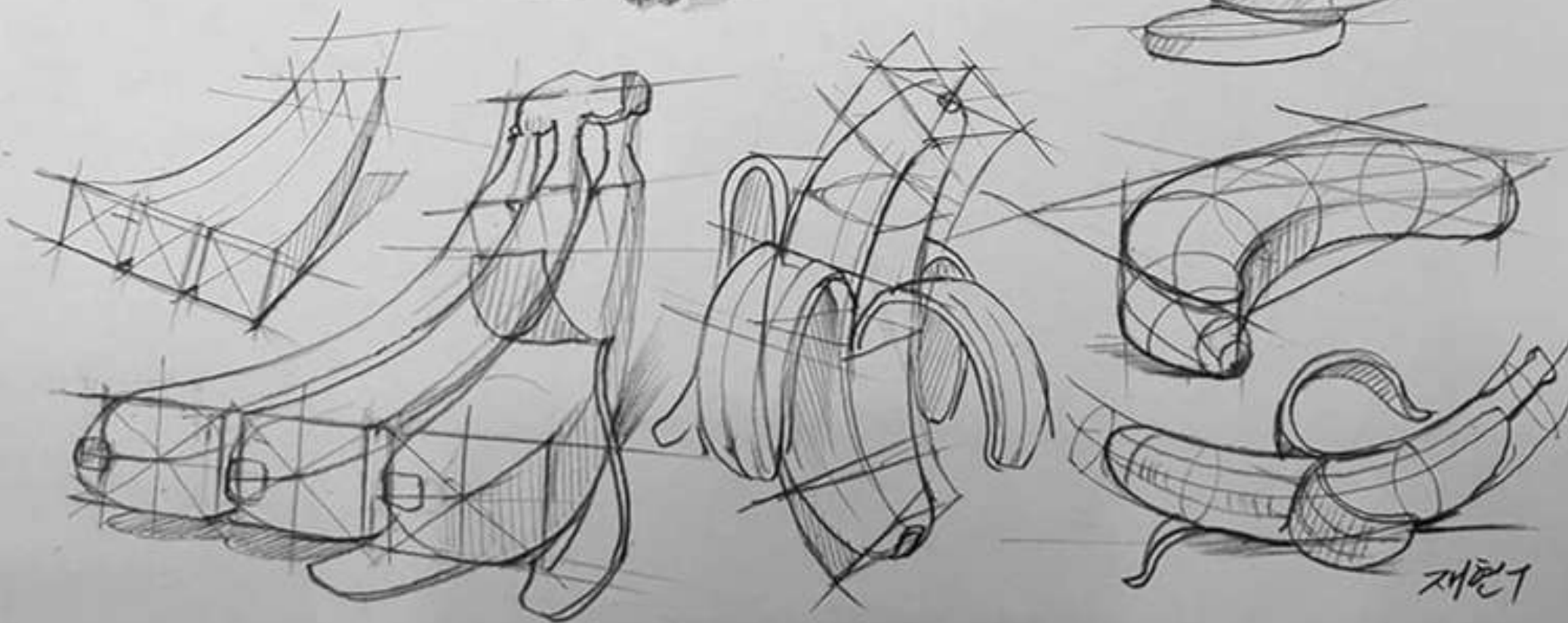
Continuous
Lines

BREAK TIME

