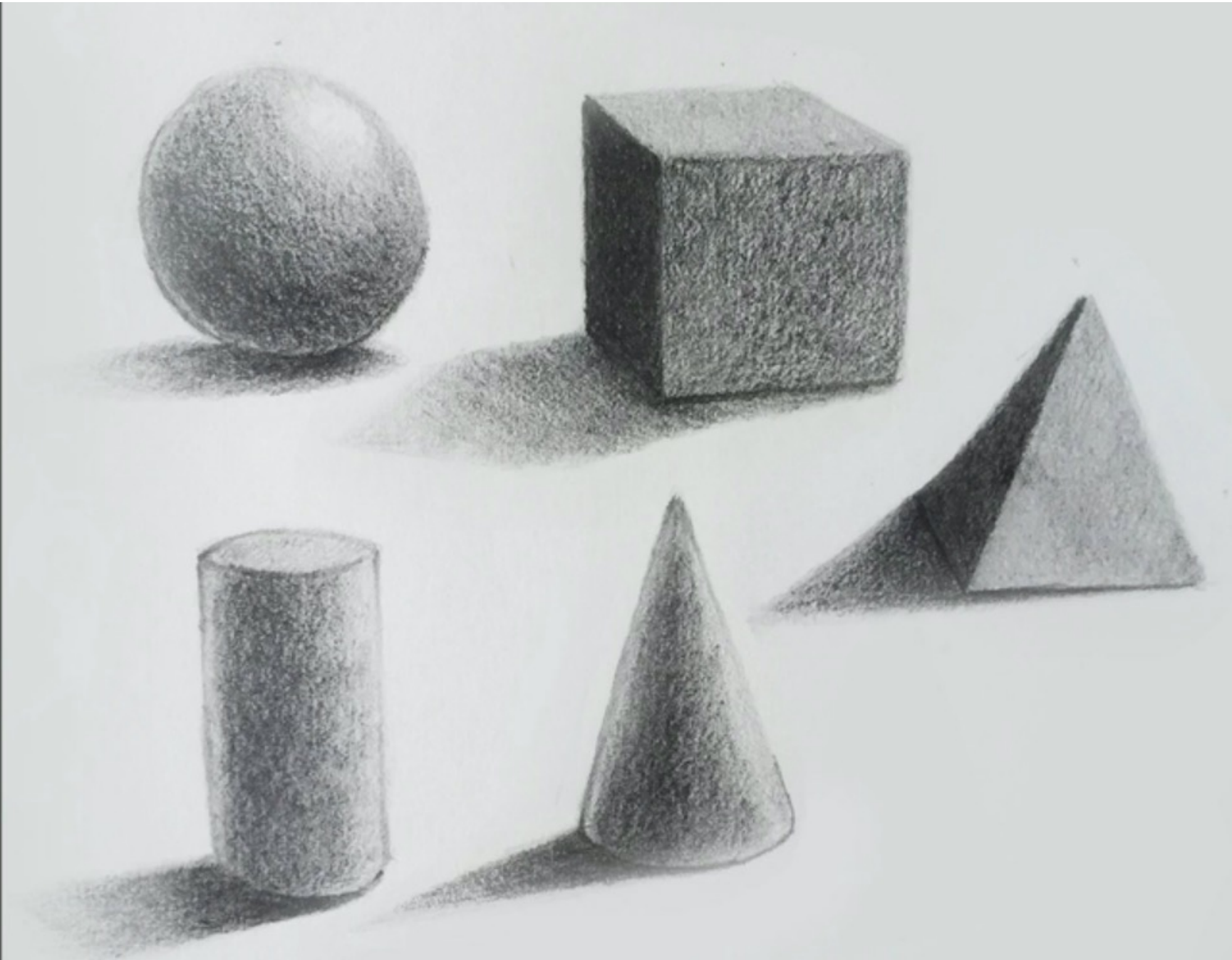


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HOW TO DRAW

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HOW TO  
**SHADE**  
BASIC  
FORMS



One of the most fundamental principles of drawing is the process of **shading**. If we are to create the illusion of form and light within a scene, then we must be able to shade forms accurately.

Complex forms can present their own set of difficulties. But just as complex subjects can be broken down into simple shapes, complex forms can be simplified into basic forms. If we have a strong understanding of how basic forms should be shaded, then we have a much better chance of adding accurate shading to complex forms. In our next sketchbook assignment, we'll take a look at shading basic forms. We'll start by **drawing basic shapes** and then transform those shapes by developing the **value (shading)** to create the illusion of forms.

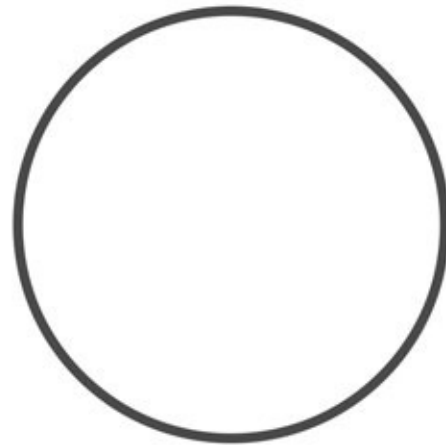
## Transform Shapes Into Forms

**Shapes** are defined as enclosed lines. Most of us are very familiar with geometric shapes - circle, square, triangle, etc. Most of the subjects that we draw however, are made up of organic shapes.

These more complex, organic shapes can be simplified into basic geometric shapes.

