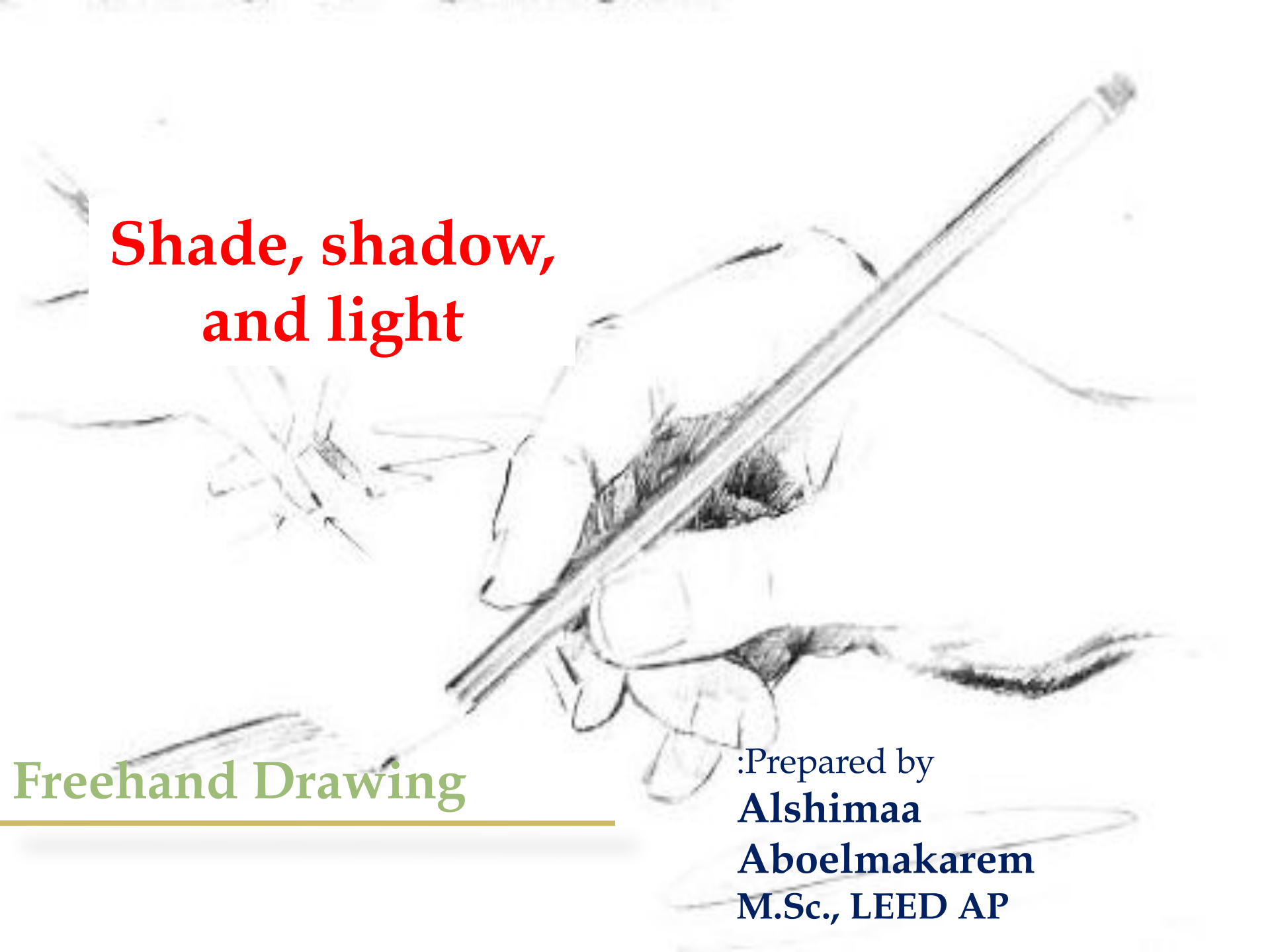
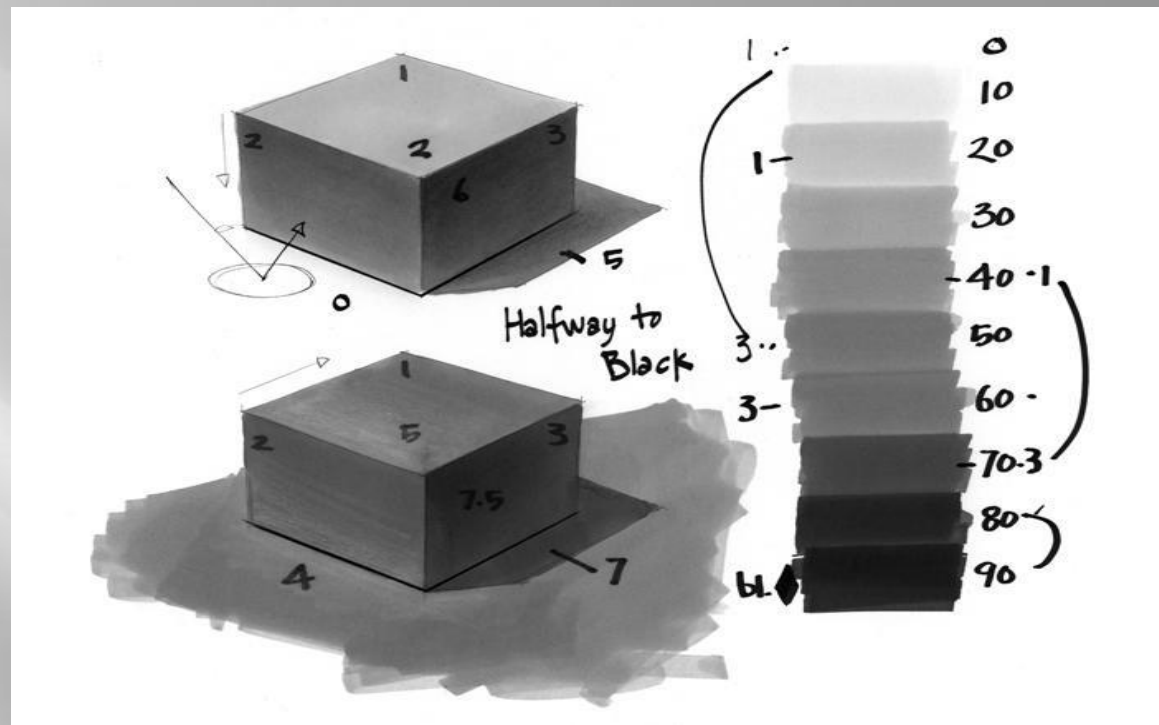
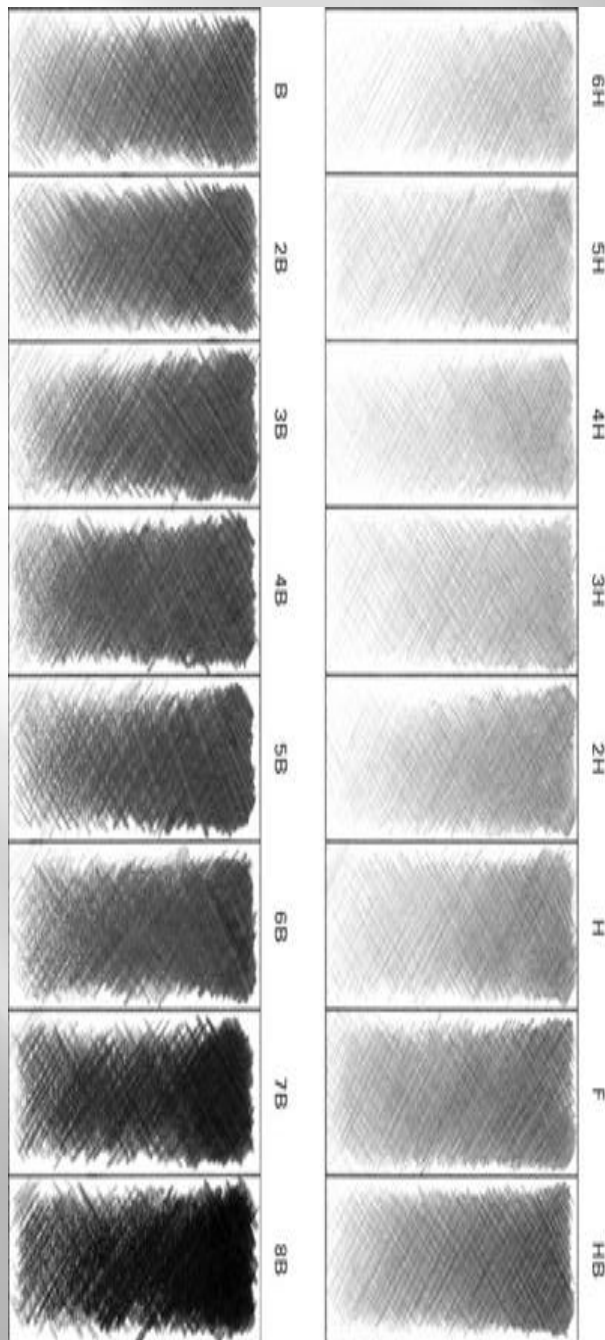