BOLEH MAKAN SNACK-NYA

LATIHAN KETIGA

GAMBAR OBJEK + MENGARSIR



Step 1



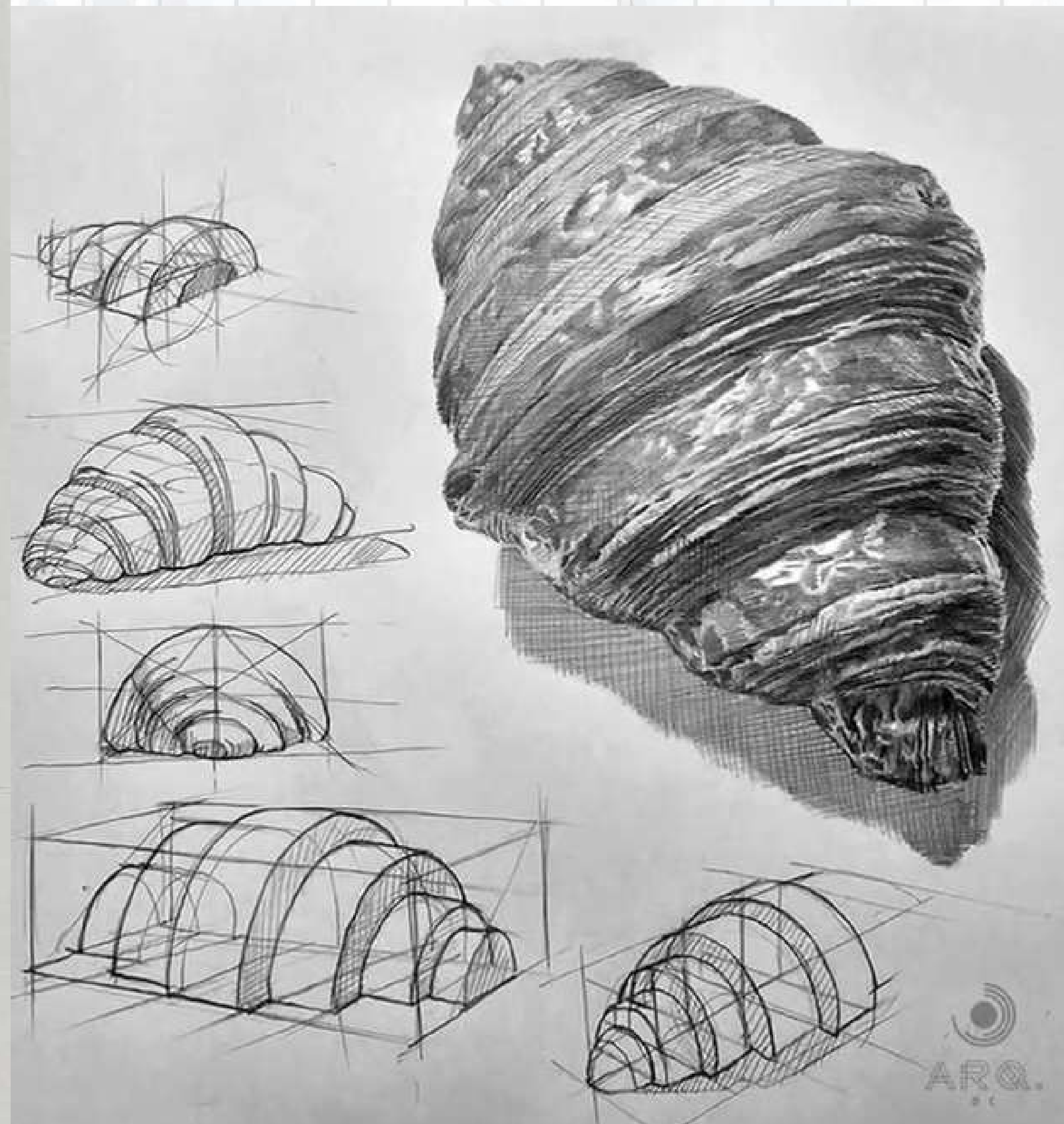
Step 2