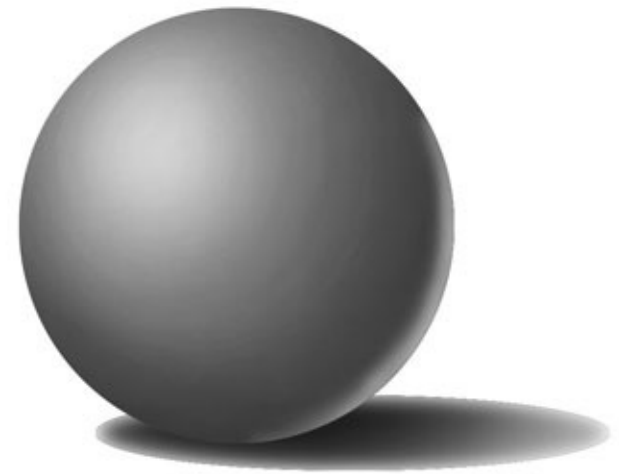
So we should not overlook the importance of drawing basic shapes.

SHAPE



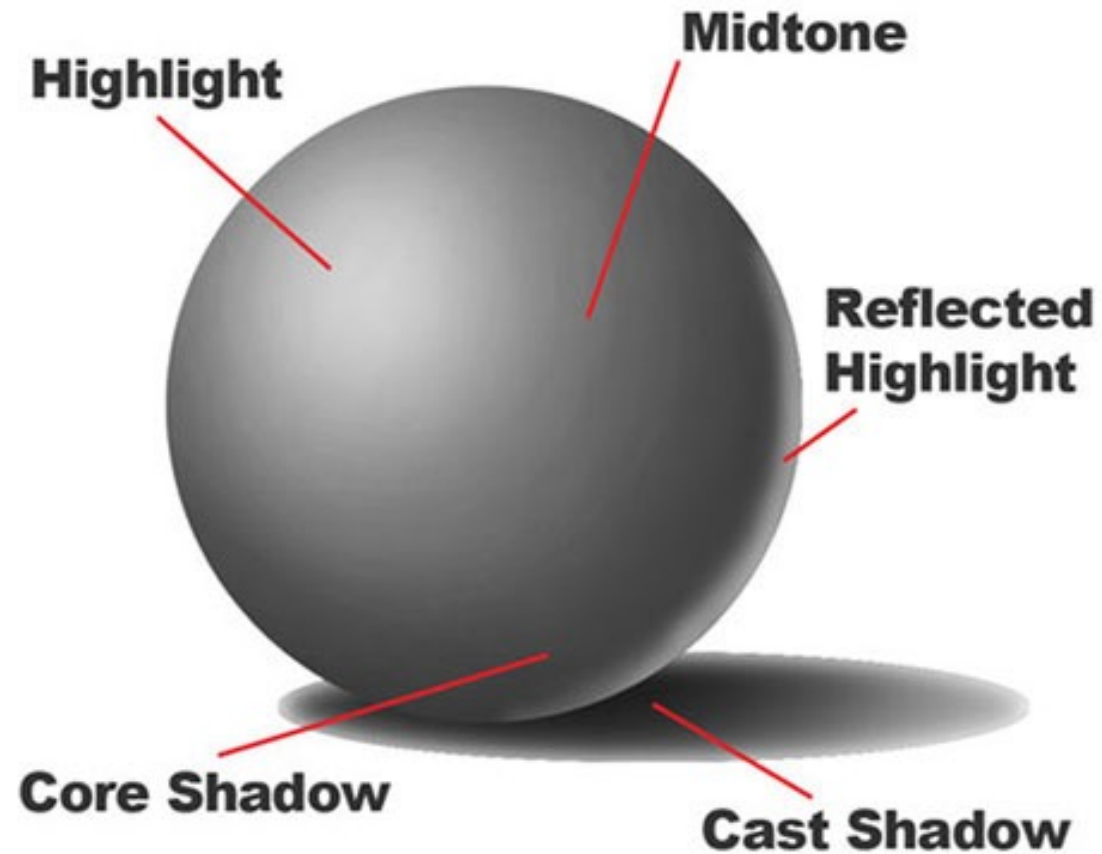
Circle

FORM



Sphere

We clearly live in a world of forms - not shapes. Therefore, we must take things a bit further in our drawings if we expect to create the illusion of form.



The first step to accomplishing this is knowing how to transform basic shapes into basic forms. The key to creating this illusion is to add a range of value to our basic shapes. Of course, we commonly call this process "shading".

The location of values on our subject communicate the location and strength of the light source. In turn, this creates the illusion of form. Simple shapes become more complex through the application of value and shadow. Therefore, a circle becomes a sphere, a square becomes a cube, and a triangle becomes a pyramid.

These are the basic forms that make up the complex objects that we draw.

## **Sketchbook Assignments:**

- 1) Form Studies: Draw 4-5 (must include a sphere) forms from different views as realistic as possible. Label each form range of values.
- 2) Geometric Shape Still Life: Drawing should be of multiple (4-5) forms together. Make sure forms are at different levels and touching each other. Make sure to include a table and shadows.

## **Purpose:**

To strengthen your ability to represent many values, edges, shadows, and printed lines.

