## Shading Techniques

Value Scale – shows a gradual, step-by-step change from dark to light values or from large to small shapes, or rough to smooth textures, or one color to another. It is unlike contrast, which stresses sudden changes in elements.

Shading - Showing change from light to dark or dark to light in a picture by darkening areas that would be shadowed and leaving other areas light. Shading is often used to produce illusions of dimension and depth.

Blended
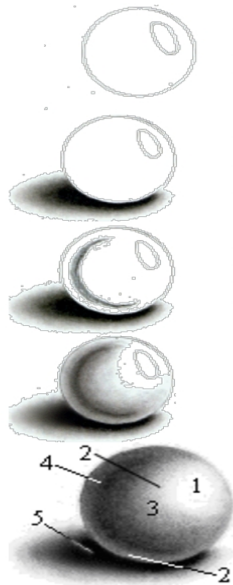
To change a totally flat circle into a solid looking sphere using our blending method start by lightly drawing in the outline and the highlight. Remember; try not to get pencil in the Highlight, as once blended into the paper, it's almost impossible to remove completely.

Draw in the shadow below the circle to represent the Cast Shadow. Where the object meets the surface is going to be our darkest tone and as it moves away it gradually gets lighter. Placing one of your darkest tones quite early also helps to establish the required tonal values.

Following the shape of the object, Shade in a fairly narrow section to represent the darker side of our sphere (Deep Shade). Using the tortillon (blending stump), blend and pull the color. By the way, If the tortillon squeaks, or drags on the paper, apply more pencil.

Apply another layer of pencil & repeat to create the Half Shade and Area of Illumination.

1. Highlight
2. Area(s) of Illumination
3. Half Shade
4. Deep Shade
5. Cast Shadow