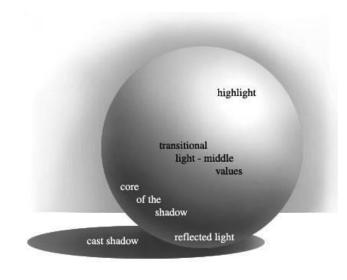


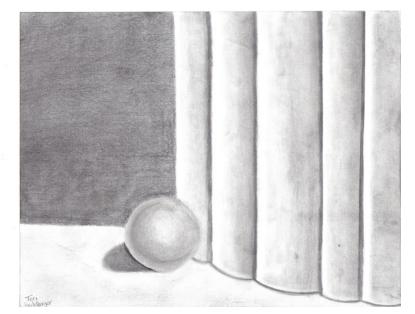
3. We will be creating the following values: highlight, core value (body value/tone), core shadow(body shadow), reflected light, crease shadow and cast shadow.



## Layout of the project

The picture at the end of this document is what we are going for. There will be a ball, a wall, a floor and a curtain. Look at the picture to see placement of objects.

- Draw a circle that will be the ball. This should be very light. A black outline flattens the drawing.
- 2. Put in a horizon line to divide the wall from the floor. Do not let this line cut the ball in half.
- 3. Draw vertical lines to represent the curtains. Draw only about 3 5 lines.
- 4. At the bottom of the curtain add curved lines called contour lines. These lines show volume.
- 5. The values must show the ball. The ball should not blend into the background. The darkest gray should be lighter that the lightest black.
- 6. All shading should be as smooth as you can get it. Holding the pencil in the correct way will help.



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