

Nature Journaling: Mushrooms

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Why Nature Journal?

- ◆ To slow down
- ◆ To observe
- ◆ To discover
- ◆ To see
- ◆ To stimulate curiosity
- ◆ To remember



“I see no more than you,
but I have trained myself
to notice what I see”

--Sherlock Holmes

Prompts to Deepen Observation

- ◆ **I notice**

- ◆ Size, scale, location, color, interactions

- ◆ **I wonder**

- ◆ Why, what, where, when, who, how?

- ◆ **It reminds me of**

- ◆ Physical looks, behavior, others of the species or not



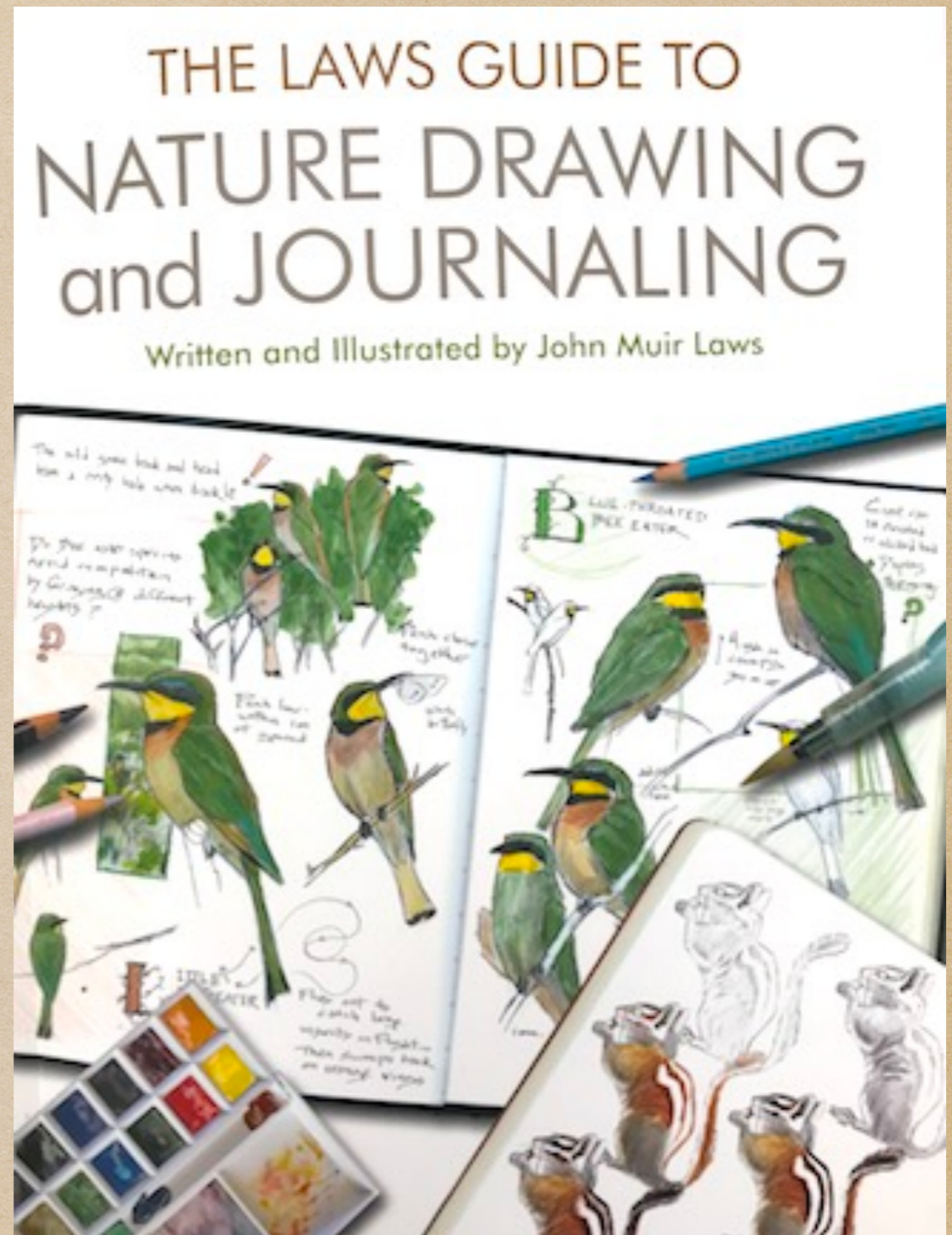
Elements on your page

- ◆ Title, arrows, icons, bullets, boxes
- ◆ Date, time, location, weather
- ◆ when-time, season, how often
- ◆ what exists in a place
- ◆ how many-count, estimate
- ◆ measure-use ruler, map, magnifier
- ◆ image-zoom in, out, studies, sections, diagrams, patterns
- ◆ written descriptions of observations, feelings, thoughts, quotes


John Muir Laws website for
books, videos, how to's,
materials, workshops:

