

SHADING THE FACE

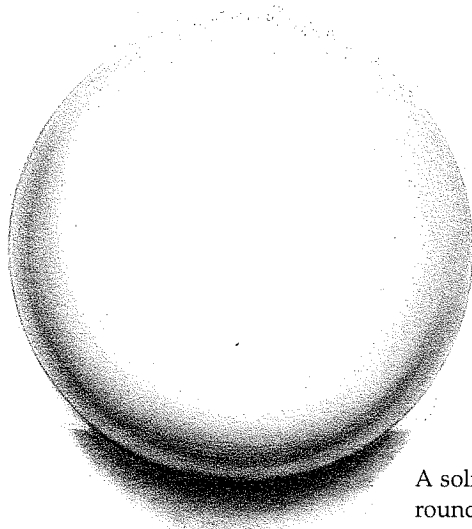
So why is all of this “sphere” stuff so important? What in the world could it possibly have to do with drawing faces? Well, let’s look!

Compare the shading on this face with that of the ball. They are very similar, don’t you think? Faces and heads are very round, so all of the same principles of shading apply. It is the lighting and shadows that make this face look real. If you removed the eyes, nose and mouth, you’d have a sphere!

Remember, it is the *light* that creates the shadows. The shadows will change depending on where the light is coming from. These three examples show how different the face looks when the light is coming from different directions. Always pick photos with interesting lighting to work from.



Look for the five elements of shading on this face. Without them, the face would not have its rounded appearance.



A solid understanding of the sphere will help you draw rounded objects realistically!



Light coming from the right.



Light coming from the left.



Light coming from the upper front.