

Shaded form cylinder- Making a 3D form – cylinder– using value.

A cylinder is a rectangular shape with an oval top and a curved bottom that is shaded with six values so that one gets an illusion of a 3D cylinder on a 2D surface.

The values should graduate 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.

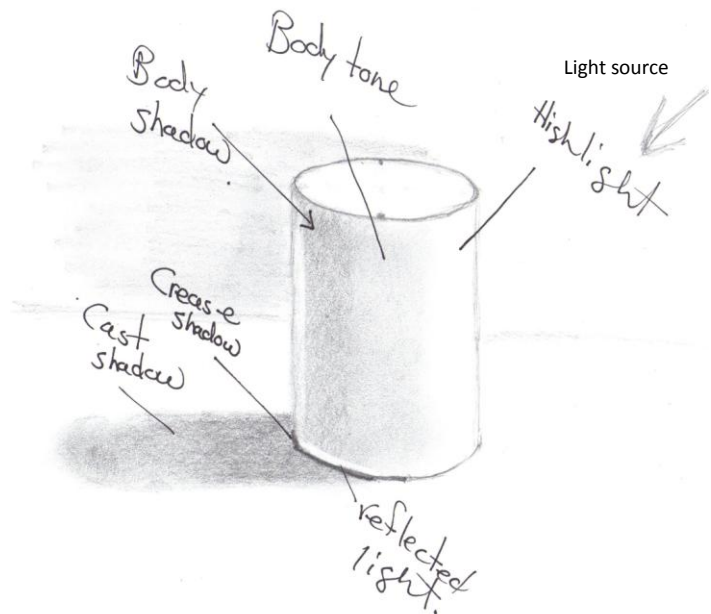
Body shadow: - a medium gray (core of the shadow) 2B pencil

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

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

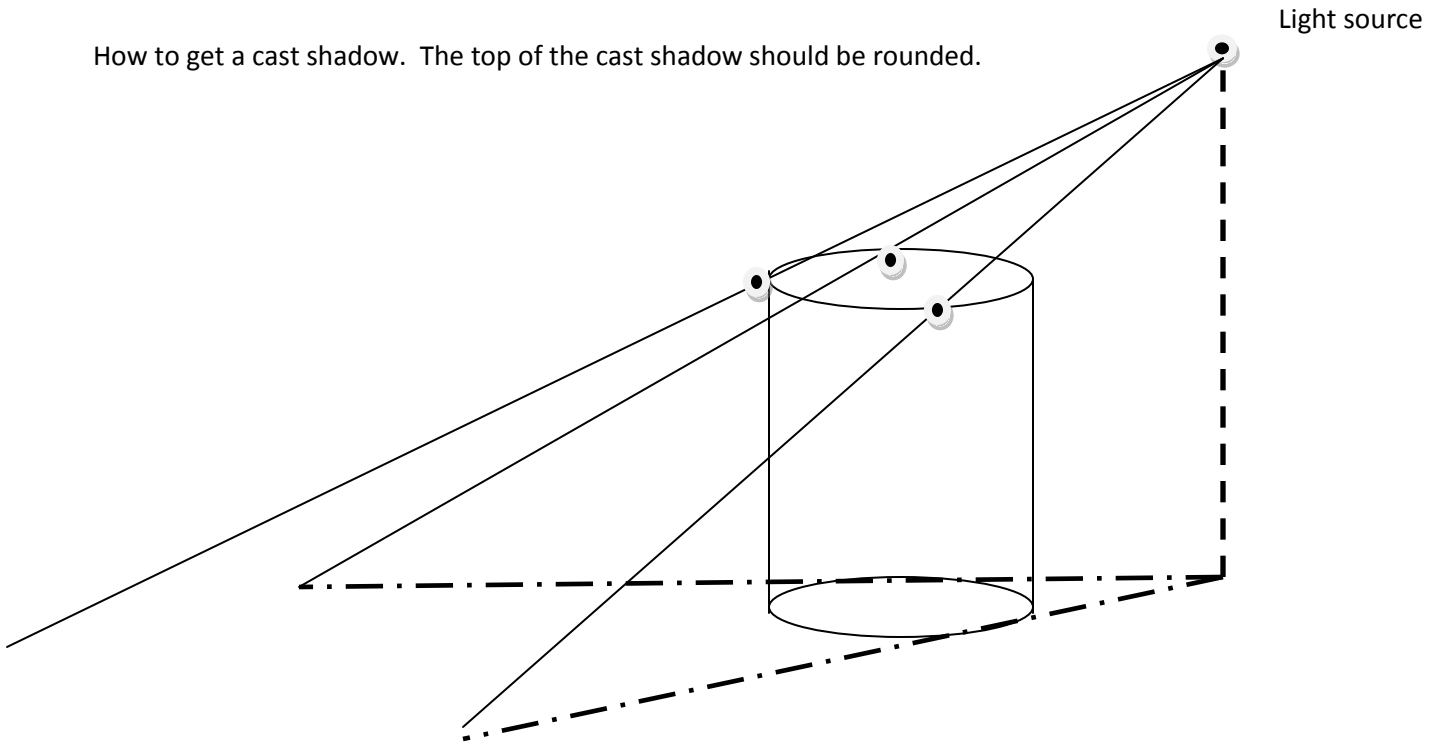
Crease shadow: This is a darker area right where the object touches the ground. Sometimes this is omitted. 6B or extra layers of the 4B with more pressure.

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.



Value practice

How to get a cast shadow. The top of the cast shadow should be rounded.



Connect the intersections to get the shadow.

