

**Shaded form sphere- Making a circle into a 3D form – sphere – using value.**

A sphere is a circle shape that is shaded with six values so that one gets an illusion of a sphere 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 that shows the color of the sphere. (transitional light – middle values- mid tones) 4H pencil.

**Body shadow:** - a medium gray that shows where the sphere is moving away from the light. (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 underside of the sphere.

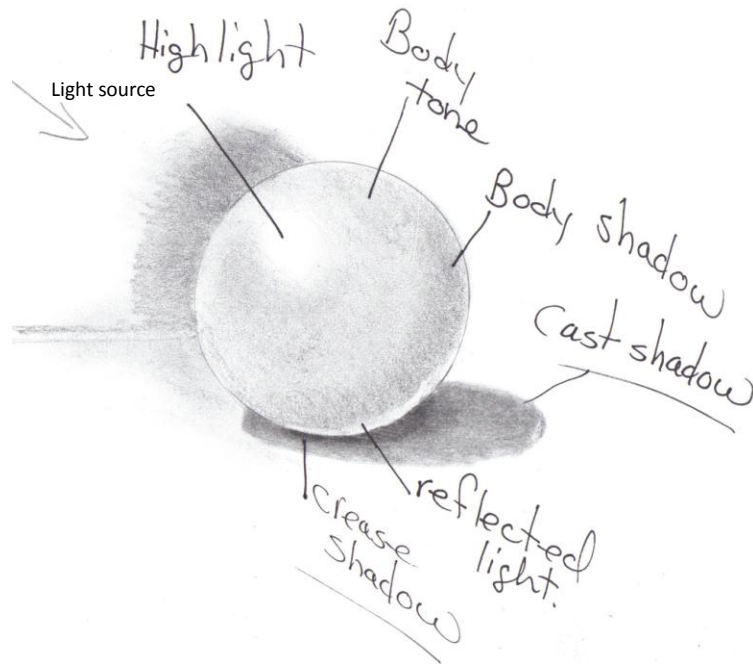
**Cast shadow:** This is where the object throws a shadow. No light. 4B pencil

**Crease shadow:** This is a darker area right where the sphere 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 only a 2B pencil. To get darker values, use more layers or apply more pressure.

**This assignment takes up ½ page in a sketch book. That is about 8 ½ x 6 inches.**

What your value sphere should have: Requirements:



1. Six values – from white to black. (Important-Blend the different values with smudging so that there are no hard lines and there is a gradual change in values.

\_\_\_\_\_ Highlight  
\_\_\_\_\_ Body tone  
\_\_\_\_\_ Body shadow

\_\_\_\_\_ Reflected light  
\_\_\_\_\_ Cast shadow.  
\_\_\_\_\_ Crease shadow

2. A horizon line.

3. A surface/floor. Create a smooth, even value.

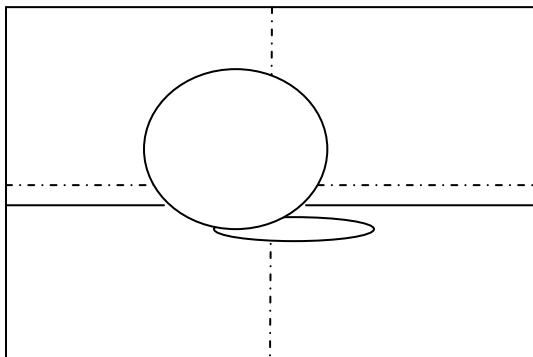
4. A background/wall. Create a smooth, even value. There should be a high value difference between the floor and the wall. I would suggest that the floor be the lighter value.

### **Sphere placement on the picture plane**

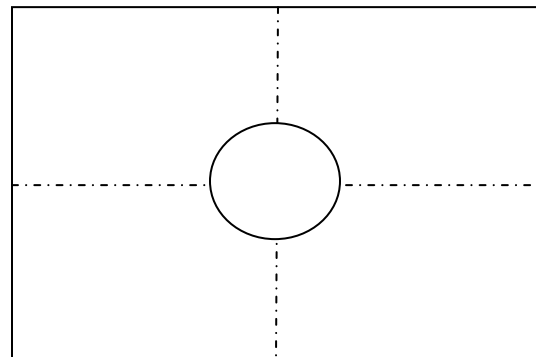
1. Rules: don't cut anything in half. The negative space needs variety.

2. The dotted lines are the middle of the picture plain- vertically and horizontally. No kissing on these lines and they should not cut anything in half. These lines do not show on the drawing.

3. Use a template or a round object to draw a circle on the page. Do not let the dotted lines cut the circle in half. Good placement.



Bad placement



4. Place a cast shadow.

5. Place a horizon line. This line separates the wall from the floor. Do not cut the circle in half with this line.

6. Shade the wall and floor with different values. The shading should be smooth and even.

Suggestion: The cast shadow is going to be very dark so do not make the floor too dark. A lighter value would be better.

7. Fill in the circle with values to create the form of a sphere.