## **Values:**

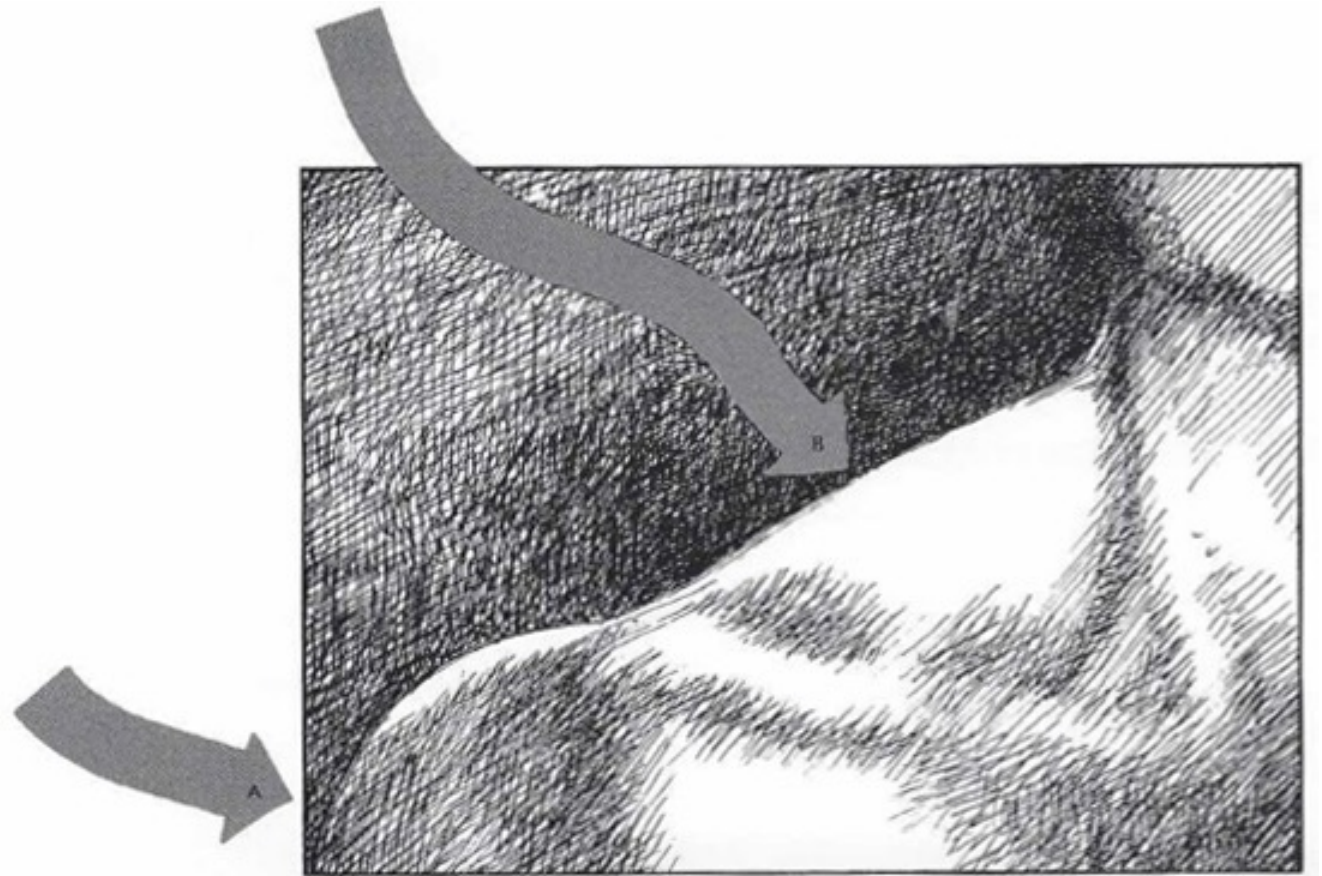
Aim for more than 10 values. Your darks will have to be very, very dark and your lights from very light to medium to be able to show 10 values. Realistic drawings have more than 25 values.

## Edges:

We start with a light line for placement. We get rid of the light line by deciding which side is darker. A shaded background can also distinguish lighter areas of the forms.

