

Shaded form cone- Making a triangle into a 3D form – cone – using value.

A cone is a triangle shape with a curved bottom that is shaded with six values so that one gets an illusion of a 3D cone on a 2D surface. The values should gradate gradually creating a smooth surface.

Values are:

Highlight : where the light hits the object- this should be the white of the paper.

Body tone: a light gray (transitional light – middle values- mid tones) 4H pencil.

Body shadow: - a medium gray (core of the shadow) 2B pencil

Reflected light – A light gray that shows where the light is bouncing off of the table and hitting the edge of the cone.

Cast shadow: This is where the object throws a shadow. No light. 4B pencil

Crease shadow: This is a darker area right where the object touches the ground. Sometimes this is omitted. (6B or extra layers of the 4B with more pressure.)

Depending on the light source, how high the light source is, how bright the light source is, will determine what the shadow looks like. The exercise can be done with just a 2B pencil. To get darker values, use more layers or apply more pressure.

How to get a cast shadow.