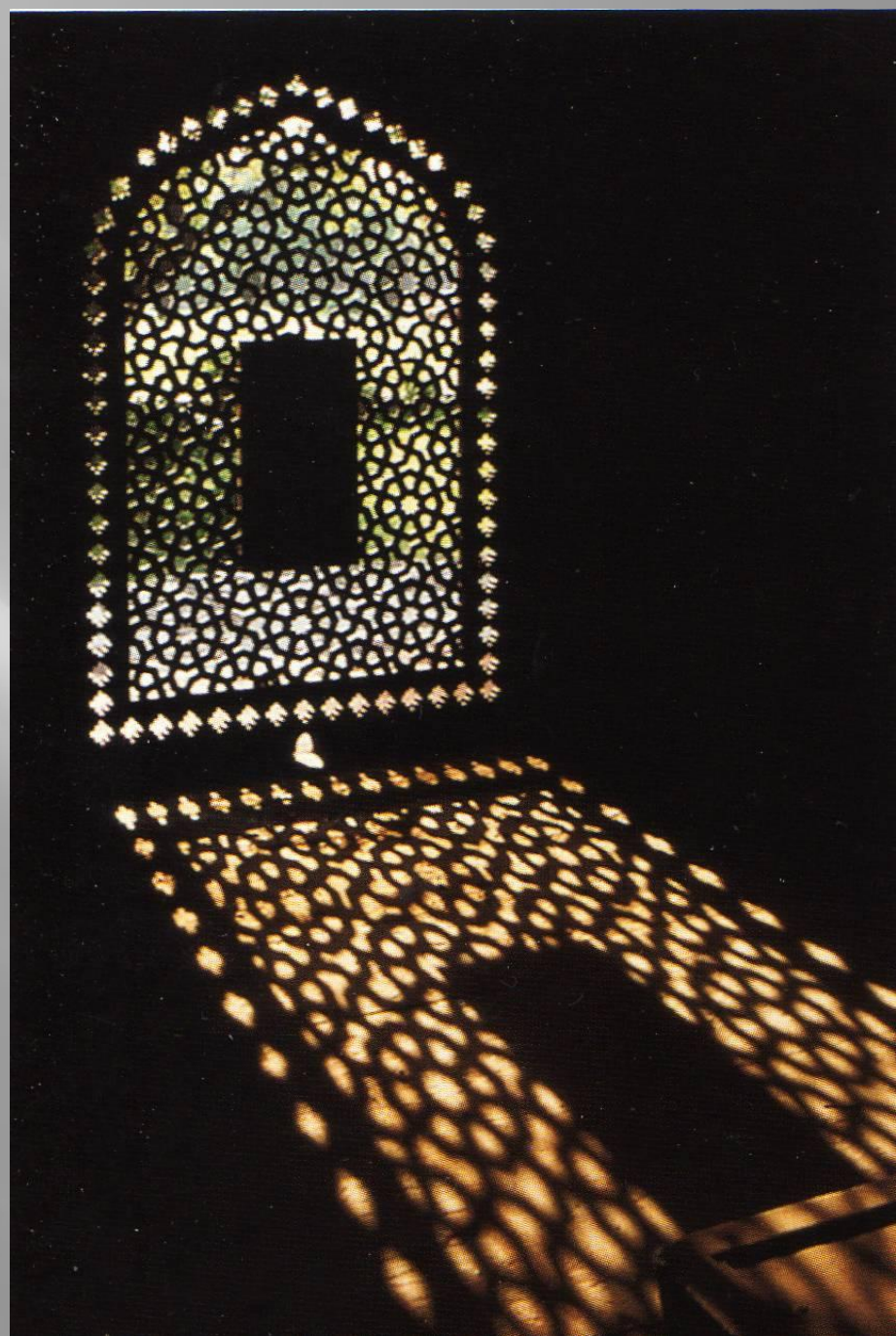
Shade, shadow, and light

Freehand Drawing

:Prepared by
Alshimaa
Aboelmakarem
M.Sc., LEED AP









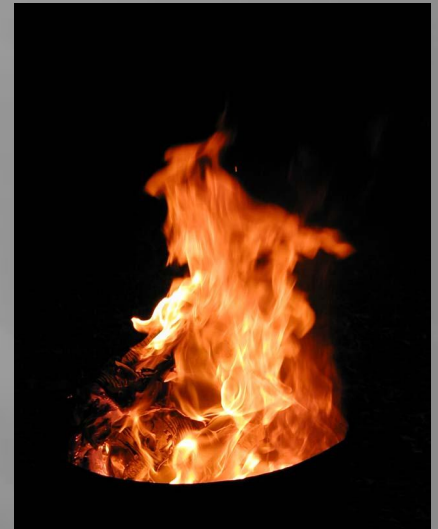
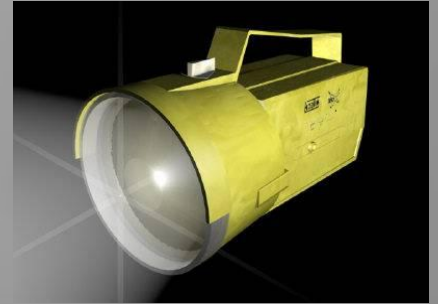




Where does light come from?



Where does light come from?