www.johnmuirlaws.com

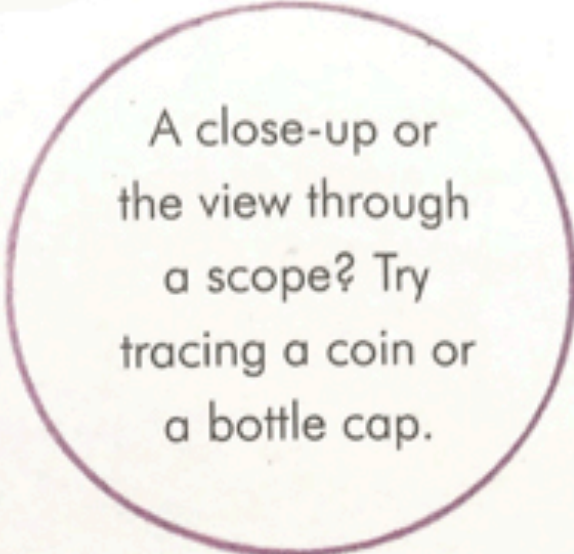
Nature Journal Club
Facebook page



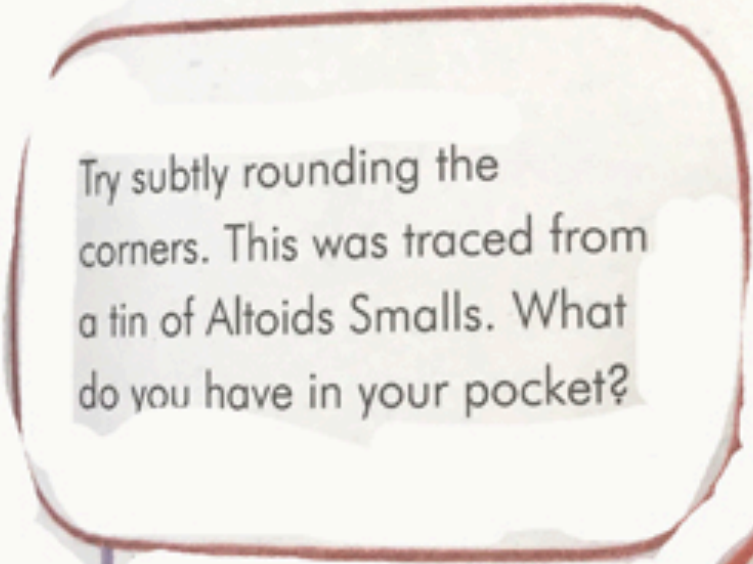
Use shapes to organize page layout



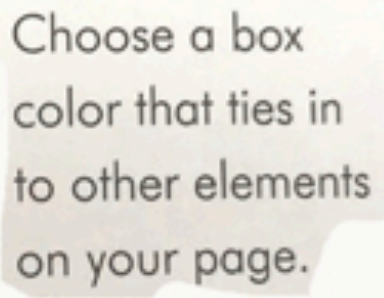
Add a shadow
to any box.




A close-up or
the view through
a scope? Try
tracing a coin or
a bottle cap.




Try subtly rounding the
corners. This was traced from
a tin of Altoids Smalls. What
do you have in your pocket?



Choose a box
color that ties in
to other elements
on your page.



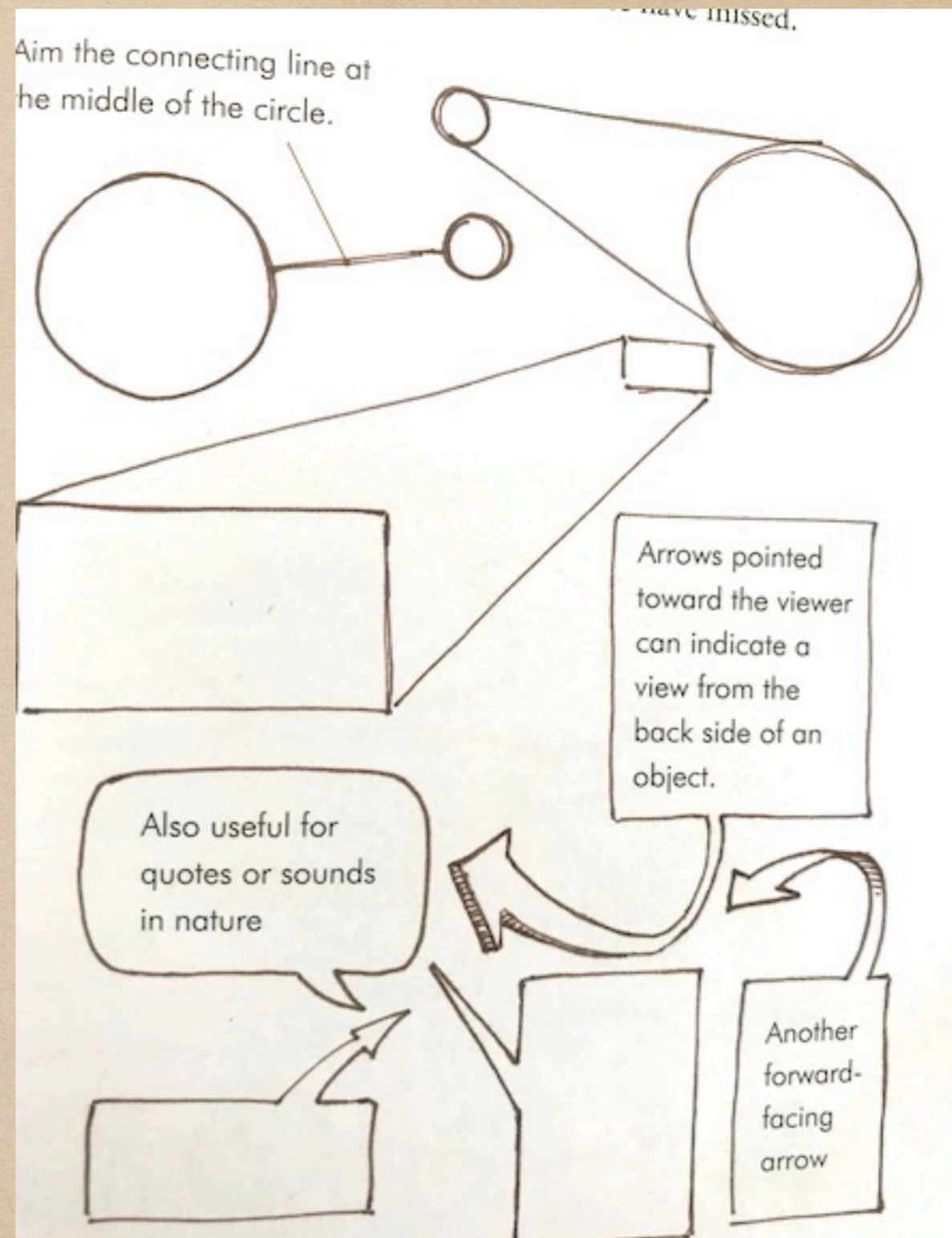
Slightly overlapping
corners give a
drafting flair.



