

Shaded form cube- Making a square into a 3D form – cube – using value.

A cube is a square shape drawn in a 3D manner that is shaded with six values so that one gets an illusion of a 3D cube on a 2D surface. The values on a flat surface can also be flat and smooth.

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 cube.

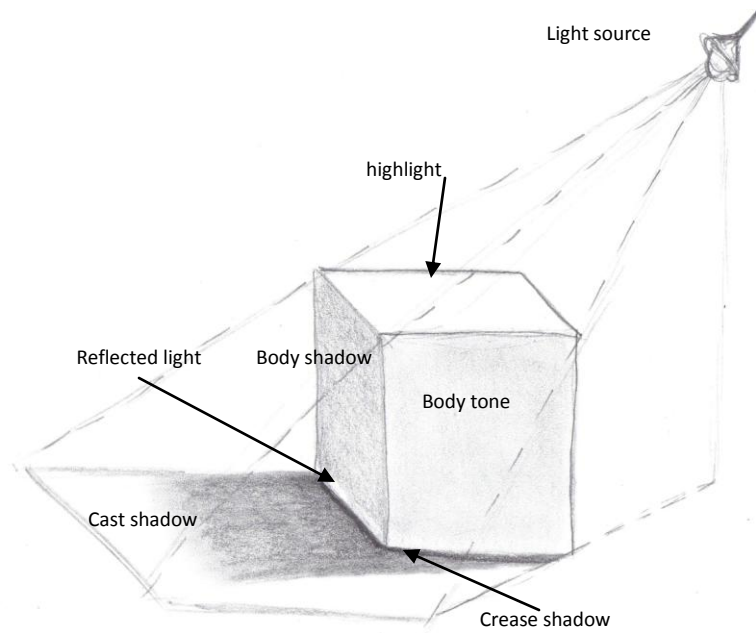
Cast shadow: This is where the object throws a shadow. No light. 4B pencil

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 with the pencil.

Tips:

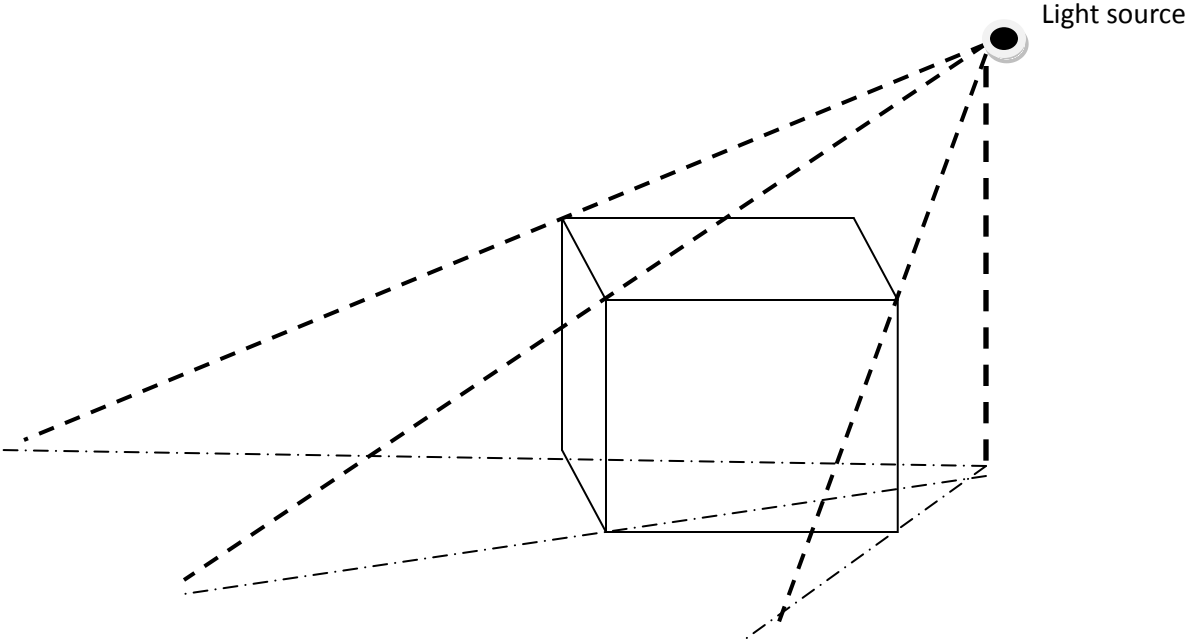
1. Draw the outline of the object very lightly. A dark outline flattens the object. The outline should fade into the background or shading so that it is invisible.
2. Adding a background will help bring out the whites of the piece.
3. Artists do not have to follow the shadow pattern strictly. The shadow should lie so that the “ground “ looks flat. Try not to slump the shadow so that it looks like it is sliding down hill. The object is turned in space so a small shadow on the face side can be slightly indicated if the whole shadow is not wanted. A



Value practice

shadow can be sharp or faded. Artistic license allows the use of “invented” shadows. Just have it opposite the light source in order for the drawing to make logical sense. The diagram shows how to get a correct shadow while the drawing has an “invented” shadow.

How to get a cast shadow.



Connect the intersections to get the shadow.