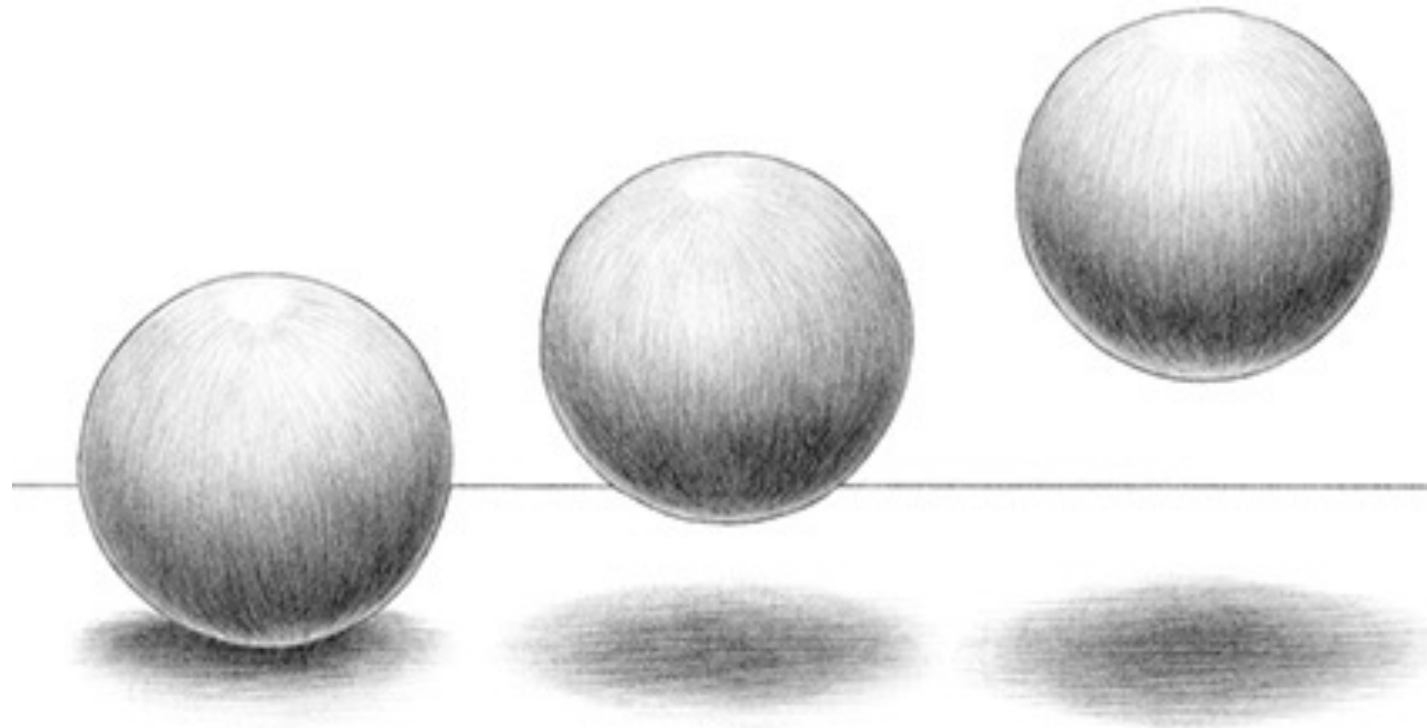
Remember to use a shield (ruler, straight object, etc.) if you need a sharp, clean edge.

When you look at your finished drawing the only lines you should see are the ones created by value.



## Shadows:

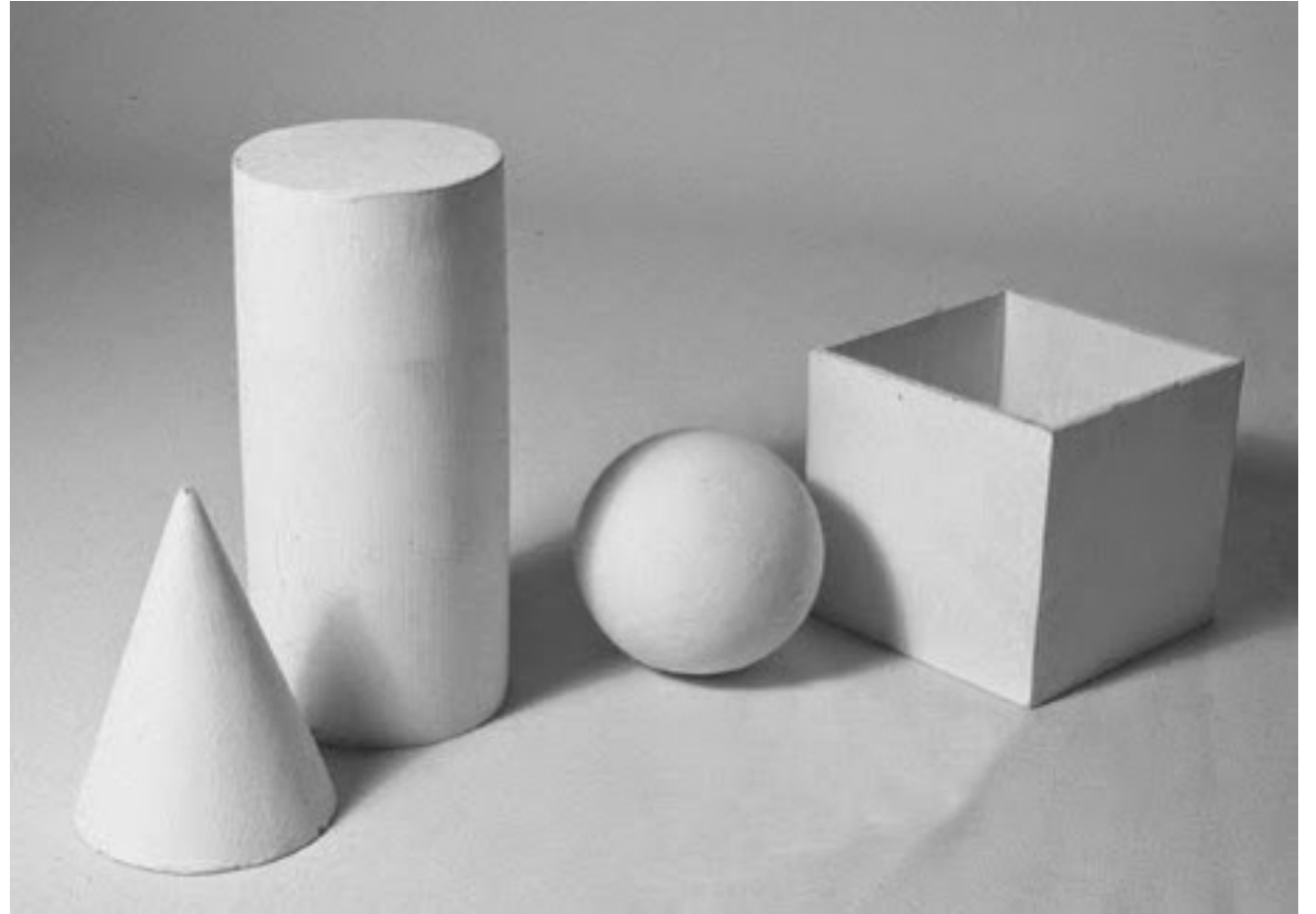
