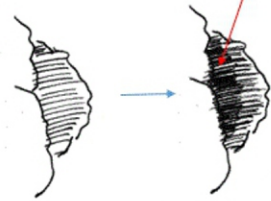
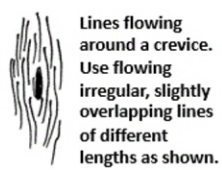


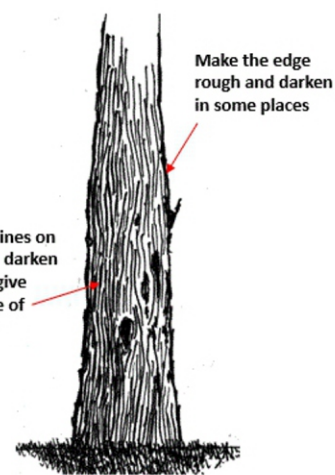
Darkening like this brings out the roundness



How each individual bark outline is shaded

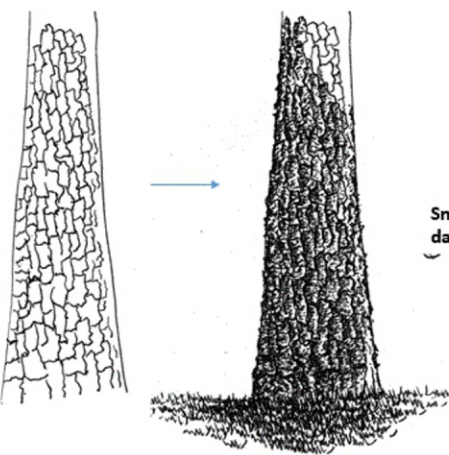


Lines flowing around a crevice. Use flowing irregular, slightly overlapping lines of different lengths as shown.



Add more lines on one side to darken it more to give appearance of roundness

Make the edge rough and darken in some places



Small mark stroke to darken the bark outline

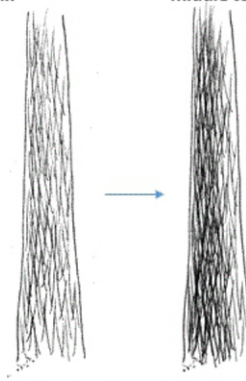


Darken the bark more at the edges to bring out the form

Initially, create a 'light tone' using the lines in all of trunk

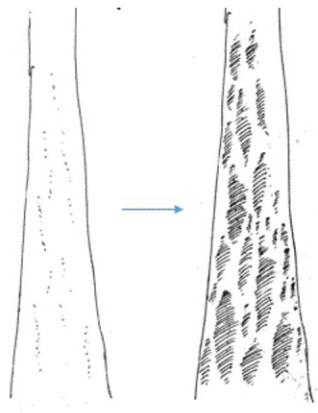
In 2/3 of trunk, add more lines to create a 'middle tone'

In 1/3 of trunk, add more lines, to create a 'dark tone'



The variation of tone from dark to middle to light gives the trunk its roundness

Small areas of white that are left between the lines gives appearance of bark texture. Don't over darken

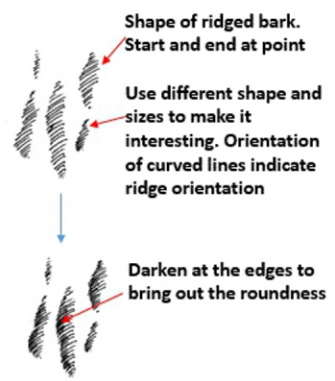


Darken one end with curved parallel lines to give overall volume to trunk

Darken at the edge of ridges to indicate form

Add small ridges at light end

Finish with Grass. Exposed roots add more interest



Shape of ridged bark. Start and end at point

Use different shape and sizes to make it interesting. Orientation of curved lines indicate ridge orientation

Darken at the edges to bring out the roundness



Step:1
Indicate with dots where 'ridged' bark will be

Step:2
Use curved parallel lines to draw bark ridges

Step:3
Finish

Main Stroke used. Lines are NOT parallel

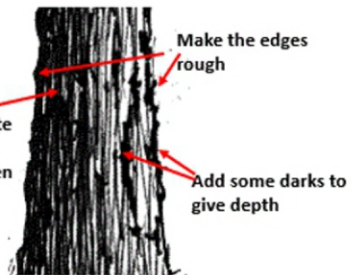
Darken the edges some places

Don't darken completely. Small light areas that result add to the depth perception

To enhance bark texture, add some tapered dark suggesting crevices

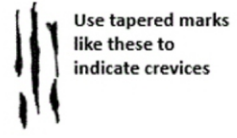
Finish with grass at the bottom

Leave some white to give it depth. Don't fully darken



Make the edges rough

Add some darks to give depth



Use tapered marks like these to indicate crevices

Step: 1
Initial Shading

Step: 2
Finish