Warnings
or second
thoughts?

Callouts

Use for sounds, quotes, details, magnifiers, to get our attention



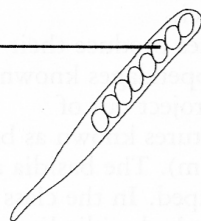
LEARN YOUR MUSHROOM ELEMENTS

Where Spores Are Produced

Microscopic Spores

Ascus

spore



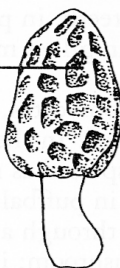
Basidium

spore



Morel

asci in pits



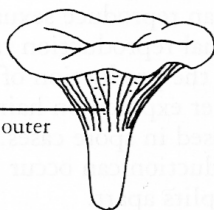
Cup Fungus

asci on inner surface



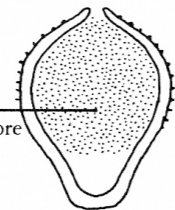
Chanterelle

basidia on outer surface



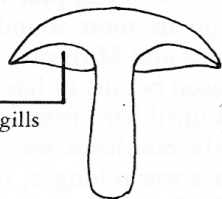
Puffball

basidia in spore mass



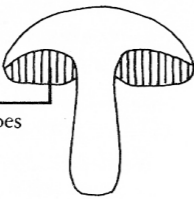
Gilled Mushroom

basidia on gills



Bolete

basidia in tubes



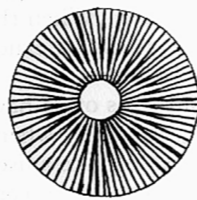
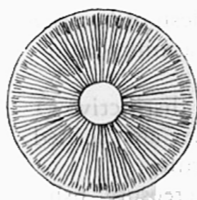
Gills and Stalks

Spacing

Crowded

Close

Distant

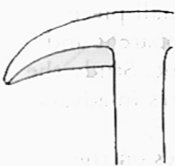


Attachment to Stalk

Attached (adnate)

Attached (adnexed)

Attached (notched)

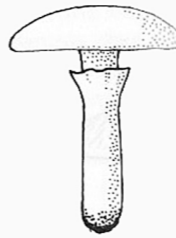
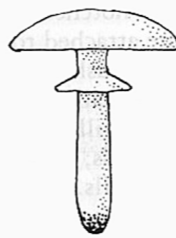


Rings

Pendant

Flaring

Sheathing

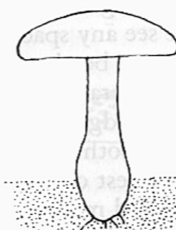
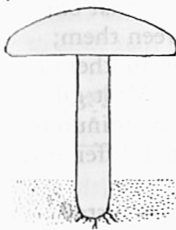


Shapes

Equal

Club-shaped

Bulbous

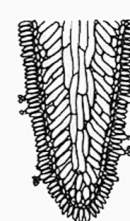
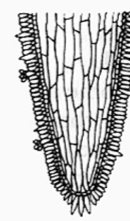


Microscopic Gill Tissue

Parallel

Interwoven

Divergent



Seceding

Descending

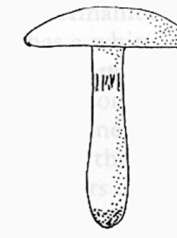
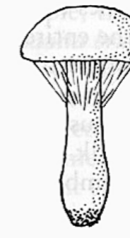
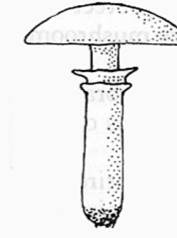
Free



Double

Cobwebby

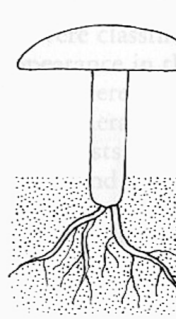
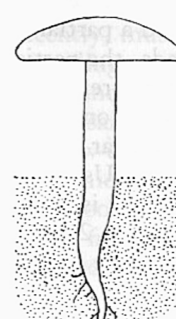
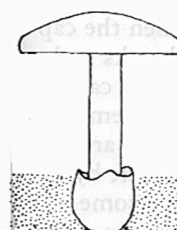
Ring zone



