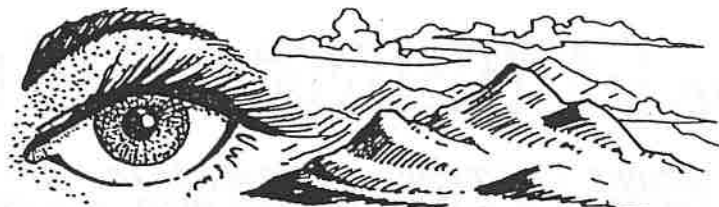


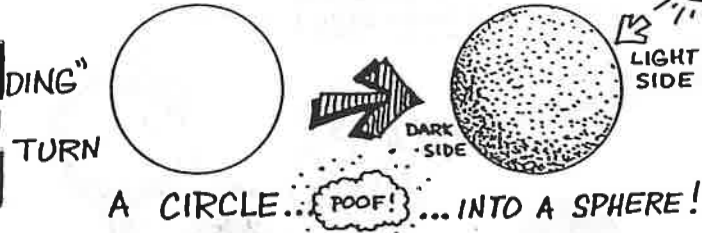
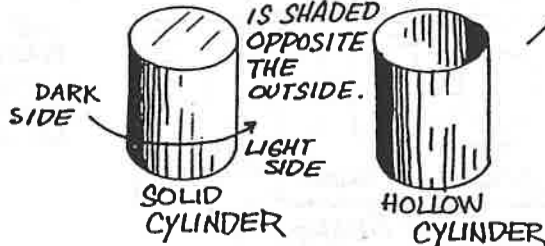
SOME NOTES ON....

# SHADING

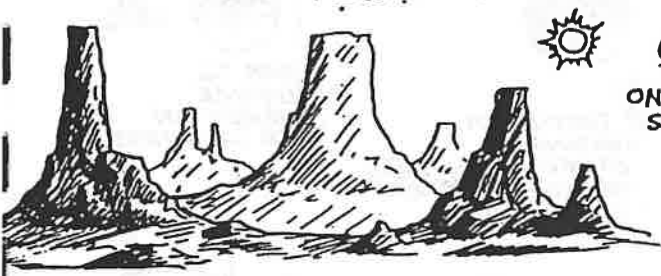
ARTISTS USE SHADING TO SHOW FORM, DEPTH, AND SHAPE.



NOTE THAT THE INSIDE OF THE HOLLOW CYLINDER IS SHADED OPPOSITE THE OUTSIDE.

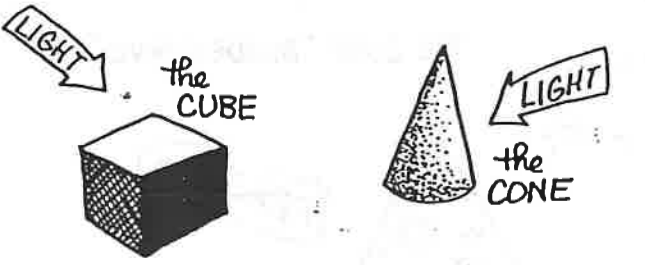


THERE ARE MANY DIFFERENT SHADING TECHNIQUES.



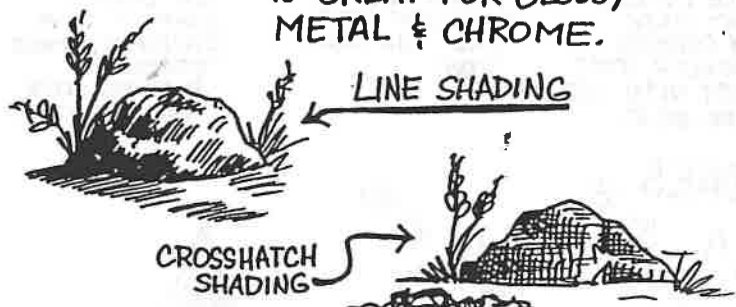
MADE THINGS THAT ARE CLOSE TO YOU DARKER THAN THE SAME THINGS FAR AWAY.

## LEARN TO SHADE THESE BASIC SHAPES!

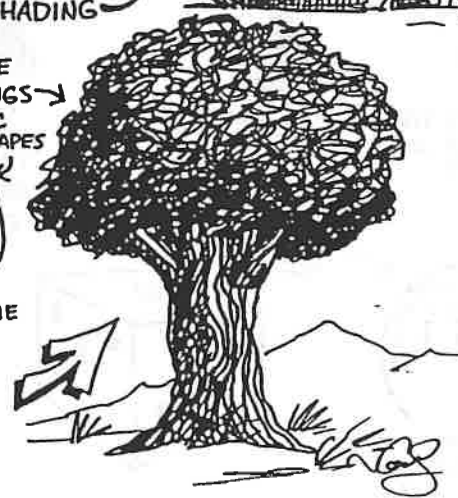
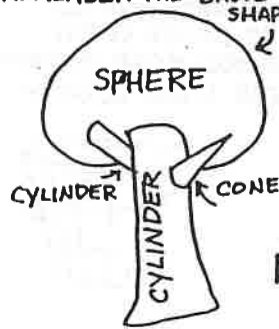


HIGH CONTRAST (JUST BLACK & WHITE)

IS GREAT FOR GLOSSY METAL & CHROME.