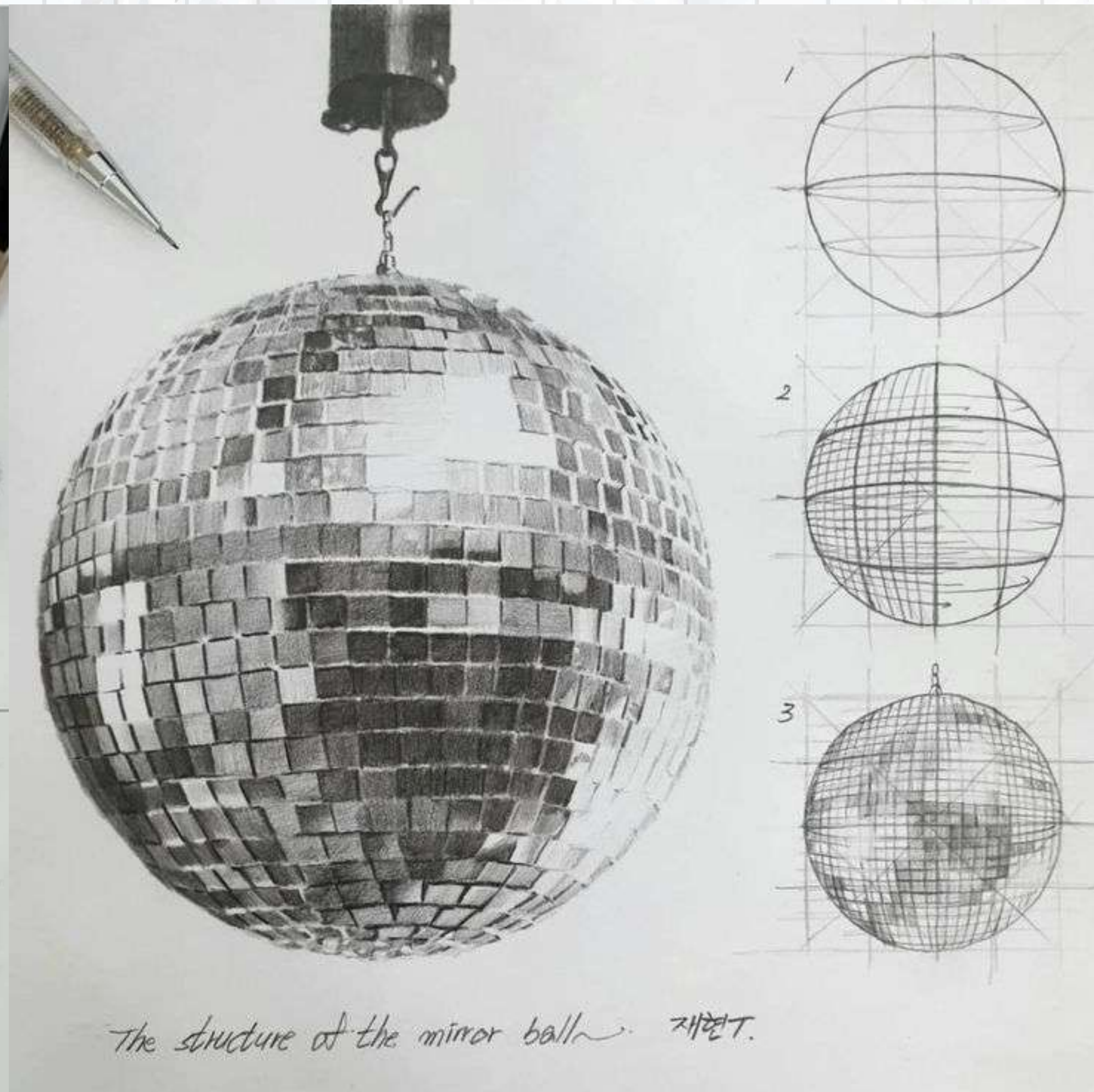
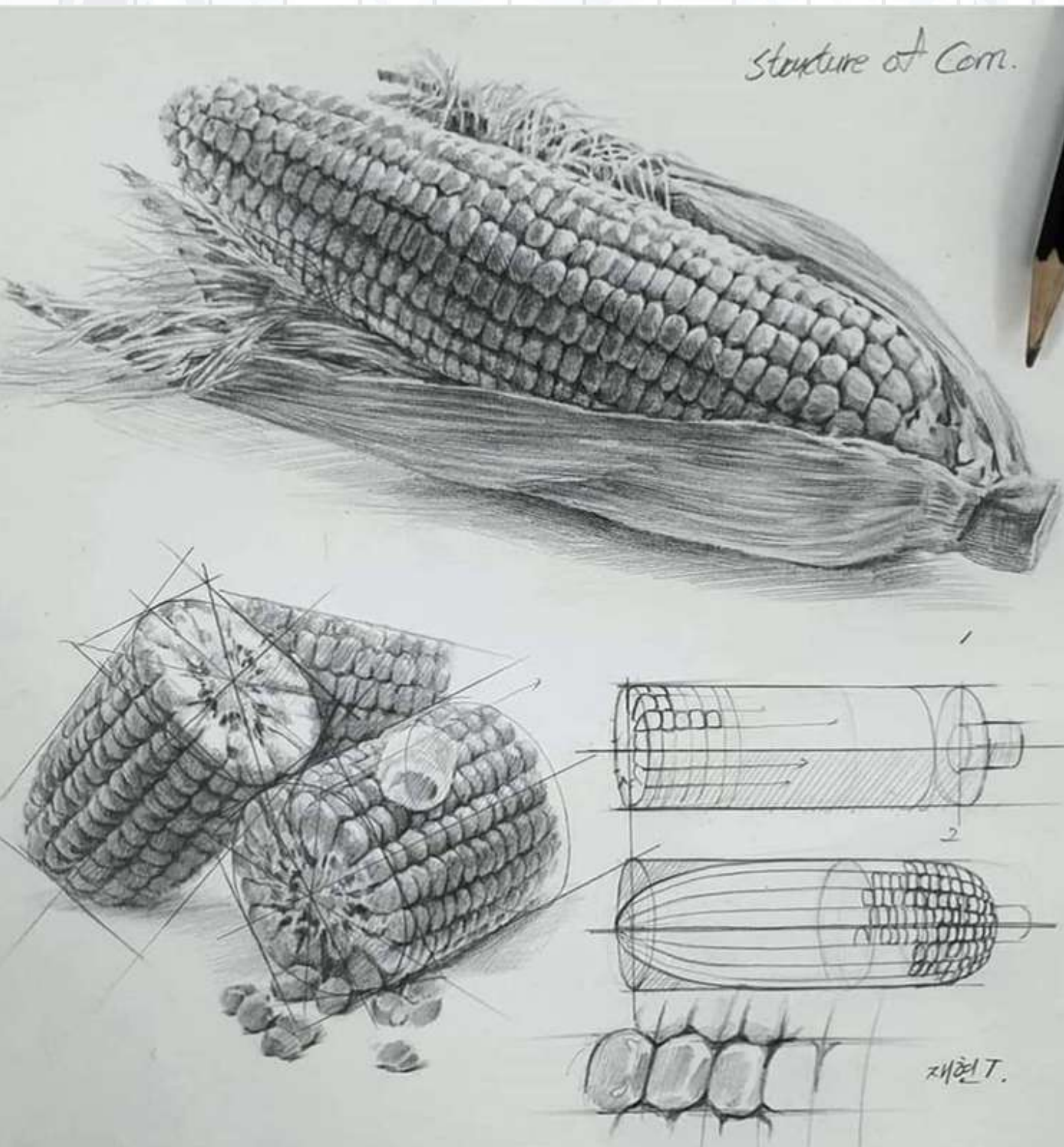


