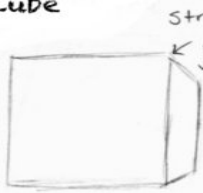


Drawing + Shading different forms

Cube



straight lines



Mostly horizontal lines
Vertical lines keep edges clean



Every side of the box is a different value

Sphere



- Follow outside contours (the angle of the edge) to get a 3D sphere
- Darkest side is opposite the light source
- Small highlight around edge of sphere

Cone



top point is always at the center of the base (no matter how you look at it!)

Bottom is an ellipse (oval), NEVER flat



still a slight edge of highlight



highlight in middle is more or less a straight line

Cylinder



top and bottom are ellipses.

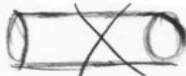
This means they are ALWAYS curved.

They are also always curved the same way (meaning one is not a greater curve than the other)

The edges are straight



- Every side is a different value (top will not be the same value as the side(s))
- highlight is a straight line



← this should not be bigger than the one on the front!