

Learn To Draw – The Easy Way!

Lesson 3

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Today's lesson consists of learning about shading - (VALUES) On the next page there is detailed information about the five elements of shading. Read it carefully, so that you can apply the important principles.

Exercise #1 Copy the 5 values (that are the squares) using your sketchbook and various lead pencils. Try to match as best you can. The darks will take several layers and use the darkest pencil you have, preferably a 6B or 8B pencil. In case you forgot, here is a review of the drawing process:

The 5 Step Drawing Process

1. Types of Lines, Feel the Shape
2. Contour Line & Gesture Drawing
3. Primary Shading
4. Secondary Shading
5. Finishing the Drawing

HB, 2B, 4B, 5B, 6B, 8B pencils are best for shading and are easier to erase
2H, 4H, 6H pencils are best for the very lightest lines & are harder to erase

Exercise #2 Practice doing a drawing of your favorite subject using the shading elements. Do not shade until you are completely satisfied with your sketch. It does not do any good to shade a poorly drawn sketch! Apply the darkest dark first.

Contact me if you have any questions!

The Five Elements of Shading

To render something realistically, the artist must fully understand the lighting on the subject and the five elements of shading. The form of any object is created by the correct placement of lights and darks, the five elements of shading, and the gentle blending of the tones together.

Every tone on the object you are drawing should be compared to black or white. But how do you know how dark to draw something? Using a simple five-box scale of values can help you decide on the depth of tone. Each one of the tones on the scale represents one of the five elements of shading. For example, tone number three on the value scale—medium gray—corresponds to shading element number three on the sphere—the halftone (halfway between white and black).

1—Cast Shadow. This is your darkest dark, and should be made as close to black as possible, as seen in box number one on your scale. This is the shadow that the object you are drawing is “casting” on the surface on which it lies. The shadow is the darkest where the object and the surface touch, and then it lightens gradually as it gets farther away from the object.

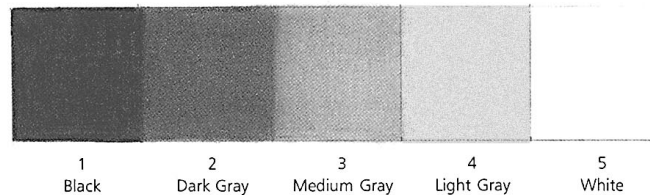
2—Shadow Edge. This is the dark gray, and corresponds with number two on your scale. This is *not* the edge of the object, it is where the object is receding from the light, and is on the opposite side of the light source.

3—Halftone. This is the medium gray, or number three on your scale. This is the true color of the object, without the effects of direct light or shadow. It is neither light nor dark, so it is called

a halftone.

4—Reflected Light. This is the small light edge seen around the object, particularly between the cast shadow and the shadow edge. This is really the light bouncing back from the surrounding surfaces. It is the light that makes the object appear round and solid, and tells us that there is a back side to it. *Reflected light is never bright white!* It is closer to a halftone, like box number four on the scale.

5—Full Light. This is where the light hits the object full strength. Full light should be represented by the white of the paper. The gray areas should be blended into this area very carefully, so no hard edges are created.



Notice how the five elements of shading on this sphere correspond to the five tonal values on the scale above. The light is coming from the front, a little off to the right.