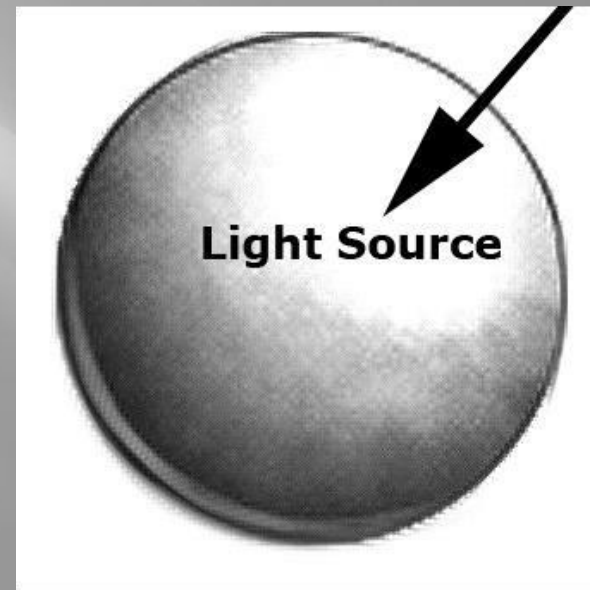
Are these light sources?



These items are not light sources, instead they
are reflecting light from other sources

A Shadow

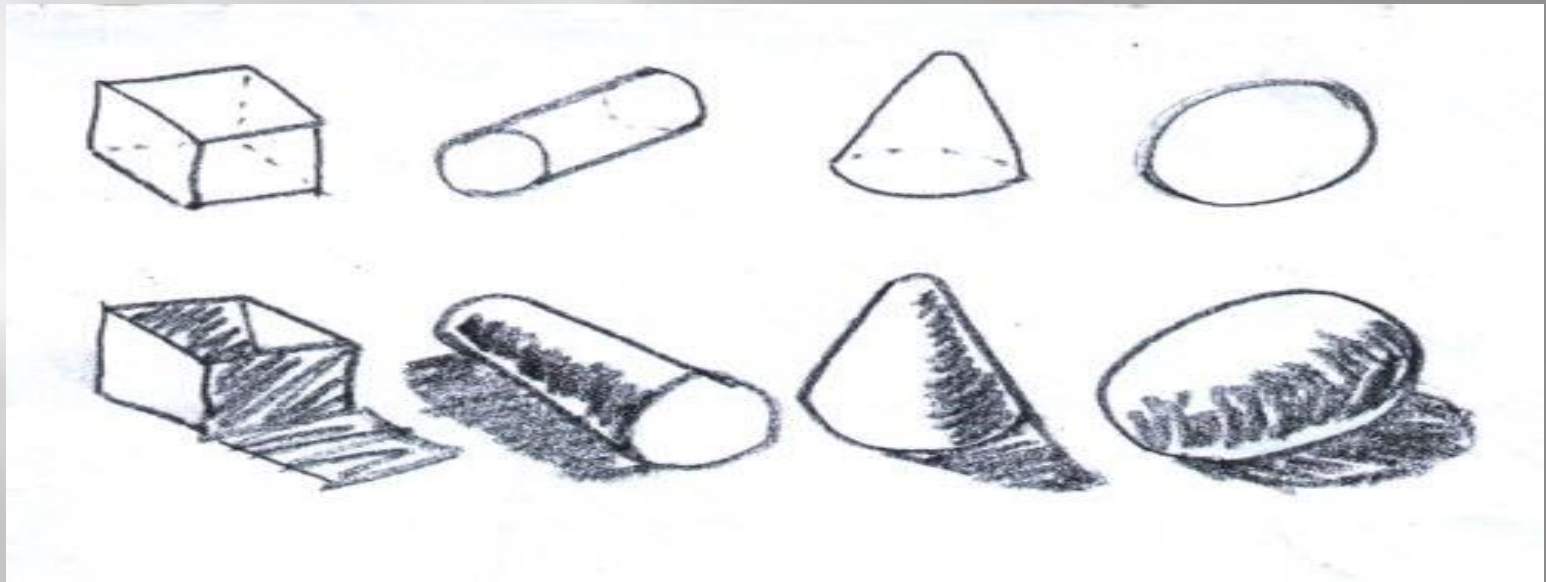
is an area where direct light from a light source cannot reach due to obstruction by an object. It occupies all of the .space behind an opaque object with light in front of it



A Shadow

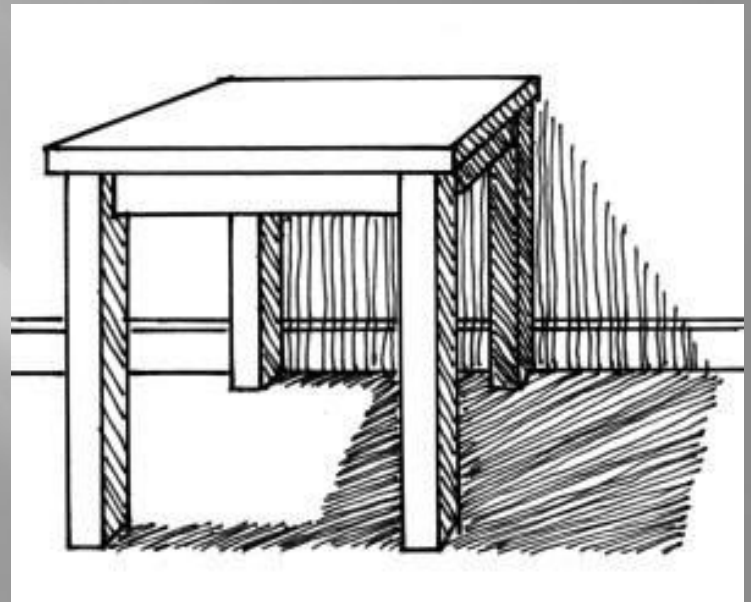
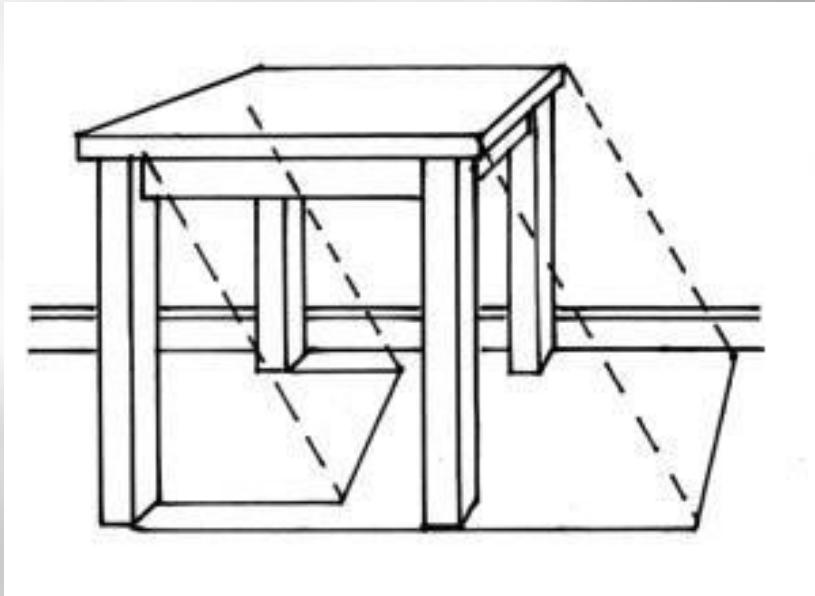
Cast shadows are important in drawing for two reasons.

First, they anchor the image, so it doesn't seem to be floating in air.