Step 3



THE STRUCTURE OF ICECREAM





KETENTUAN LATIHAN:

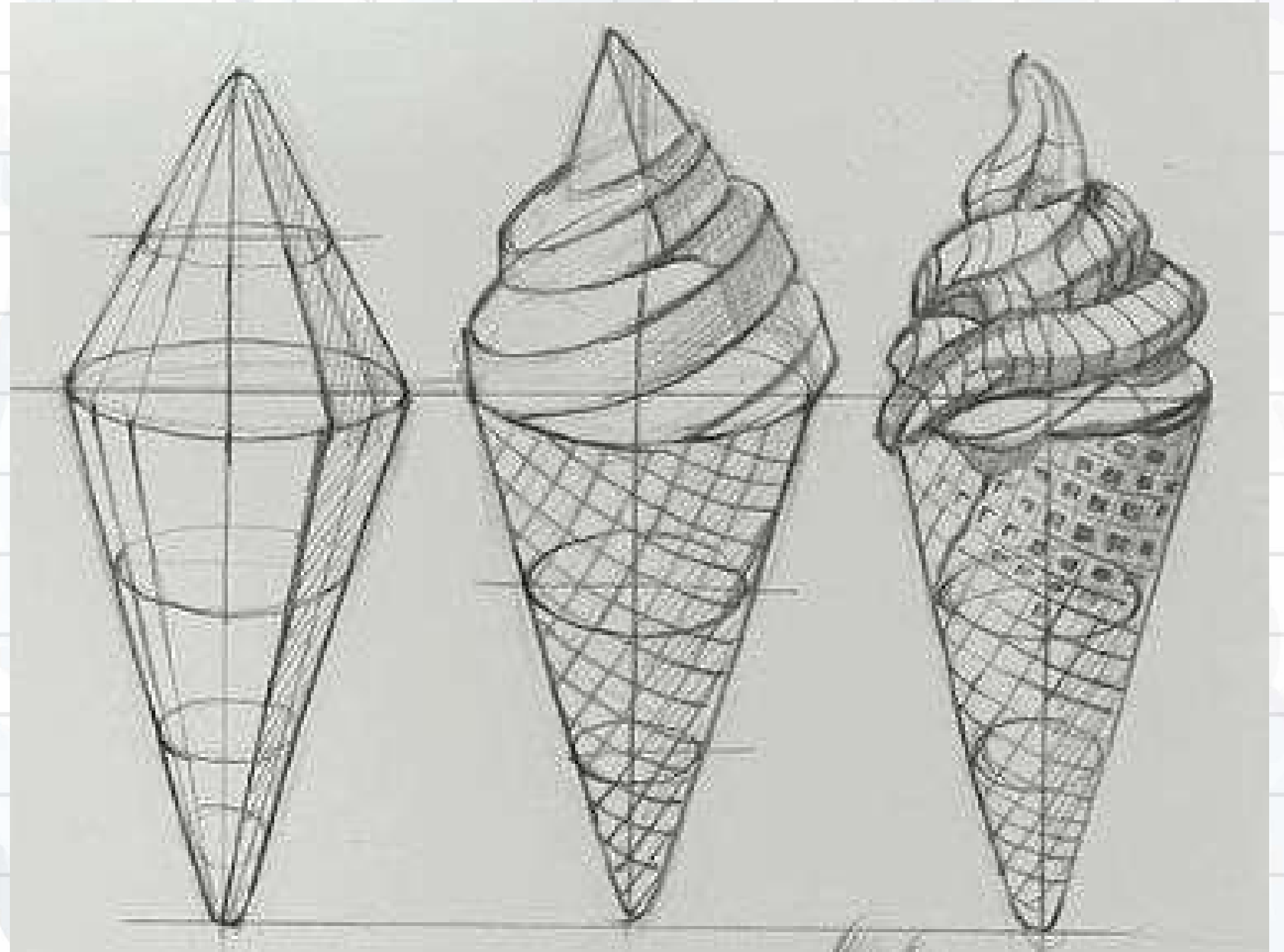
**BUATLAH SEBUAH OBJEK KOMPLEKS YANG MENURUT
ANDA MENARIK (BISA CARI DI INTERNET) ATAU BENDA
YANG BERADA DI SEKITAR ANDA;
DI FOTO > JADIKAN REFERENSI UNTUK DI GAMBAR**