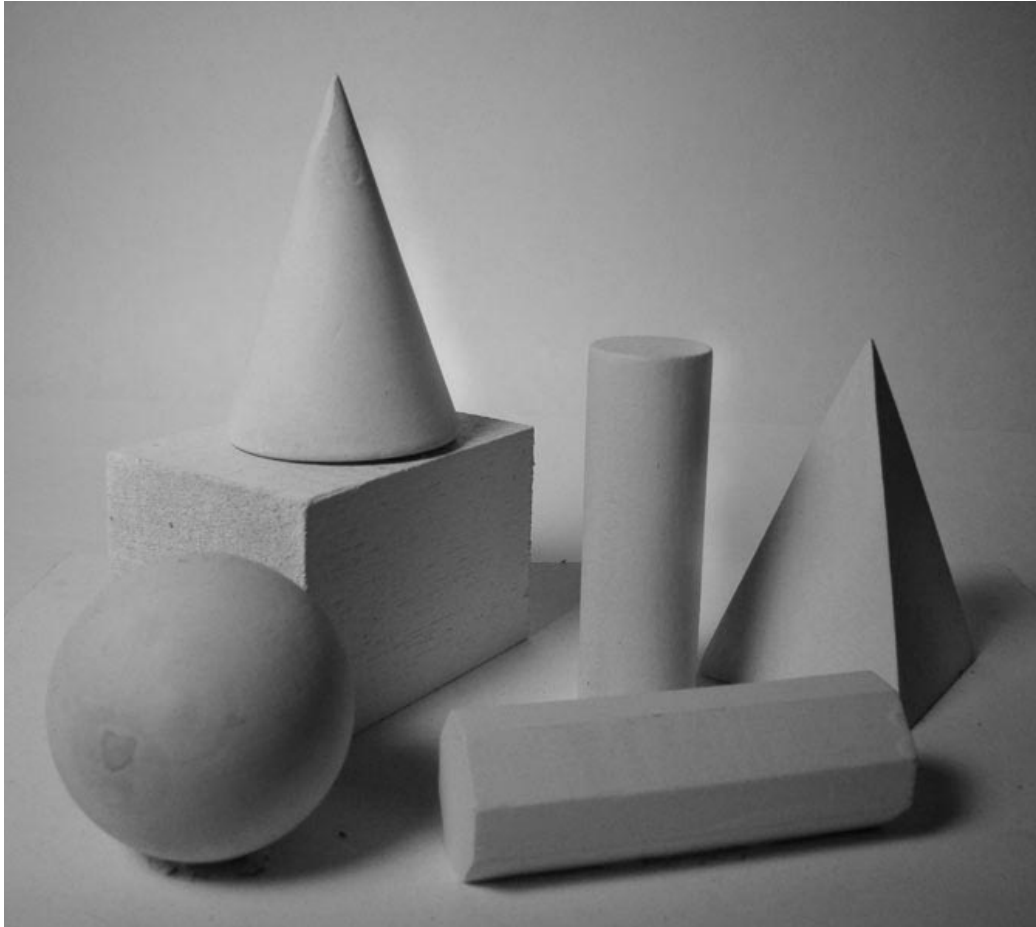
If your object is laying on a surface be sure your shadow is connected. If you want your object to look like it is suspended in space or hanging from a string, draw your shadow below and not touching your object.