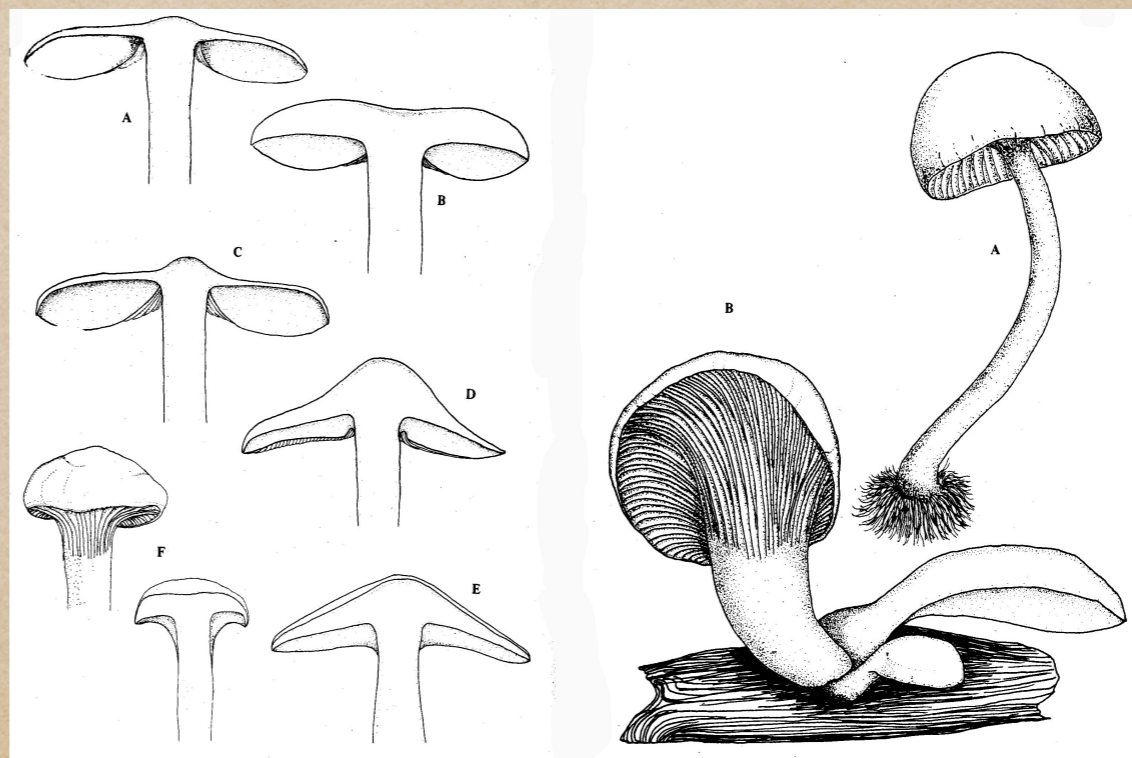
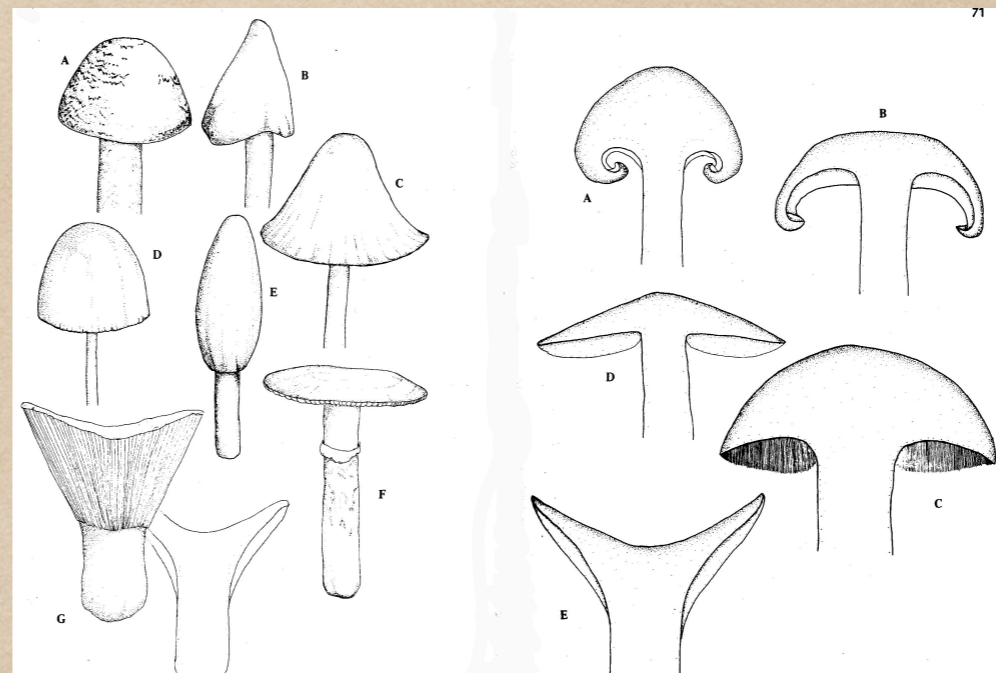
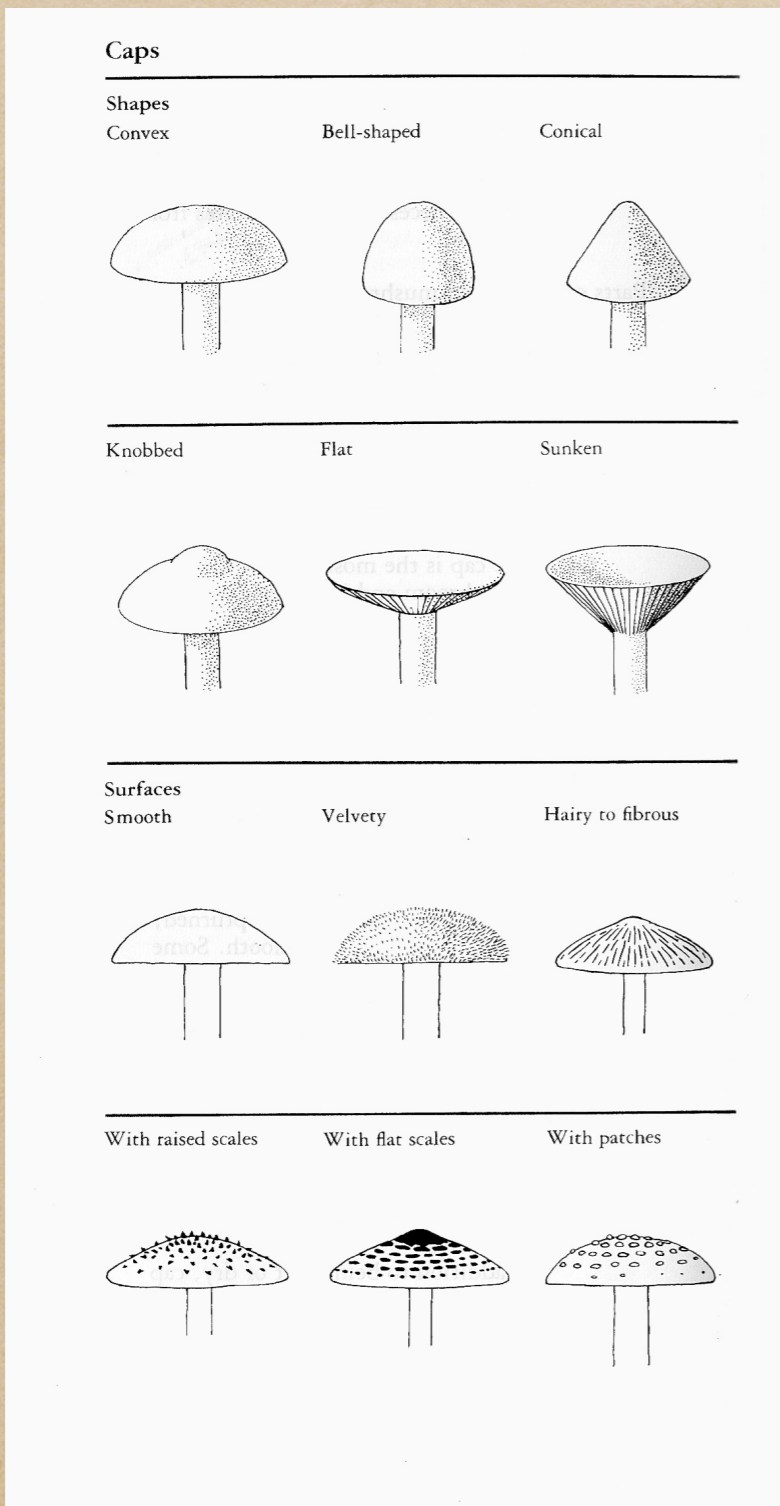
With cup

