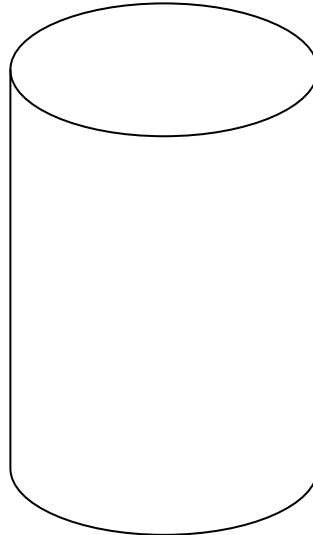


DRAW A CYLINDAR

1. Begin by drawing a FORESHORTENED CIRCLE. This looks like a “squashed” circle.

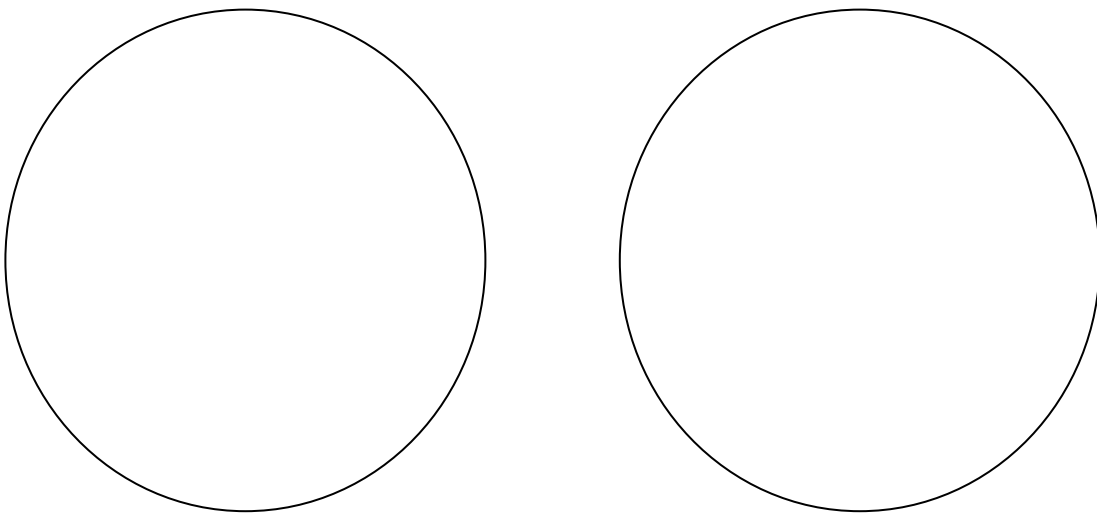
2. Draw a vertical Line down the Left side of the Circle.



3. Draw a vertical Line down the Right side of the Circle.

4. Connect the bottom of the two vertical lines by drawing a curved line. This line should Look just like the bottom half of the FORESHORTENED circle above.

USE SHADOW TO CREATE THE ILLUSION OF A THREE-DIMENSIONAL SPHERE

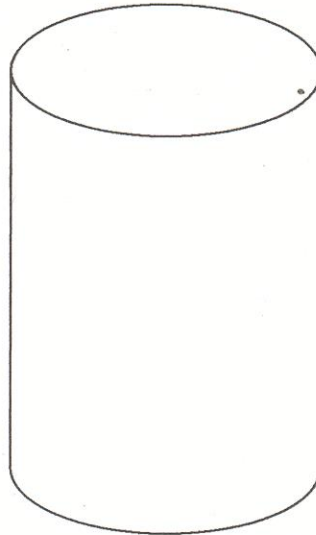


Use your pencil to create the three-dimensional roundness of a ball by lightly coloring in curving LINE on one side of a circle. Pretend that the light source for the circle on the left shines from the right side of the page. In the second circle, pretend that the light source is on the right. Draw the rounding shadows on the correct side of each circle.

