

Tonal Shading

Remember to have the following equipment ready for this task:

HB pencil, eraser and a sharpener

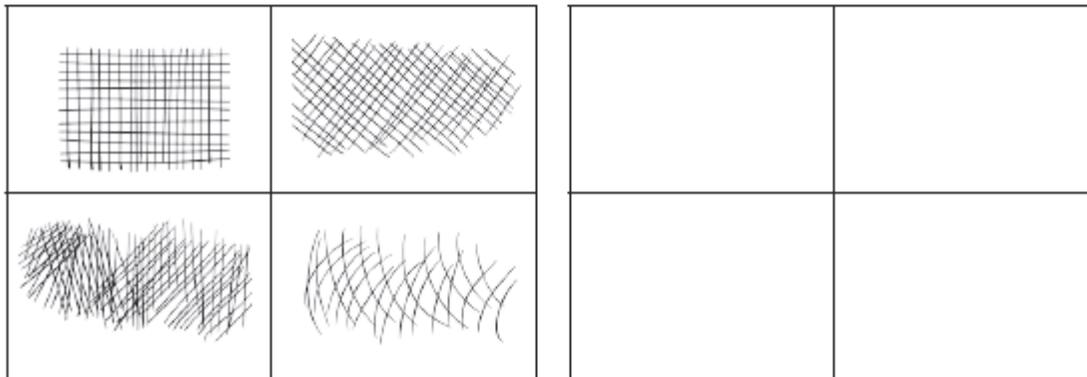


Using an HB pencil, shade each box with the required tone, copying the box above.



Think about the pressure you apply with the pencil and the direction of your lines. You can also make your shading appear smoother by blending the pencil with your finger or the edge of an eraser.

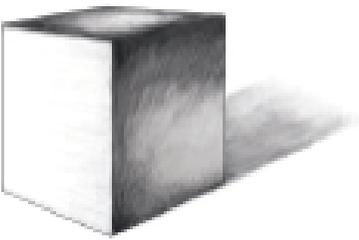
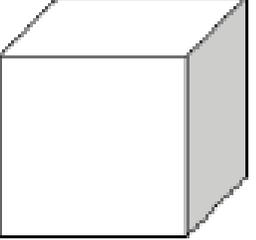
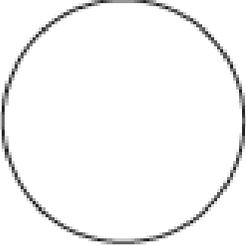
Now try to use cross-hatching to achieve tone. Copy the direction of lines in each box using a pencil.



Using tone on a 3D object

Your next task is to use tone to make an object appear 3D.

- Remember to shade in the direction of the shape.
- Use an eraser to achieve a highlight and a heavier pressure to achieve a shadow beneath the sphere.
- Think about where the light is shining on your object and where the shadow needs to be.

<p>Example of a tonal shaded cube:</p> 	<p>Now copy the image of the shaded cube in the blank example below:</p> 	<p>Example of a tonal shaded sphere:</p> 	<p>Now copy the image of the shaded sphere in the blank example below:</p> 
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