

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**SHADING SPHERES:** A shaded sphere is made of two shapes, a crescent and an oval. The value (the darkness or lightness) of these shapes will change depending on the angle of the light hitting it.

There will be a very thin line of reflected light bordering the shaded side of your sphere. I will be looking for a **full value range**: white-black and **gentle transitions** to all of your shading. The direction of your **shading should be circular** to reflect the shape of the spheres. **No outlines** will be visible when this drawing is complete.

- \_\_\_/3 1. The shape on the left should be a “front light” sphere – the shadows will transition from white in the center to light gray as the shape curves away from the light, and black (with a fine line of reflected white light) around the edges.
- \_\_\_/3 2. The next shape to the right will have a thin crescent of shadow on the left side as the light source moves around to the right
- \_\_\_/3 3. The middle shape will have a wider crescent on the left – the light source is directly to the right of the object.
- \_\_\_/3 4. As the light source continues to move around to the right/back of the sphere the will be a crescent of white and a oval of shaded area.
- \_\_\_/3 5. Finally the light source will come to rest almost directly in back of the object leaving a very think crescent of white along the right margins of the sphere.
- \_\_\_/3 6. Shade the area around the spheres (the background) black for added 3D effect – black will recede into the background, and the white will push forward.

\_\_\_/18 points total