Rooting

With rhizomorphs



Use different views for identification



Drawing Steps






1. Use blue or light pencil to draw simple shape and axis
2. Decide cap shape
3. Find the center of the stipe
4. veins emerge from center

DRAWING MUSHROOMS

Mushrooms are fungi, not plants. Their function is to spread spores for reproduction. They are beautiful, curious, and safe to touch.

THE MUSHROOM BLUEPRINT

I use a simple diagram to block in the basic shape of most mushrooms. Modify this plan to match the proportions of the specific mushroom you are drawing.

-  1 When viewed from an angle, the round underside of the mushroom is an ellipse. Be sure to round the corners instead of making an eye shape.
 -  2 Add the curve of the cap. Different species will have differently shaped caps. The cap shape also changes with age. Look carefully.
 -  3 Draw crosshairs through the ellipse to find the center of the gill surface.
 -  4 Draw a second ellipse over the intersection of the crosshairs. This is the base of the stalk. Drop the sides of the stalk from the corners of the central ellipse.
 -  5 Draw lines from the center to the edge of the larger ellipse. These are the guidelines for the gills. Watch the angles of the gills on the back half of the mushroom. This is where most people make mistakes.
- This blueprint can be used to show either the top or the underside of a mushroom depending on lines you erase

THE NO. 1 MUSHROOM MISTAKE

Look at the two mushrooms below. There is something wrong with the gills on one of them. Can you pick it out?



The mushroom on the right is correct. All the gills point to the center of the cap. On the mushroom on the left, the gills pivot around the corners of the stalk, creating sunbursts on either side. It is easy to make this mistake, so watch for it.

THE MUSHROOM TRICK

You can see deeply into the cracks of the gills that point directly toward you; that orientation allows you to see deeper shadows. You cannot see between the gills that point to the sides, so those gills are lighter and less distinct. Draw or paint deeper shadows on the close side and in the back on either side of the stalk.



1. Draw simple outline in blue or light pencil.
2. refine and correct drawing in pencil.
3. Begin to put in details
4. Paint or color in with color pencils.
5. refine edges in ink or dark pencil.
6. Add comments.

MUSHROOMS STEP BY STEP

The angles of the gills help show the structure of the mushroom.
A view that lets you peek under the cap helps show these critical details.

1 Block in the proportions of the cap, stalk, and base.

2 Draw the cap and stalk. Look carefully at the base. The presence or absence of a cup is an important identification character.

3 Carefully draw guidelines to capture the angles of the gills. Note the little X where the lines converge.

4 Darken the gills on the close edge and back, and lighten the gills on the sides, by tapping with a kneaded eraser.

5 Draw the shadows. The stalk is round, so expect the shadow of the cap to curve around it.

6 Paint the cap, following the contour with your strokes. Add gel pen to some of the gills.

Gills point to this spot.

Cup, or volva

Gills lighter and less defined on the sides

Gill edges in inset have not yet been highlighted with gel pen.