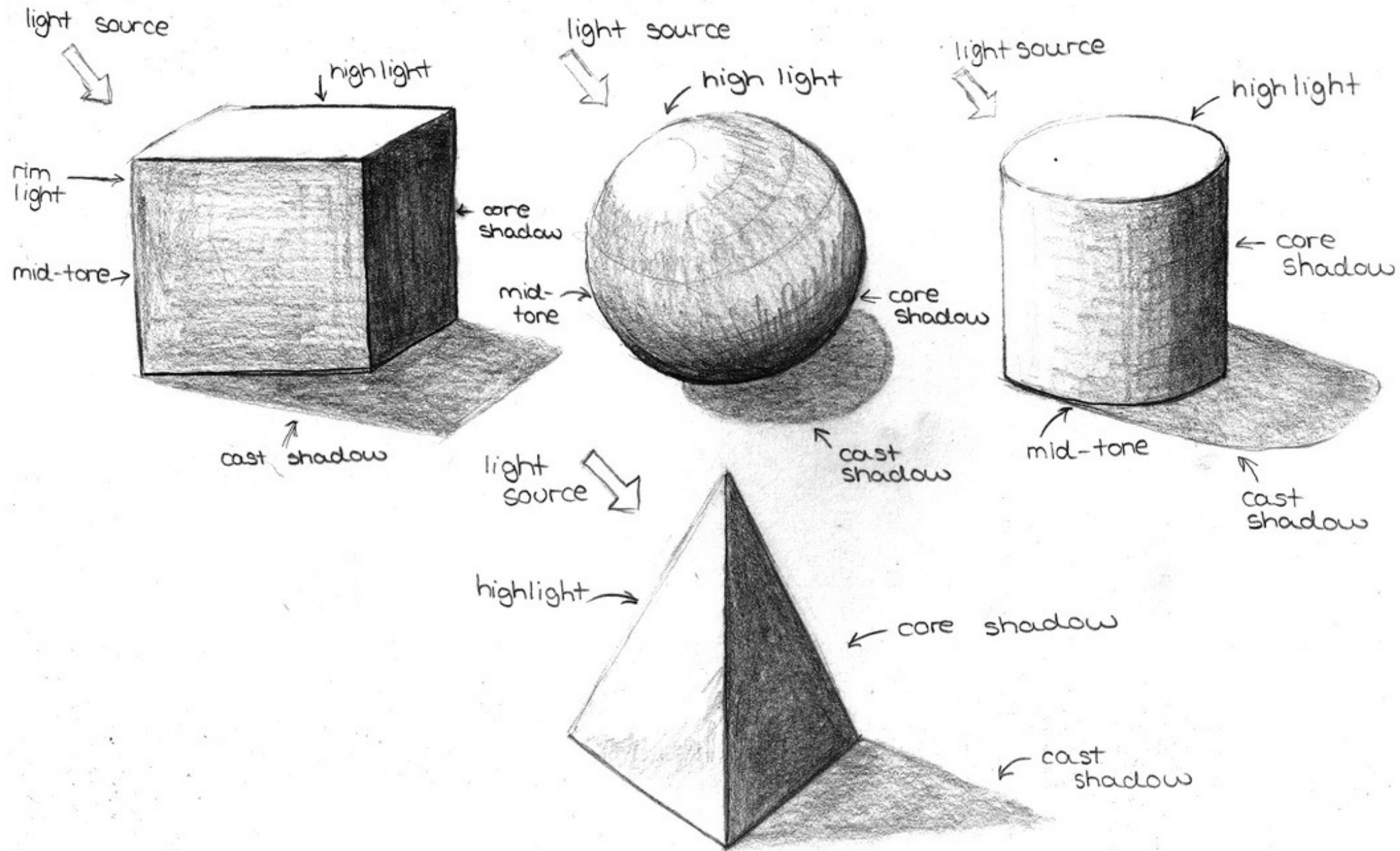


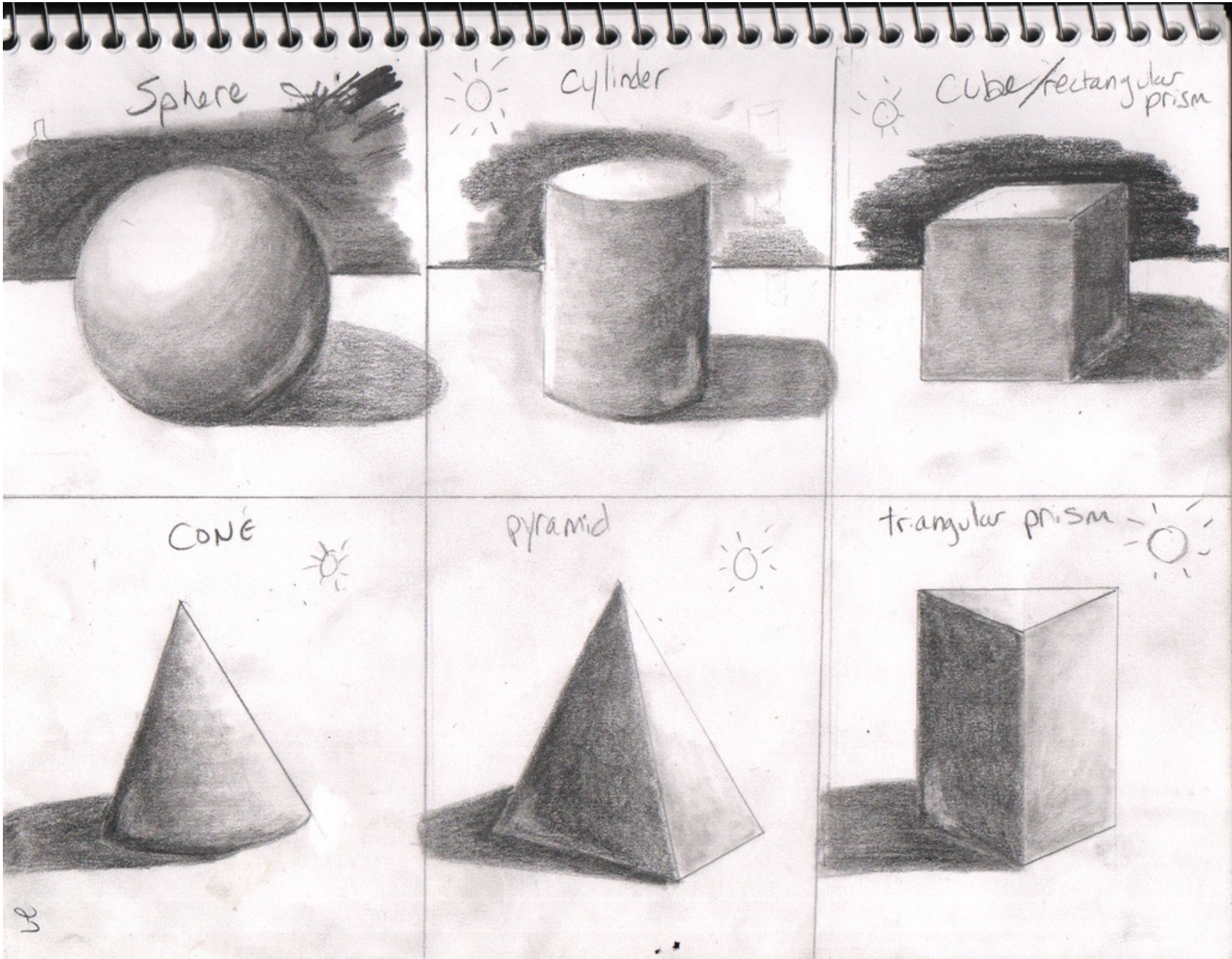


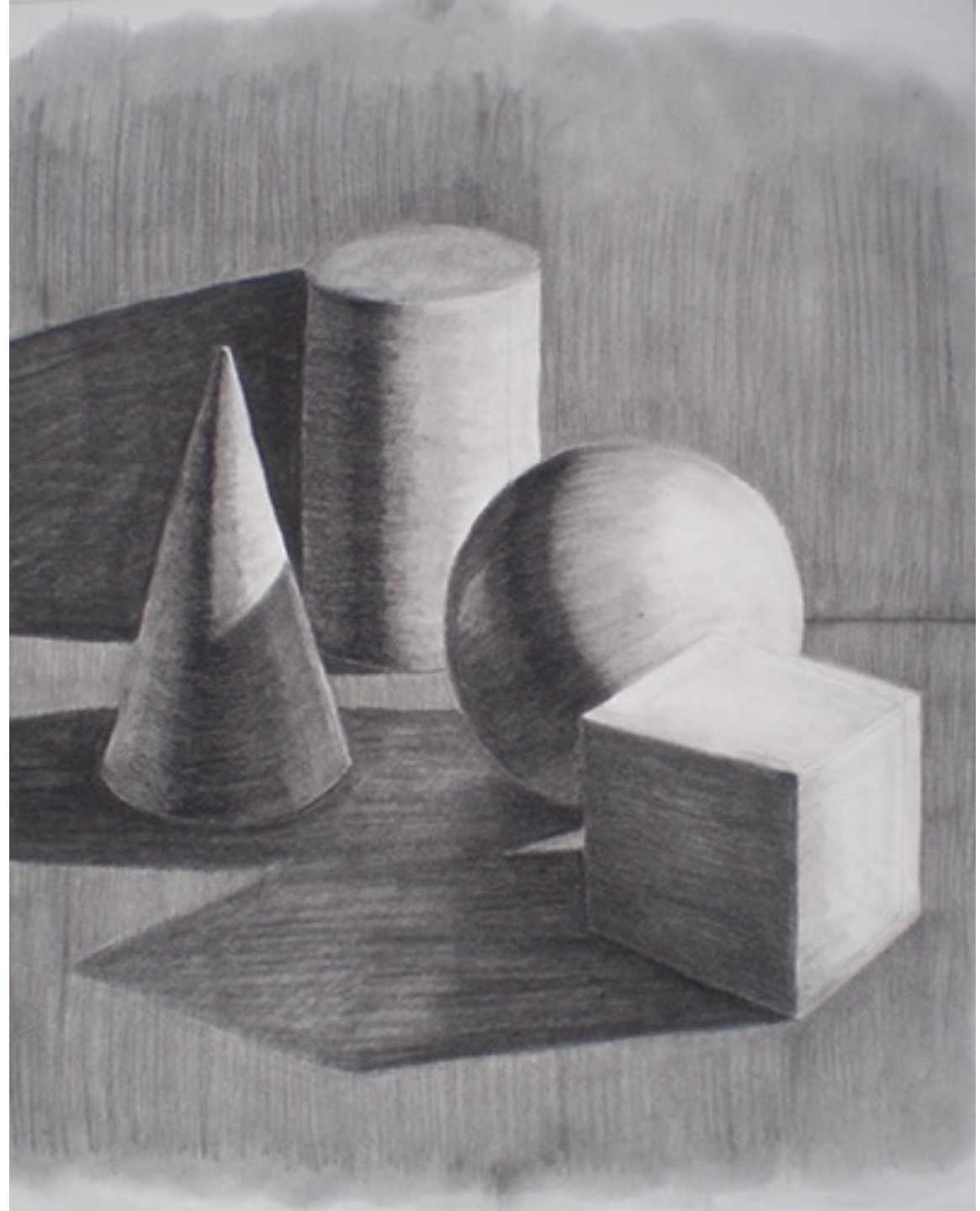
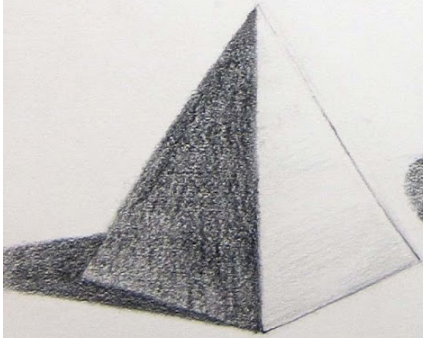
