Light and Shadow Part 2

In the last module, we learned that light and form is captured in a drawing through the placement of values. We learned that these locations of value on a subject have specific names and work together to define the light source within the scene.

In this module, we put these concepts into practice and draw a sphere. We'll also explore a strategy for recognizing values on a subject.

But why draw a sphere? A sphere is a good subject for practicing with value because a full range of tone exists. Each specific area of value is present as well as a gradation from light to dark.

In this exercise, we'll control the medium and attempt to create a smooth transition of value through progressively heavier applications of graphite. After each application, we'll use blending stumps to smooth the applications.

Locating the values on any subject is obviously the first step to drawing them. If you find it difficult to locate the values on a subject, you may try squinting your eyes. This blurs the details on the subject and helps to isolate specific locations of tone.
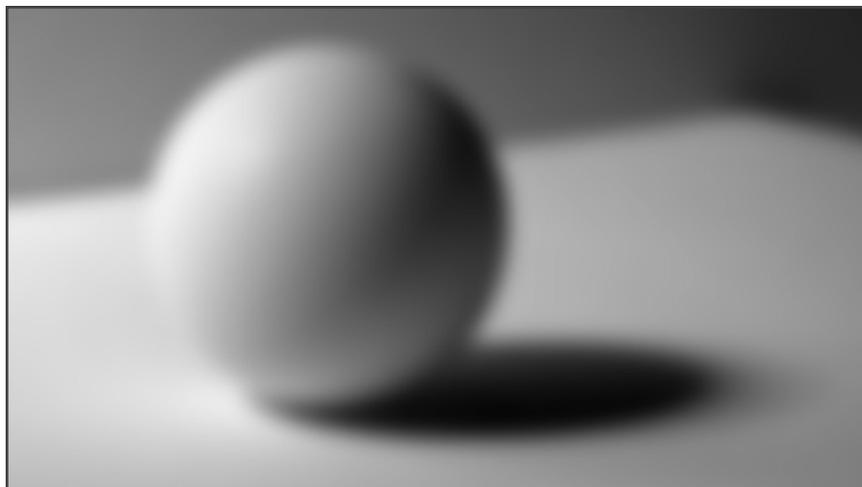
We'll begin shading within a circular shape. This circle can be created by freehand drawing or by tracing using a circular object. We'll start with a light application using an "H" pencil. The entire circle is filled in, but an additional application is applied to the darker side.

We can notice the location where the value transitions from light to dark on the sphere. This area is referred to as the "terminator". In the early stages of developing the value, we'll focus on defining this location in our drawing.