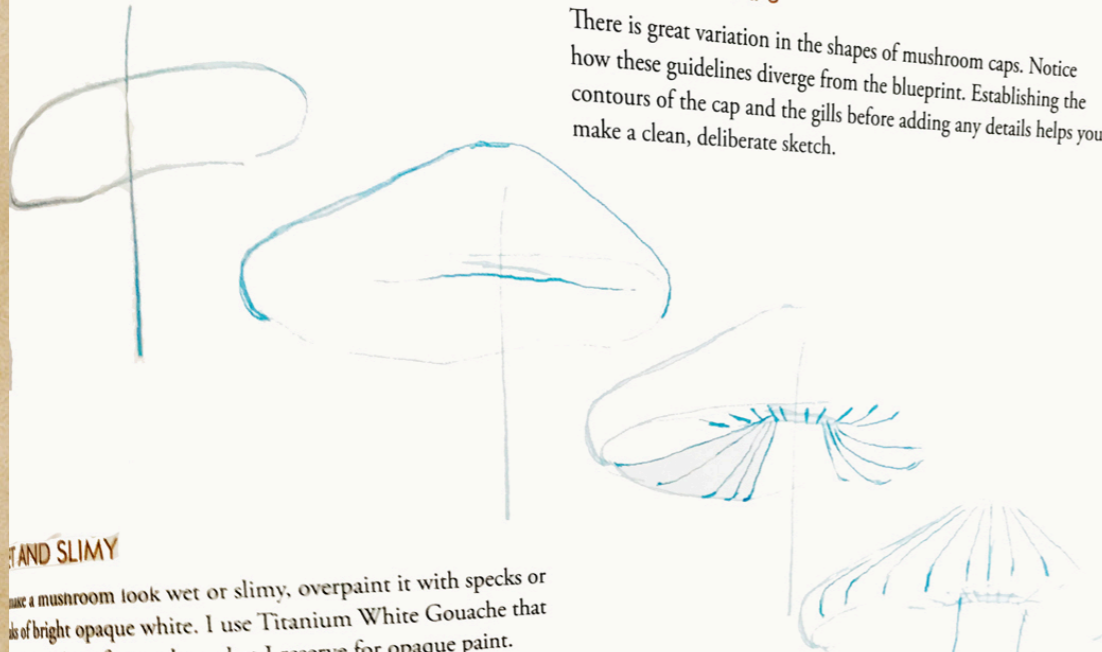
Brush strokes wrap around cap contour.

Gel pen

Gills darker and more defined along the central axis (both front and back)

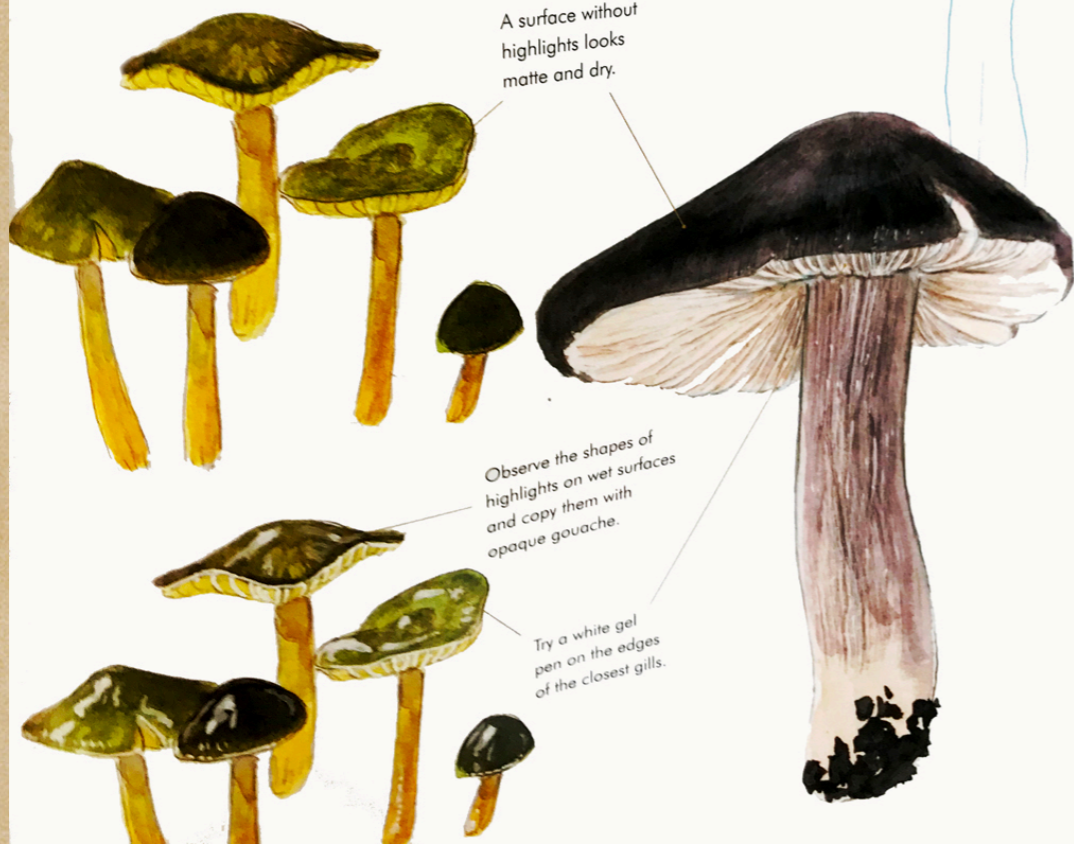
IRREGULAR CAPS

There is great variation in the shapes of mushroom caps. Notice how these guidelines diverge from the blueprint. Establishing the contours of the cap and the gills before adding any details helps you make a clean, deliberate sketch.



WET AND SLIMY

To make a mushroom look wet or slimy, overpaint it with specks or dots of bright opaque white. I use Titanium White Gouache that I keep in a section of my palette that I reserve for opaque paint.



A surface without highlights looks matte and dry.