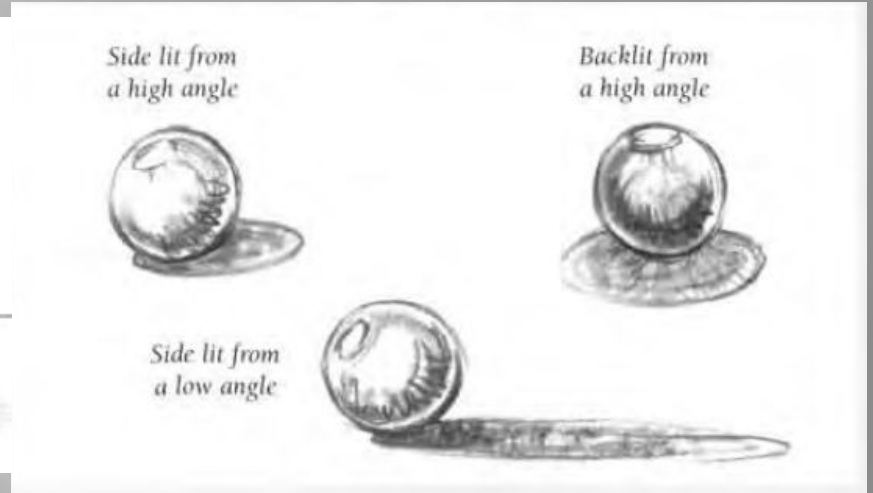
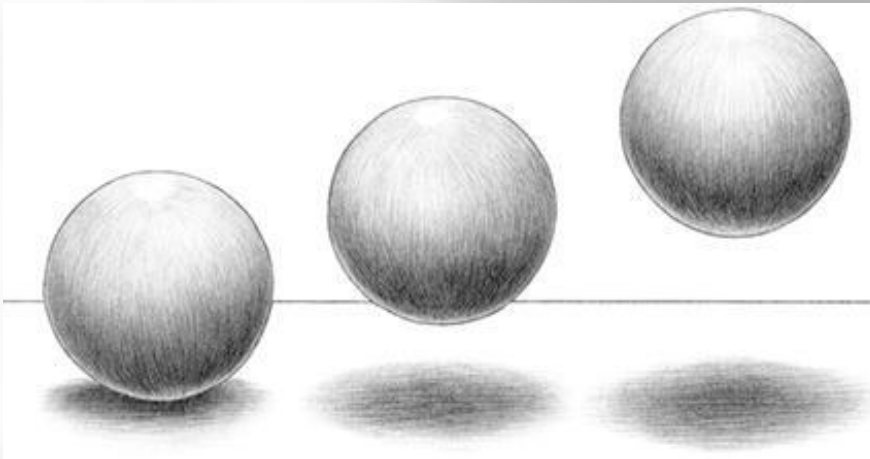


A Shadow

Second, they add visual interest and help link objects together.

