

SHADING

Adding shading to a drawing makes it look more realistic. Shading adds shadows, highlights, shape and form. The amount of shading needed depends on the lighting around the items you are drawing.

Tips for shading

The direction of the light and how it hits the object is important in a drawing. Shadows are on the sides away from the light.

Light from left = shadows on right

Light from right = shadows on left



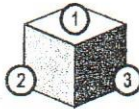
The strength of the shadow's edges are determined by the object you are drawing. Something with sharp sides, like a cube, will have dark, or hard, shadows at the edges. The darkness of the shadow on the shaded side will not change much. Something with a curved surface, like a ball, will have a softer, more gradual shadow on the shaded side.



Shadow value

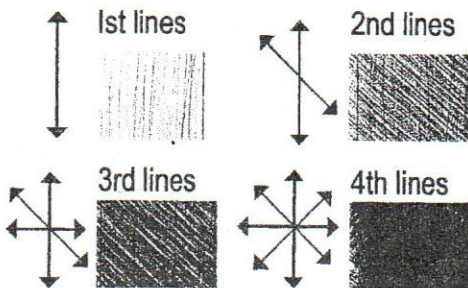
The darkness of shadows range from very light gray to black, and the darkness is called their value. The less light an area gets, the darker its shadow.

1. White
2. Light gray
3. Darker gray



Making the shadows

Shade an item starting at the light side and working to the dark. Darken the shadows a small amount at a time. Make pencil lines lightly in one direction, then in another direction, again in another, and once more in another. The grays and blacks will begin to darken with each line you add.



Shading practice

Practice shading by adding shadows to this group of objects. The light source for all the objects is on the upper left. Remember, anything with a rounded surface has a more gradual change from light to dark. Be sure and add two to three gray values for shadows on each object. To help you, the rounded objects have dashed lines to show where the shadows get darker.

LIGHT