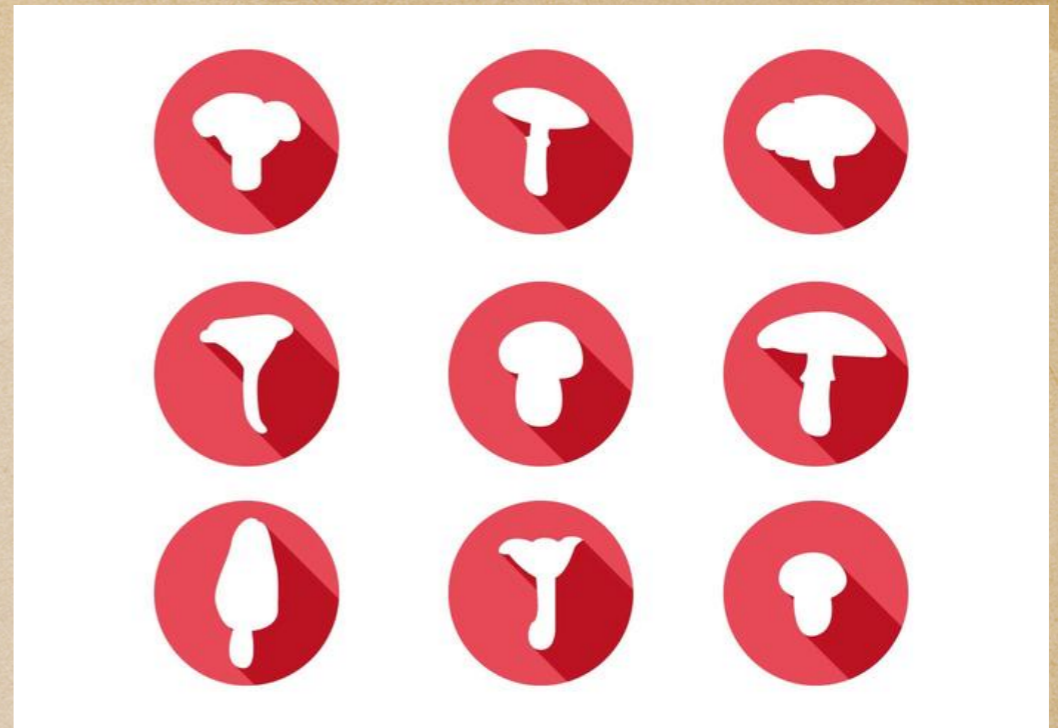
Observe the shapes of highlights on wet surfaces and copy them with opaque gouache.

Try a white gel pen on the edges of the closest gills.

These mushrooms follow the same procedure. Notice how the shape of the cap changes with different angles. As a mushroom gets older, the color of the gills and cap can change, and the cap also opens and flattens. Drawing multiple views and ages of the mushrooms you find will help you identify them and understand their progression. Look carefully on leaves directly below a mushroom, where you may find spores dropped from the gills above. The color of these spores is another important identification clue.



Not all mushrooms have rings on the stalk. Be sure to look carefully, as they can be tricky to see on older mushrooms.

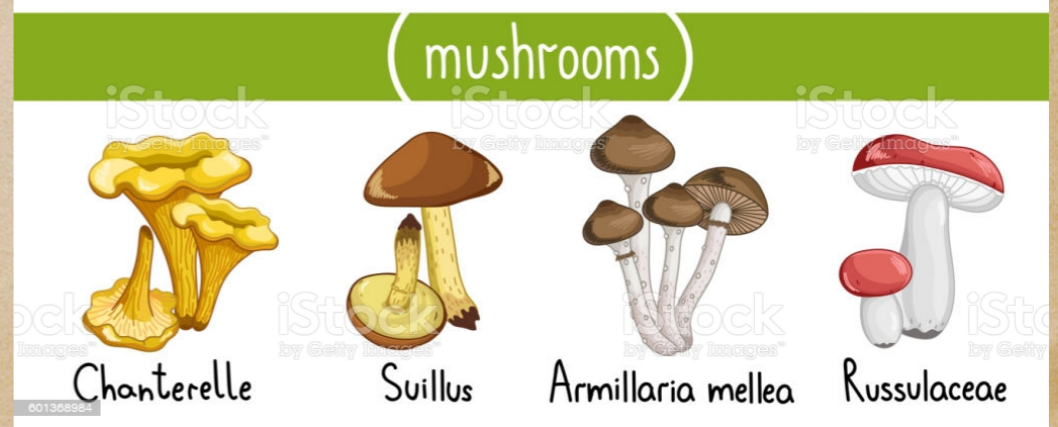


◆ SIMPLE STYLES

- ◆ pen and ink
- ◆ silhouettes
- ◆ cartoony



© CanStockPhoto.com - csp52209786



Other Elements

Develop icons or a shorthand for elements you repeat like:

Weather

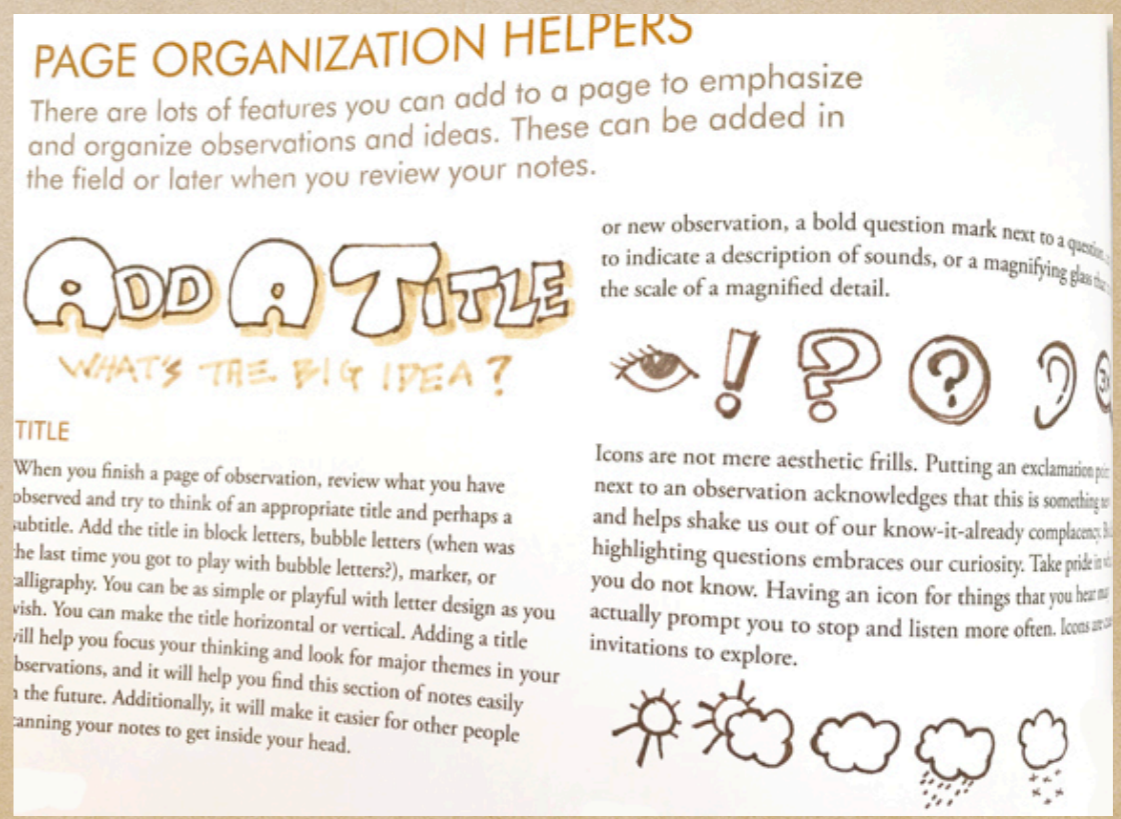
Trees

Environment

Landscape

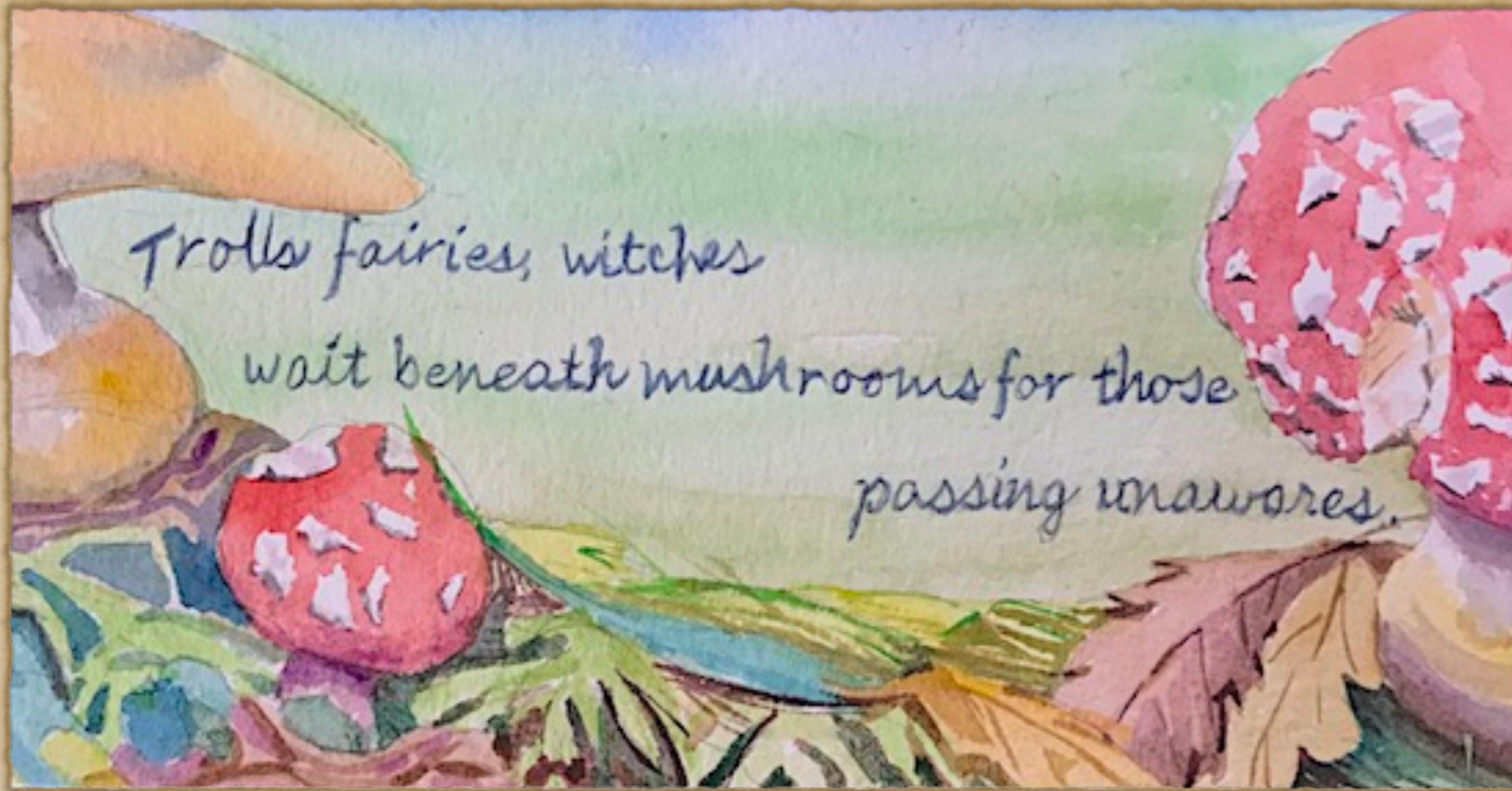
Maps-symbols for direction, distance, local elements

Type for titles, explanations, questions, arrows





Develop icons for environmental relationships



Non scientific Additions

Poetry

Feelings about place, objects

Thoughts, questions

Sensations