DRAW A CYLINDAR

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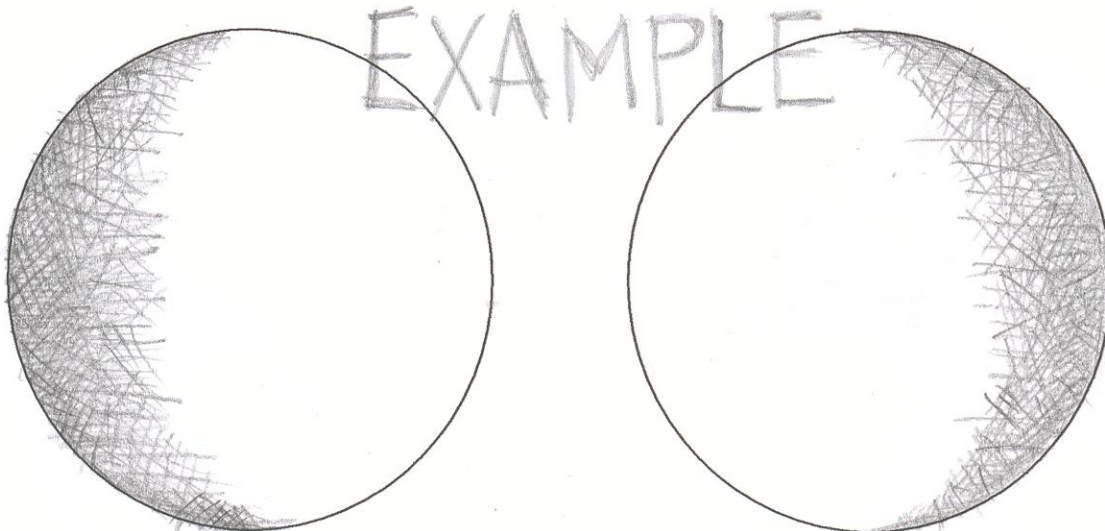
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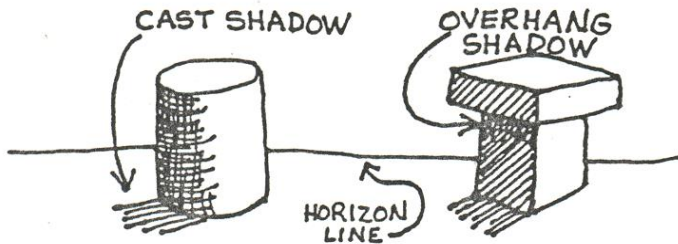
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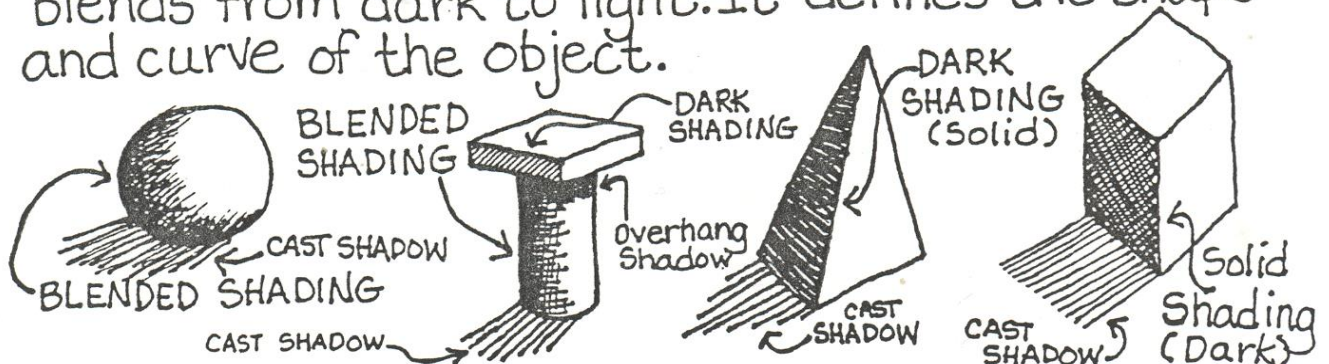
Shadow and Shading

Shadow is darkness cast by the object you are drawing. There are several types of shadows.



Can you tell where the Light comes from?

Shading is the darkness you add to an object on the opposite side of the light source. Round shapes have "blended shading". The darkness blends from dark to light. It defines the shape and curve of the object.



"Dark shading" is used for flat objects like a box. This is a solid tone from edge to edge, which makes the corner appear sharp and the box appear solid.

Shade these objects.