WAKTU S/D SELESAI
MATKUL

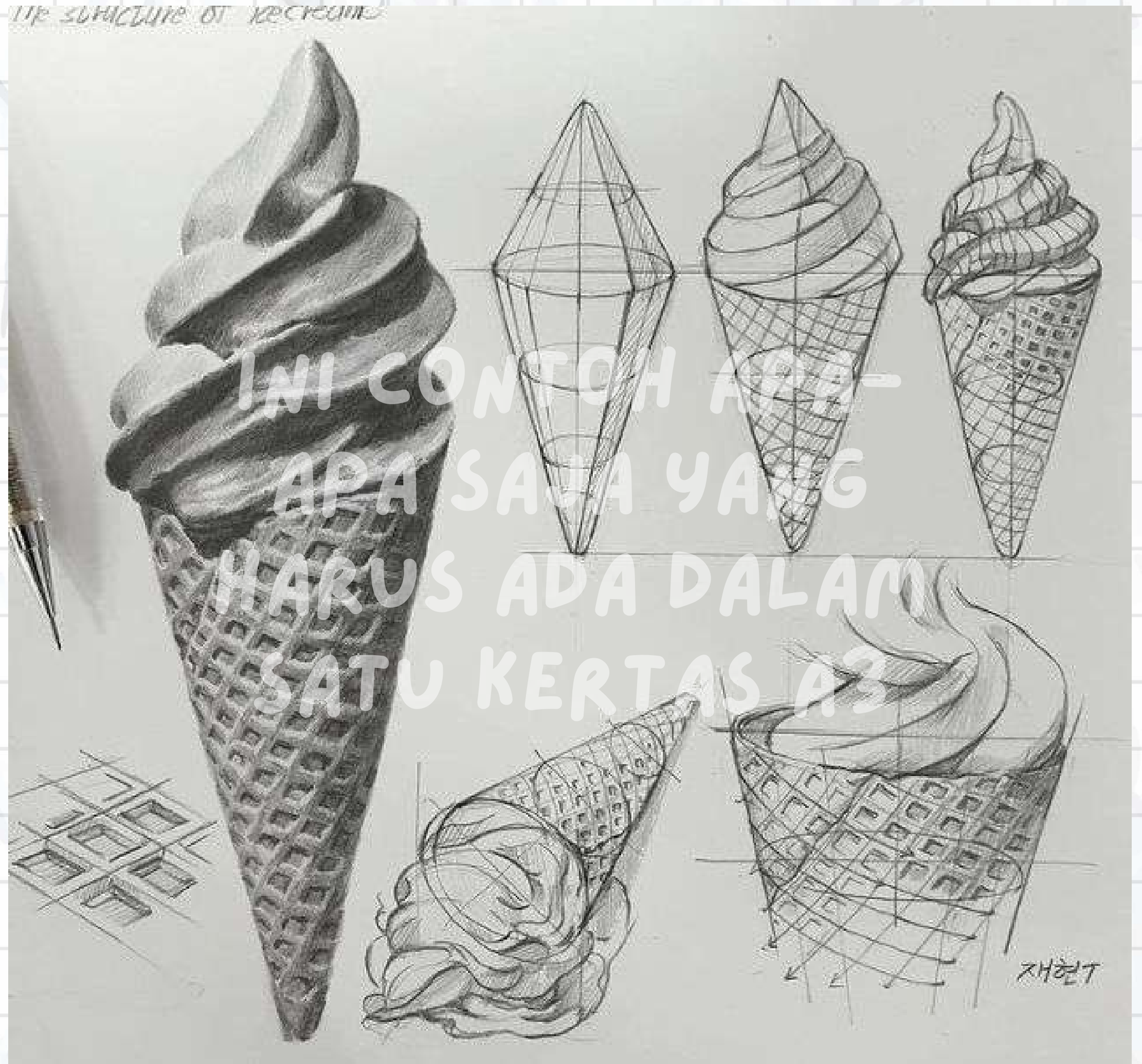
LIHAT OBJEK-NYA



**BRAINSTORM BENTUK
DASARNYA DAHULU**



**TUANGKAN KE
KERTAS GAMBARAN
UTUH OBJEKNYA**



MENGAPA PENTING?

- **Fondasi memahami value & kontras**

Arsiran mengajarkan cara "membaca" dan menciptakan gradasi gelap-terang (value).

- **Melatih kepekaan terhadap volume & dimensi**

Anak DKV nantinya sering menggambar produk, mockup, ilustrasi, atau sketsa konsep (misalnya untuk packaging, branding, storyboard). Arsiran melatih mata untuk "melihat" bentuk 3D dan menerjemahkannya ke bidang 2D.

- **Memahami tekstur & material**

Melatih kepekaan mahasiswa dalam menggambarkan berbagai jenis material — berguna saat mendesain kemasan, ilustrasi, atau visual yang butuh kesan tekstur tertentu.

- **Melatih kesabaran & ketelitian (craftsmanship)**

dengan melakukan arsiran berulang dan presisi, akan melatih disiplin kerja yang juga dibutuhkan saat mengerjakan detail desain (tipografi, layout presisi, produksi cetak).

- **Alat komunikasi visual cepat (sketching skill)**

Saat brainstorming ide atau presentasi konsep ke klien, sketsa manual dengan arsiran sederhana sering jadi cara tercepat menyampaikan mood, tekstur, atau kesan visual sebelum masuk tahap digital! skill ini menghemat waktu dan memperkuat komunikasi ide.

PANDUAN TUGAS 1:

SAMA SEPERTI LATIHAN 3, DI KERTAS BARU; BUATLAH SEBUAH OBJEK KOMPLEKS LAINNYA YANG MENURUT ANDA MENARIK (BISA CARI DI INTERNET) ATAU BENDA YANG BERADA DI SEKITAR ANDA.

**TUGAS DI NILAI
MINGGU DEPAN**

**TEKNIK MENGARSIR BISA DIPELAJARI LEBIH LANJUT
DI RUMAH, BISA LIHAT DI INTERNET MENGGUNAKAN
PLATFORM FAVORIT ANDA (EX: YT/TIKTOK) SEBAGAI
REFERENSI UNTUK MEMPERBANYAK ILMU/TES
LATIHAN SEPUTAR METODE ARSIRAN**