# Shading Exercises

## A. Three Objects/Four Sources of Light /32

<u>Objectives:</u>
- Become familiar with various techniques for shading and shadowing
- Understand how the location of a light source changes the shading and shadowing of an object
- Understand how shading appears on a variety of shapes
- Use shading to create dimensionality on various objects

<u>Method:</u>
- Using two pages in your sketchbook, you will divide both pages in half from top to bottom, drawing a line that separates the two halves
- About half-way from top and bottom in each quarter, you will draw these four shapes, approximately this size:
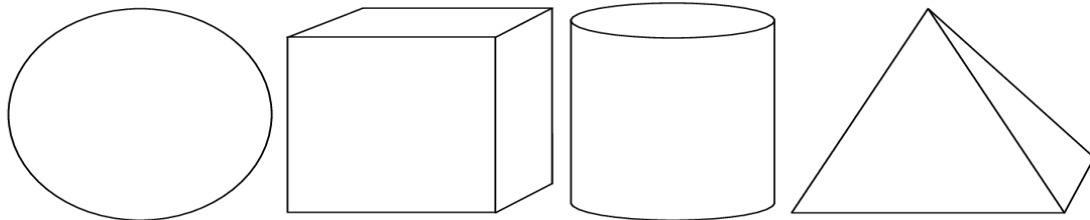


- In all four quarters, you will need to indicate the following light sources:
  #1: Top right corner                    #2: Top left corner
  #3: Bottom right corner                 #4: Bottom left corner
- You will shade each object according to where the light source is located. You will also provide a shadow for the object **If appropriate.**

<u>Evaluation:</u>
- You will be graded on accurate shading, as well as effort in technique
- The total exercise will be graded out of 32 marks → 2 marks for each shape

**POOR (0 marks for each shape)**
  – Shading is inconsistent with light source
  – Shadow is inconsistent with light source
  – Technique is messy, shapes are too quickly or messily drawn

**GOOD (1 mark for each shape)**
  – Shading is consistent with light source
  – Shadow is consistent with light source
  – Technique and shapes are messily or too quickly done

**EXCELLENT (2 marks for each shape)**
  – Shading is consistent with light source
  – Shadow is consistent with light source
  – Technique and shapes are done very neatly, and effort is apparent