SHADING A SPHERE

There are five "elements" that go into shading. Each of these elements has a tone that matches the five-box value scale. Here is an explanation of each of them and where you can see them on the sphere.

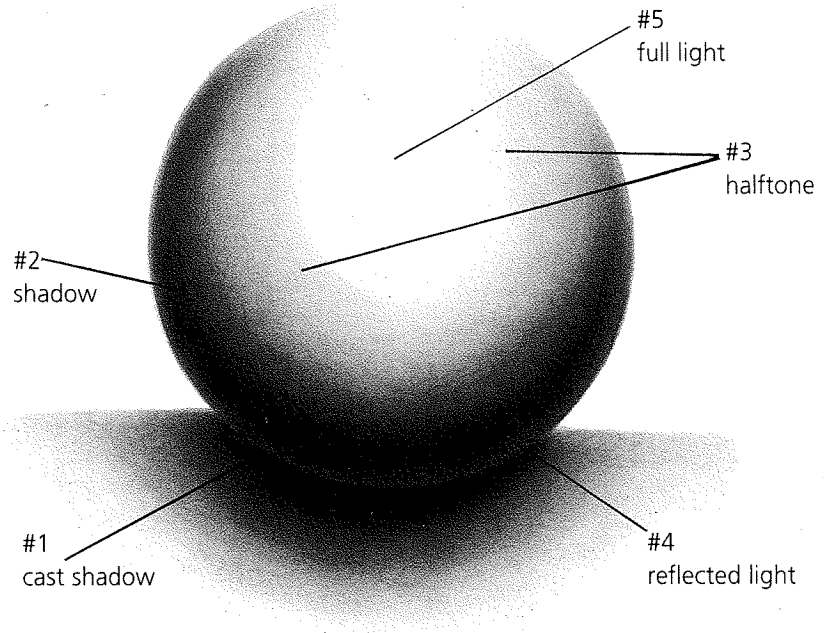
1. **BLACK** This can be seen under the ball where no light can reach. It is called a *cast shadow.*

2. **DARK GRAY** This is the *shadow* on the ball. It is always on the opposite side of where the light is coming from. On this ball, the light is coming from the upper front. The shadow is seen around the lower side. See how the shadow makes the ball look round, by curving around it?

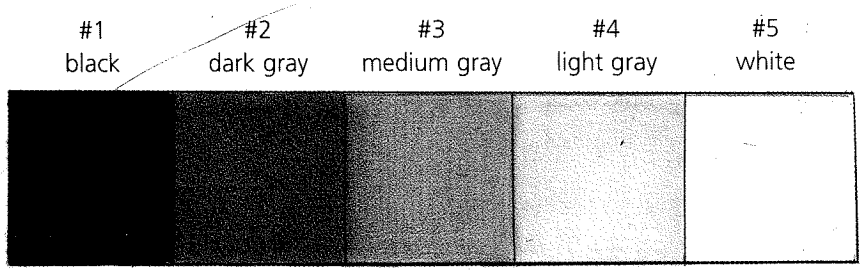
3. **MEDIUM GRAY** This is called a *halftone*, because it isn't light and it isn't dark. It is seen halfway between the light area and the dark area.

4. **LIGHT GRAY** This is the hardest element to see, but it is probably the most important one to have in your artwork. It is called *reflected light*. It is light that bounces up onto the ball from the table it's sitting on, and all of the light behind it. It can be found anytime you have an *edge*, or *rim*. It separates shadows from cast shadows.

5. **WHITE** This is the *full light* area. It is where the light is the strongest. It is where the white of the paper is left exposed.

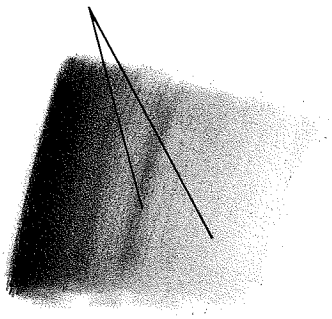


This is what good shading looks like. Without it, this would be just an empty circle. With shading, it becomes dimensional and looks like a ball. On this sphere, the light is coming from the front.

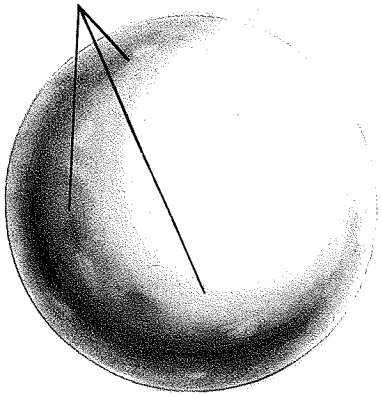


This is called a value scale.

These dark areas should be "lifted" with the pointed edge of a kneaded eraser.



Light spots can be gently "filled" with the pencil.



When you look at these examples of blending, squint your eyes! Can you see the dark areas that don't belong there? Can you see the light spots? These can be corrected with your pencil and eraser.