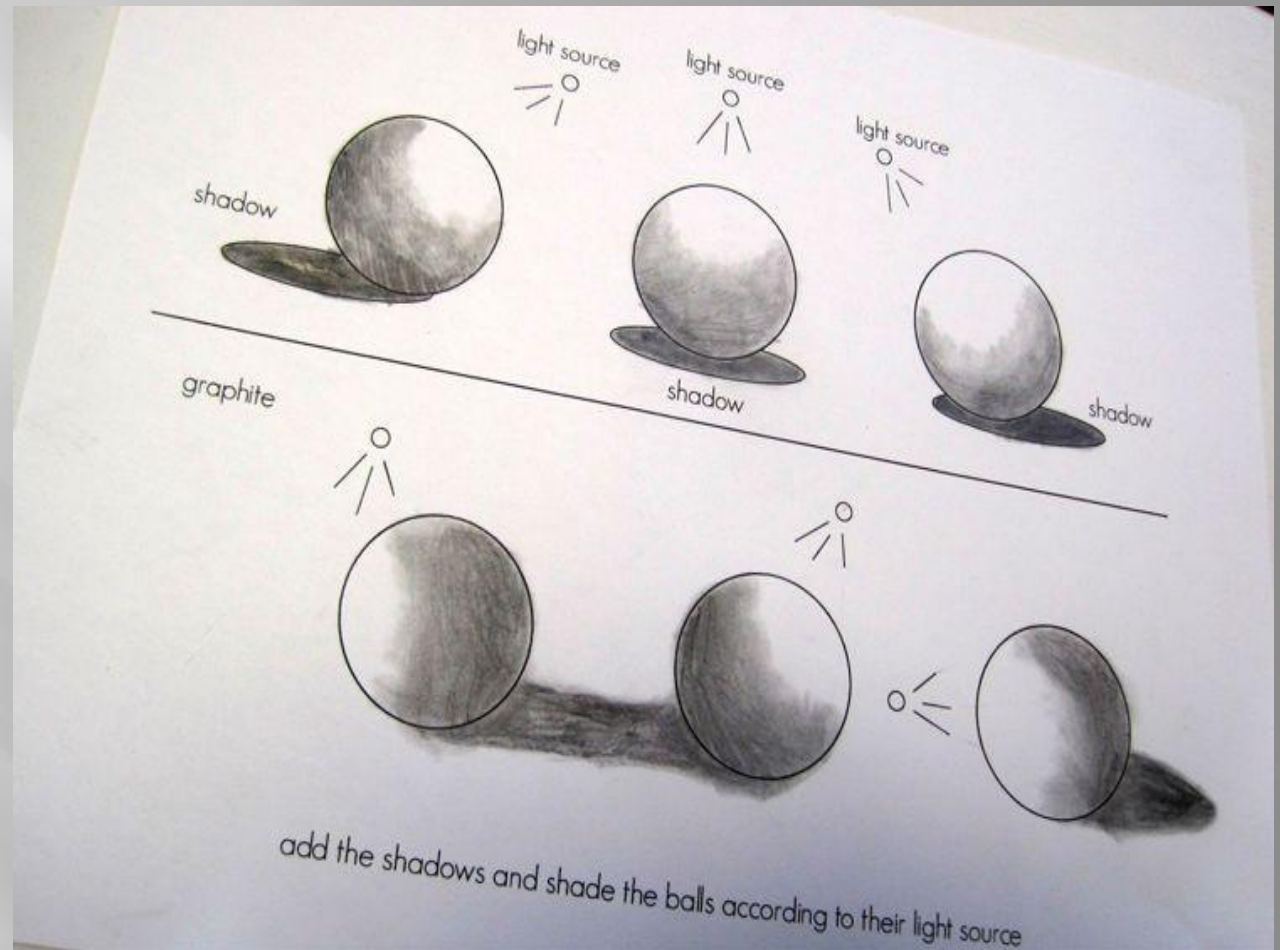


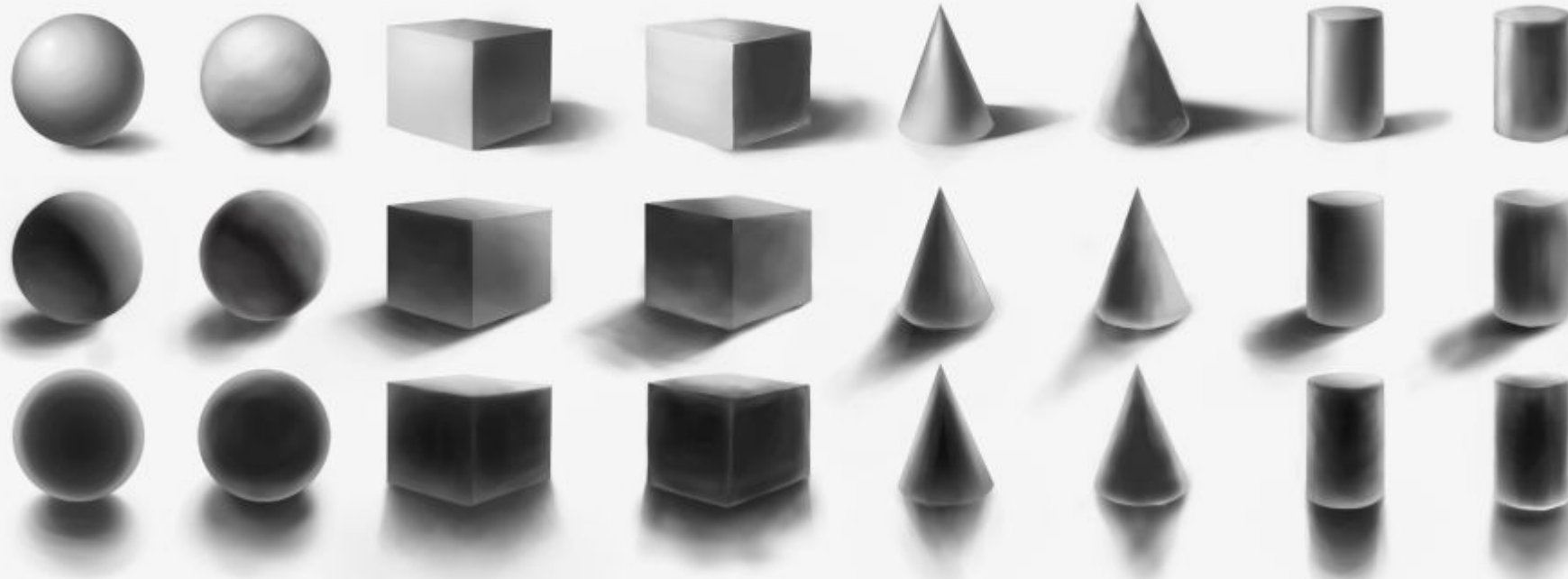
A Shadow



When drawing a cast shadow, keep in mind that its shape will depend on the light source as well as on the shape of the object casting it.

A sphere casts a round or elliptical shadow on a smooth surface, depending on the angle of the light source. The length of the shadow is also affected: the lower the light source, the longer the shadow.





A Shadow



Highlighting

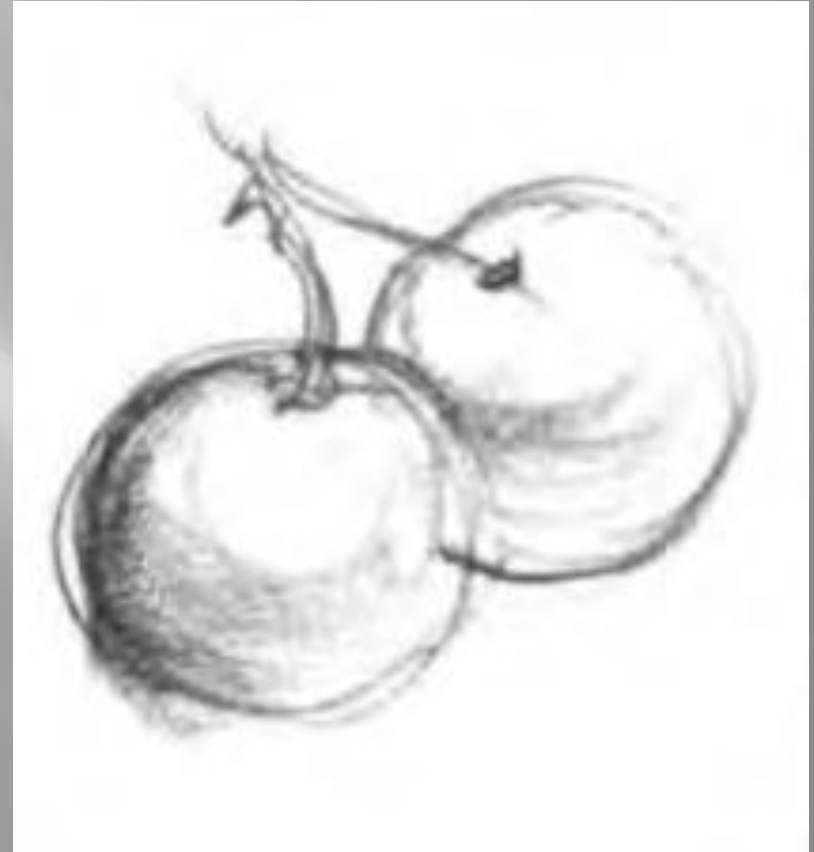
Either "save" the white of your paper for the brightest highlights or "retrieve" them by picking them out with an eraser or painting them on with white gouache.

A Shadow

Shading

Shade in the middle value of these grapes with a couple of swift strokes using the side of a soft lead pencil.

Then increase the pressure on your pencil for the darkest values, and leave the paper white for the lights.