Terminator
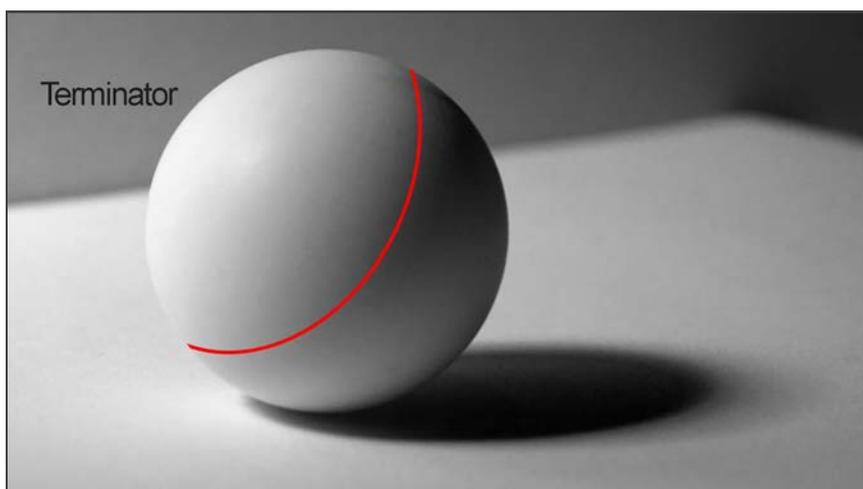
After our initial application of "H" graphite is applied to the sphere with the pencil, a blending stump is used to smooth the material. This blending is done with a light touch so that the tooth of the paper is not flattened. If the tooth of the paper is flattened, it could contribute to making the graphite appear shinier.
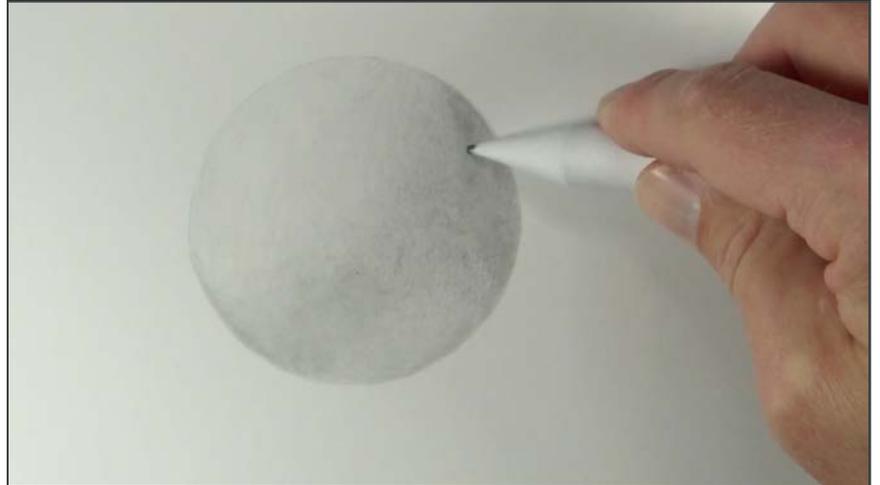
Next, an application of "HB" graphite is applied over the sphere making the value slightly darker in areas. After this application is made with the pencil, it is blended with a blending stump.

We'll continue working darker with an application of "2B" graphite. Each application is made with a light touch so that the tooth of the paper is not destroyed. This application, like the others, is gently blended with a blending stump.

Our last application is made with a "4B" pencil. This application creates a full range of tone and increases the contrast. Again, this application is gently blended with a blending stump to smooth the transition of tone.
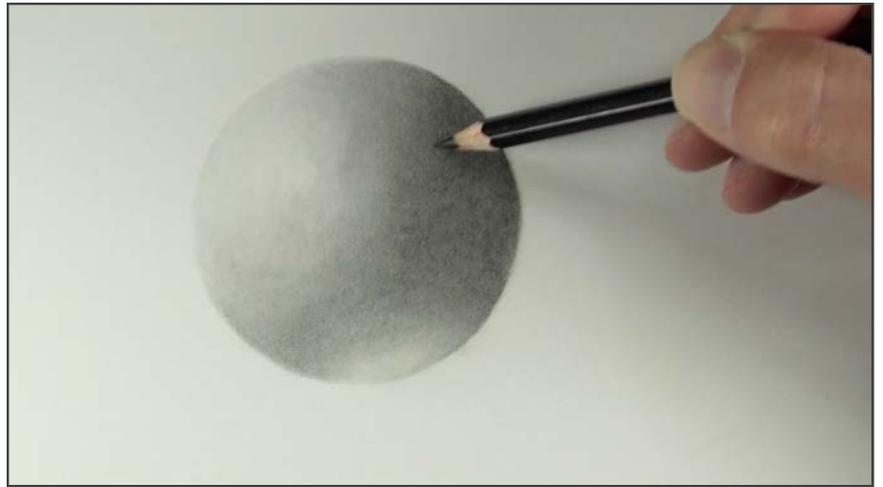
Lastly, a cast shadow is added below and underneath the sphere and then blended with a blending stump.

While a sphere may not be the most glamorous subject to draw, it is great practice for locating values on a subject and rendering them with control and accuracy - two skills that will prove beneficial when we encounter tougher subjects in the future.