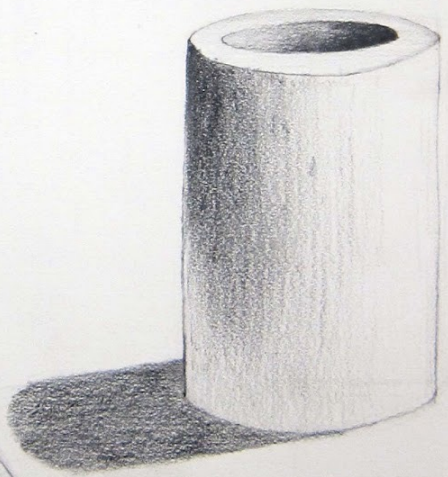
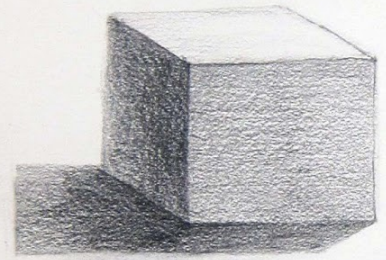
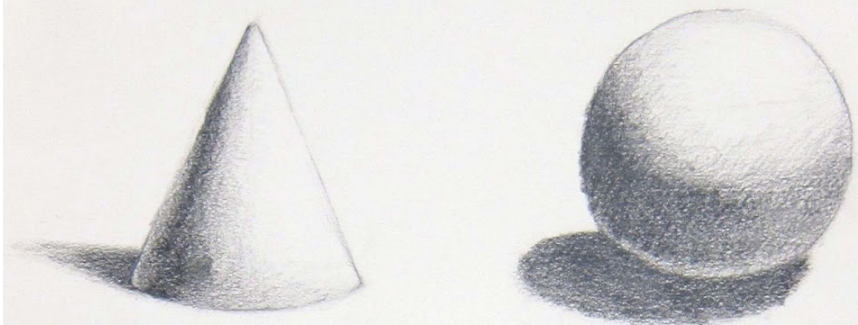
## Remember:

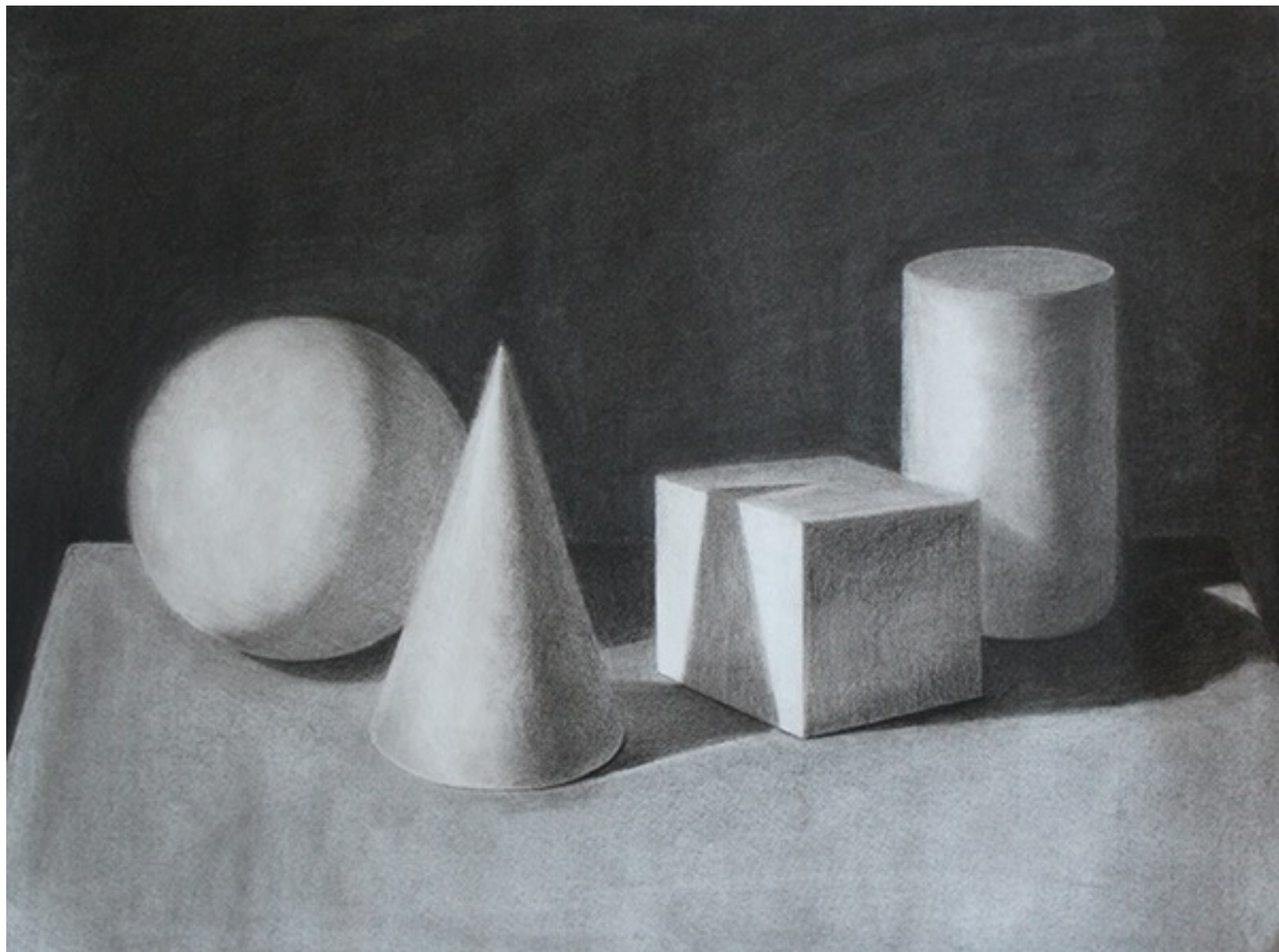
LOOK AT YOUR OBJECT MORE THAN YOU LOOK AT YOUR PAPER. Draw what you see and not what you remember!!!!











For students who want a challenge draw groups forms stacked together from different views as realistic as possible.