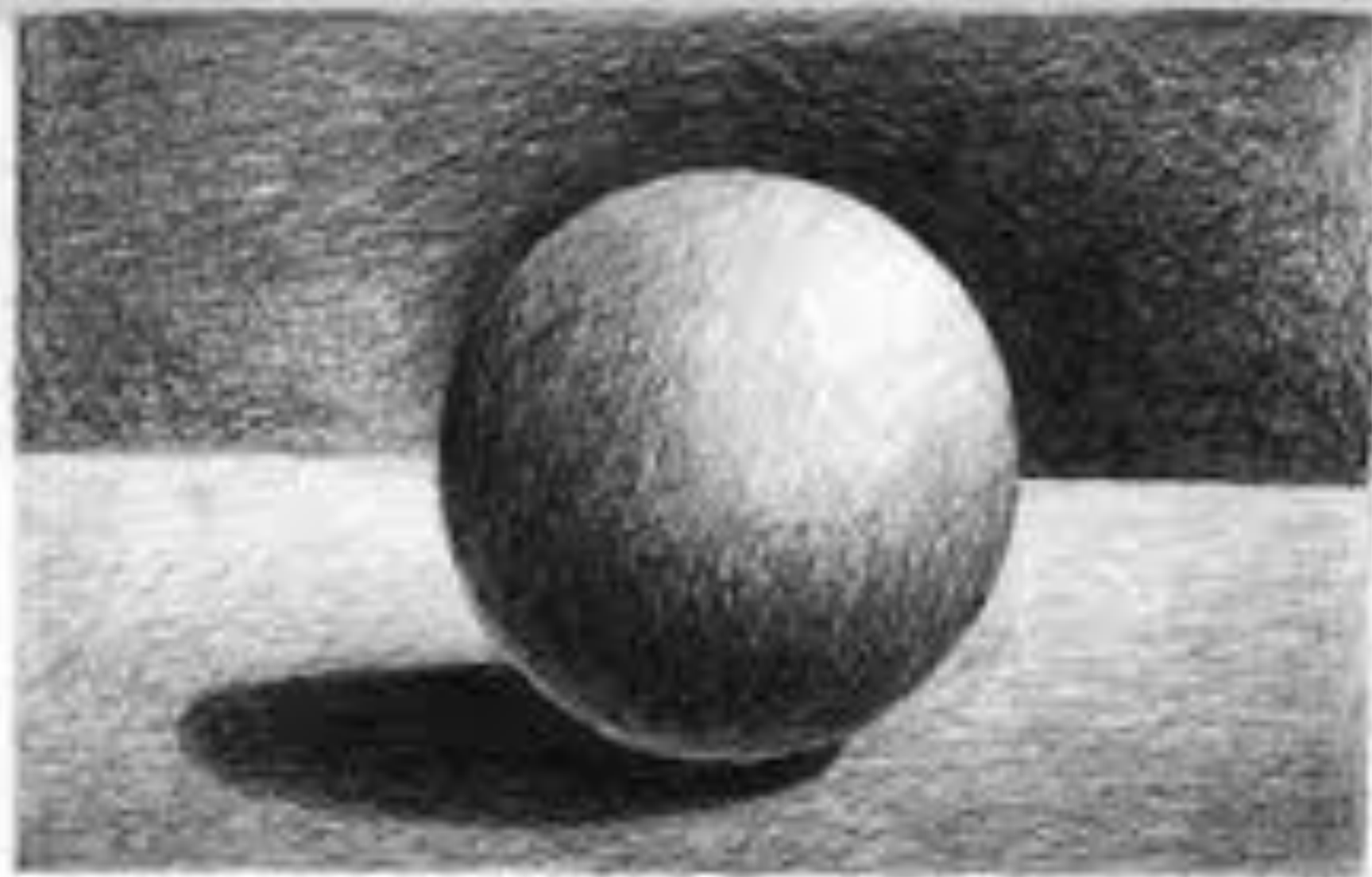




Shading

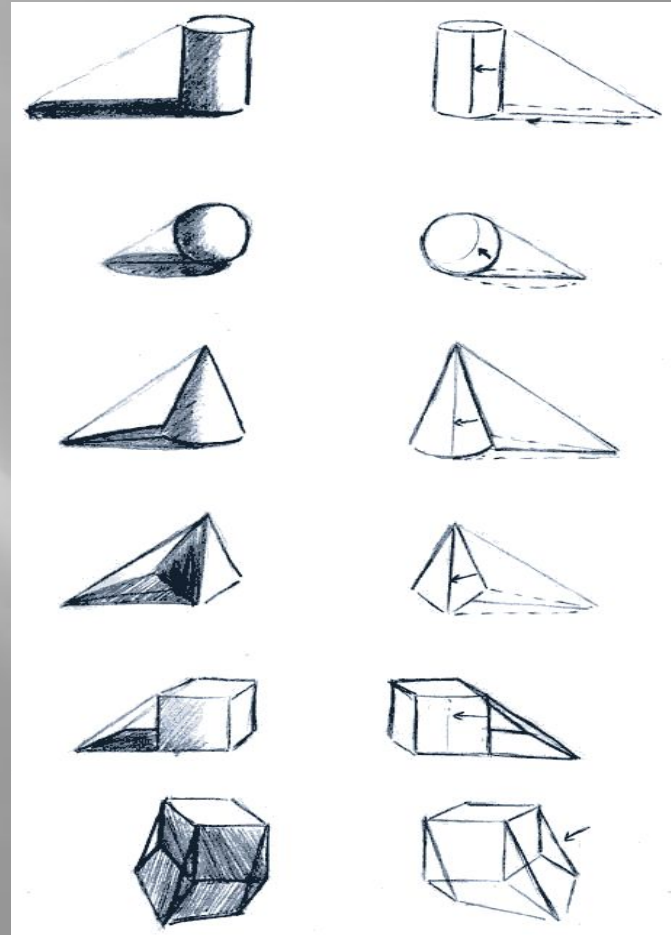
Shading is the varying degree of value from light to dark which is created on an object by the light which strikes the angled and curved planes of that object

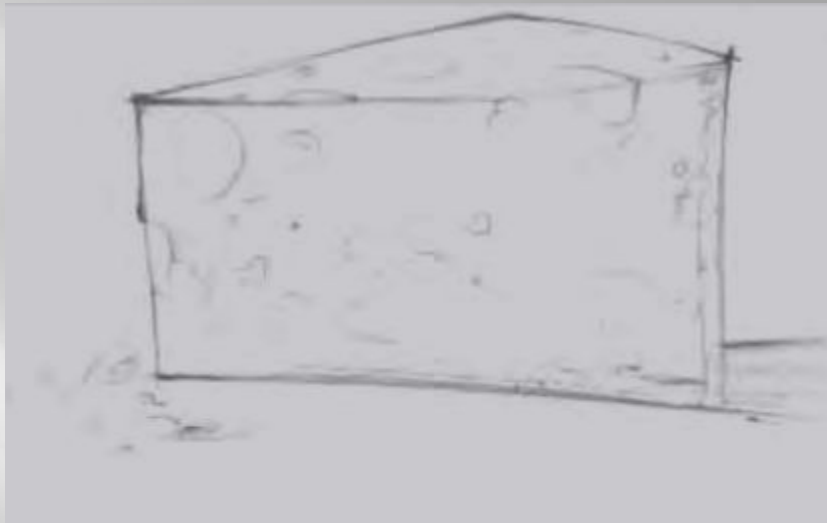




Shading

In pencil drawing, the values range from white to grays to black, and it's the range of values in shading and highlighting that gives a three-dimensional look to a two-dimensional drawing

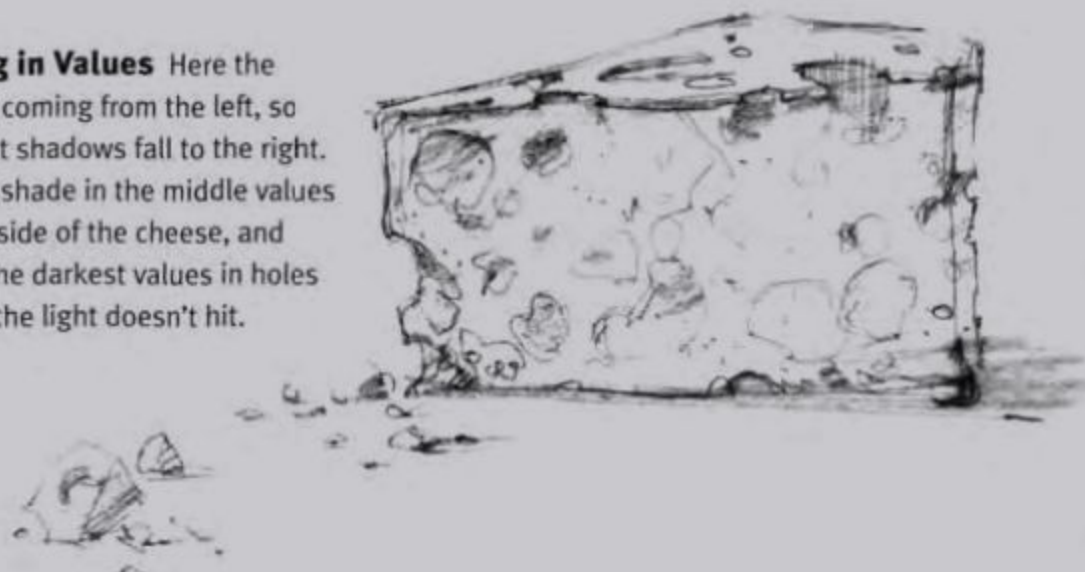




Sketching the

Shapes First lightly sketch the basic shape of this angular wedge of cheese.

Laying in Values Here the light is coming from the left, so the cast shadows fall to the right. Lightly shade in the middle values on the side of the cheese, and place the darkest values in holes where the light doesn't hit.