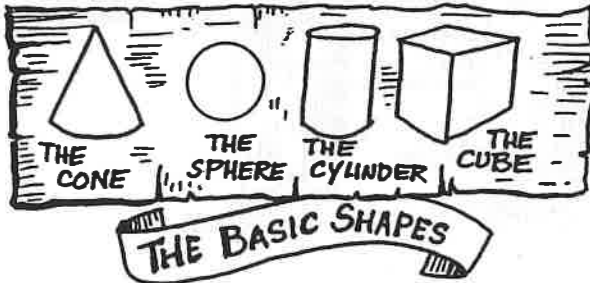


WHEN YOU SHADE YOUR DRAWINGS REMEMBER THE BASIC SHAPES

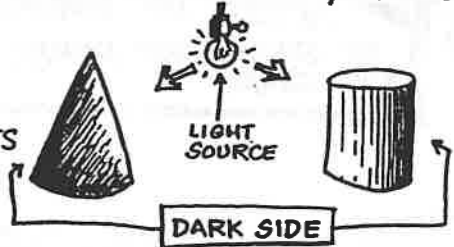


# SHADING THE BASIC SHAPES

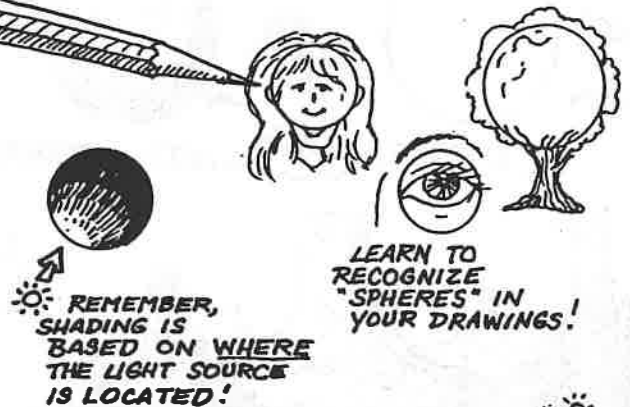
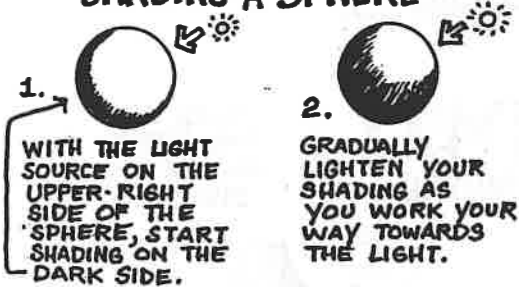
NOTHING CAN BRING A DRAWING TO "LIFE" LIKE SHADING! ADDING SHADING CAN TURN A GOOD DRAWING INTO A GREAT DRAWING. LEARNING HOW TO SHADE A DRAWING BEGINS WITH LEARNING HOW TO RECOGNIZE & SHADE THE BASIC SHAPES...



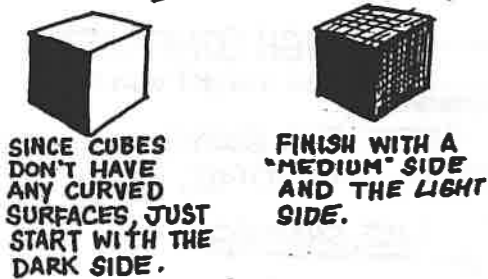
SHADING IS BASED ON WHERE LIGHT STRIKES AN OBJECT.



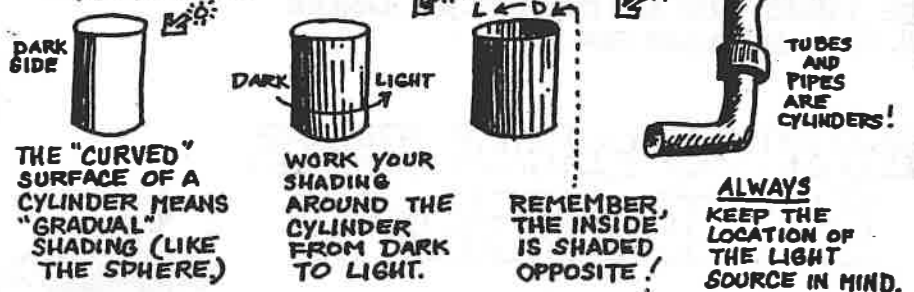
## SHADING A SPHERE



## CUBES



## CYLINDERS



## CONES