Elements of Light and Form

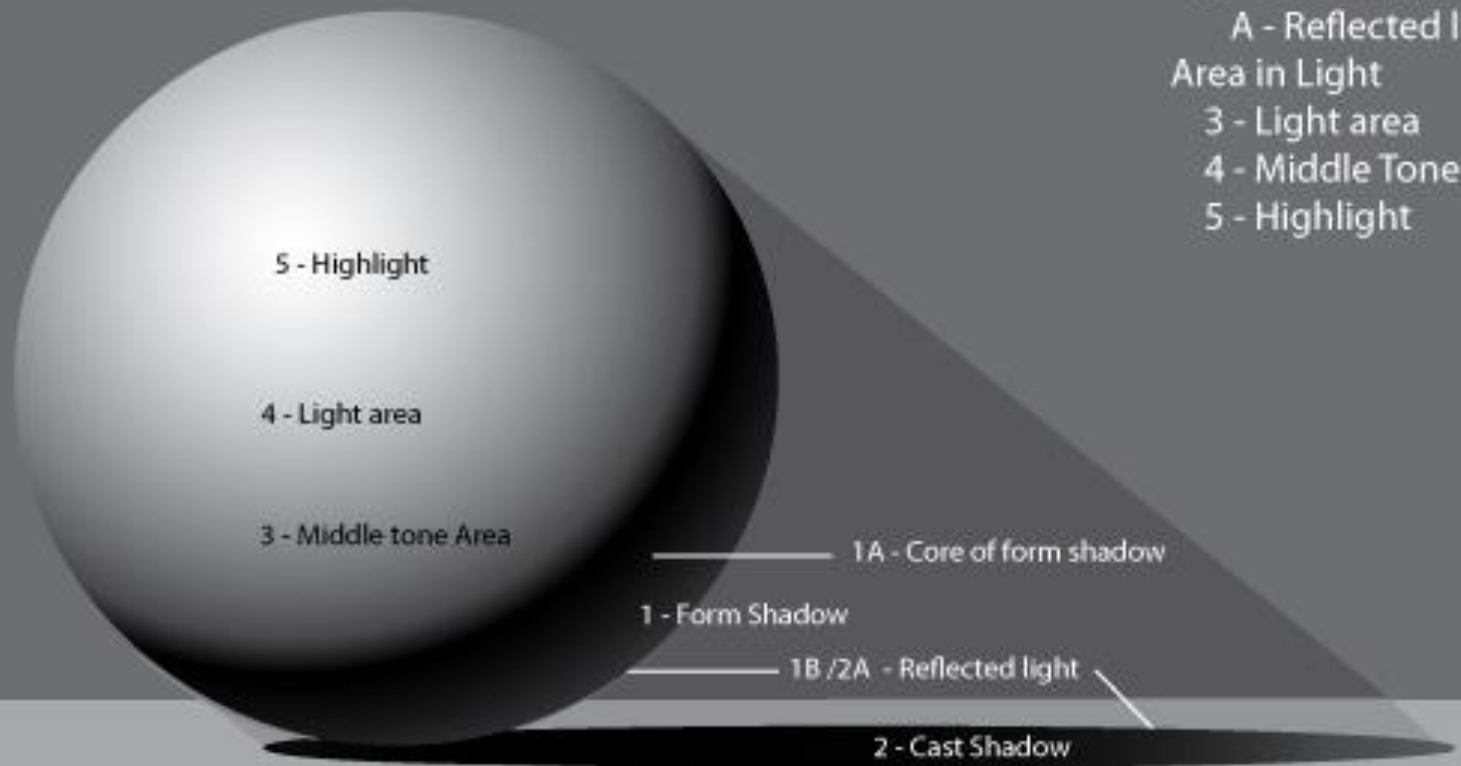
Shadows

- 1 - Form shadow
 - A - Core shadow
 - B - Reflected light
- 2 - Cast shadow
 - A - Reflected light

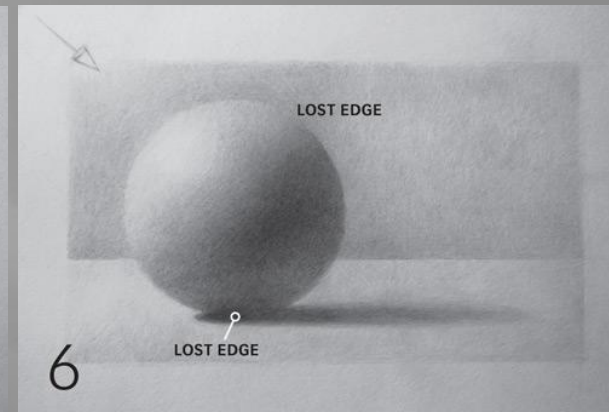
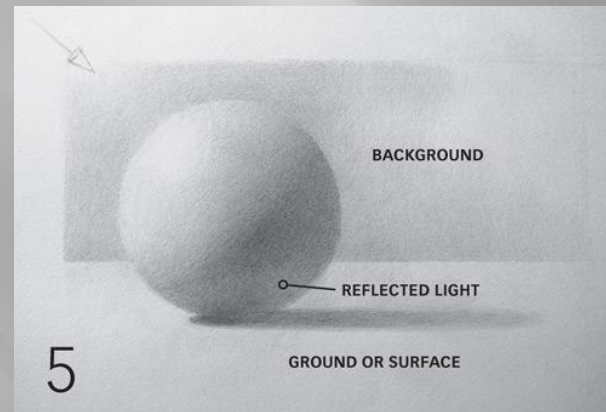
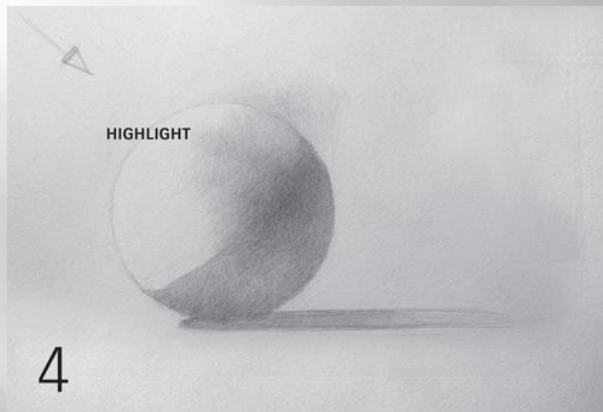
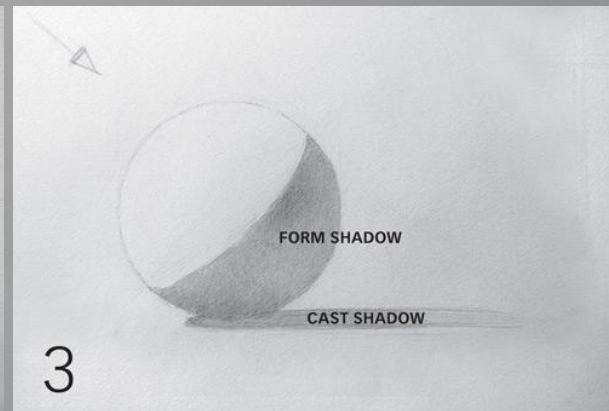
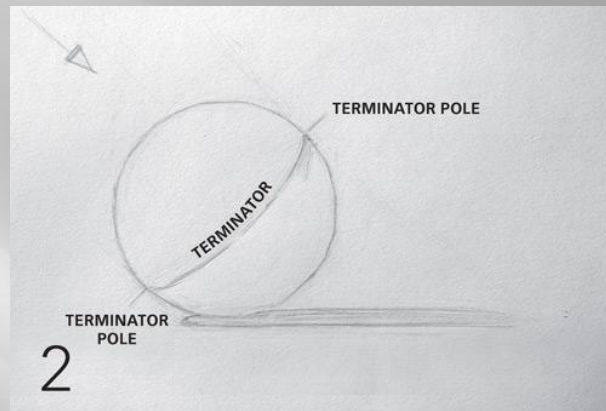
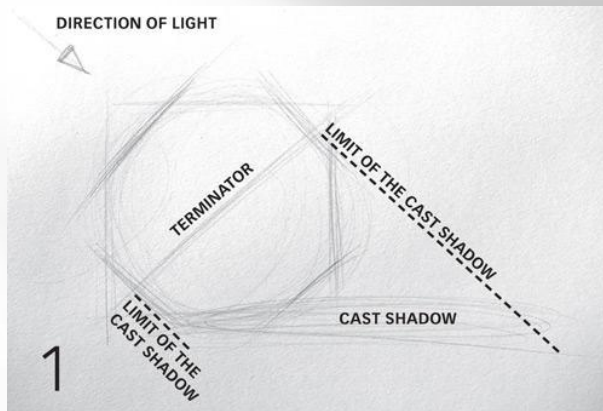
Area in Light

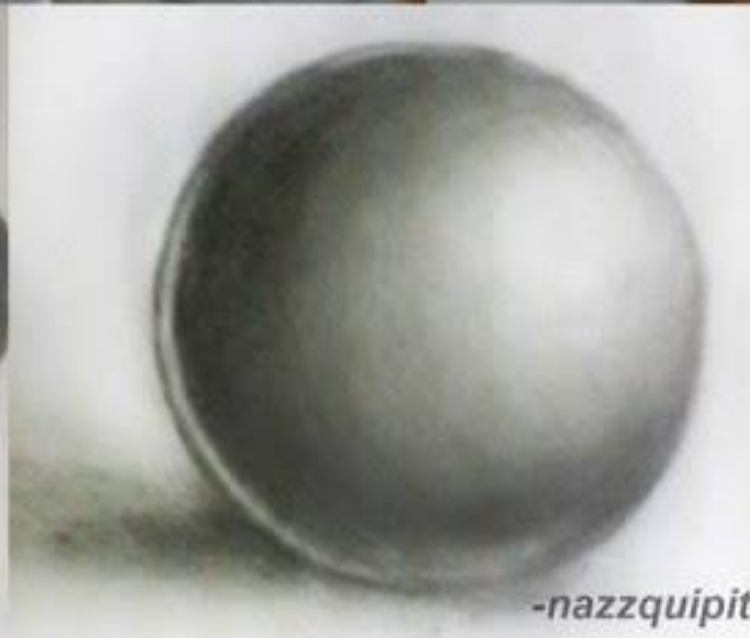
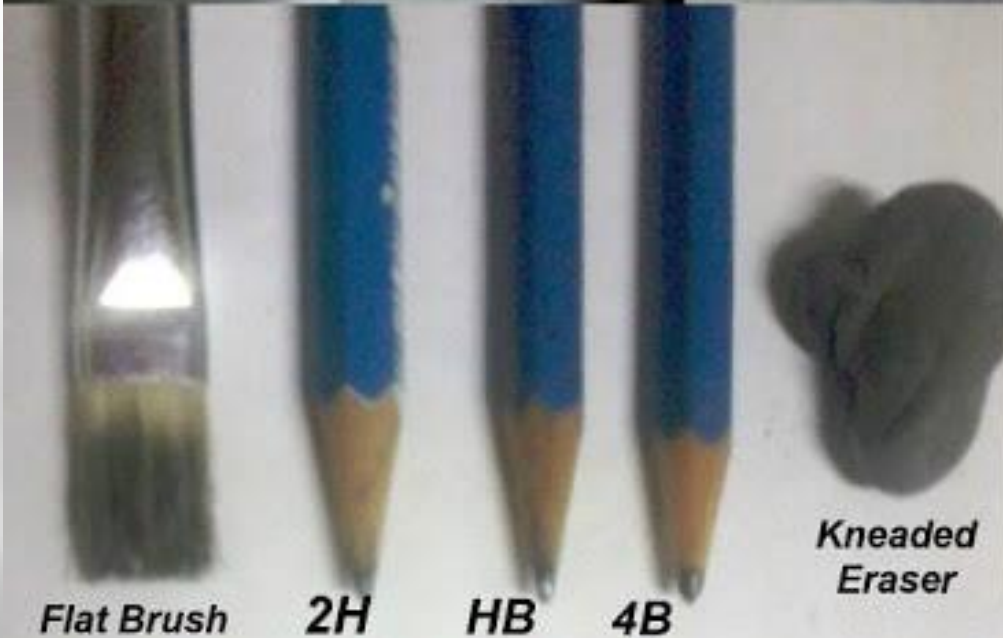
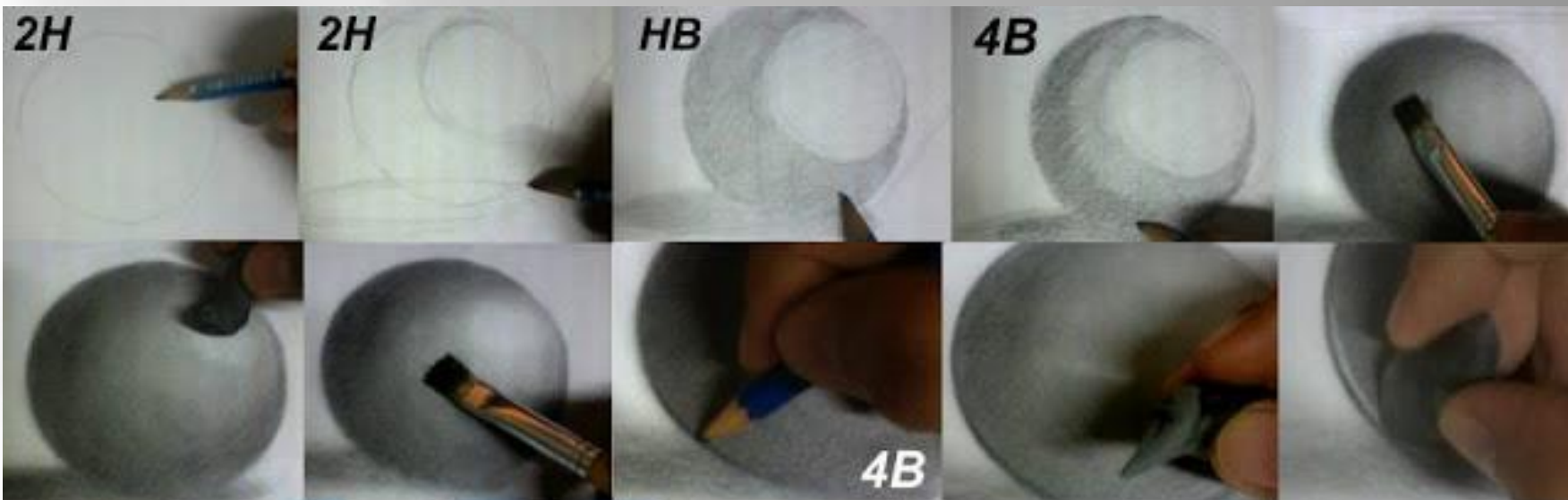
- 3 - Light area
- 4 - Middle Tone area
- 5 - Highlight

Light Source









http://www.youtube.com/watch?v=syW-vE53_Qs

<http://www.youtube.com/watch?v=TaPQhEIpOOg>

☺ Good Luck