

Shading

Shading is the part of a drawing that takes it from flat to 3D by creating shadows and highlights.

Have a go at using these techniques to shade some circles of your own – I wonder if you can turn the circles into spheres using shading?

Start with the lightest area and then add layers of shading until you reach the darkest area of the drawing.

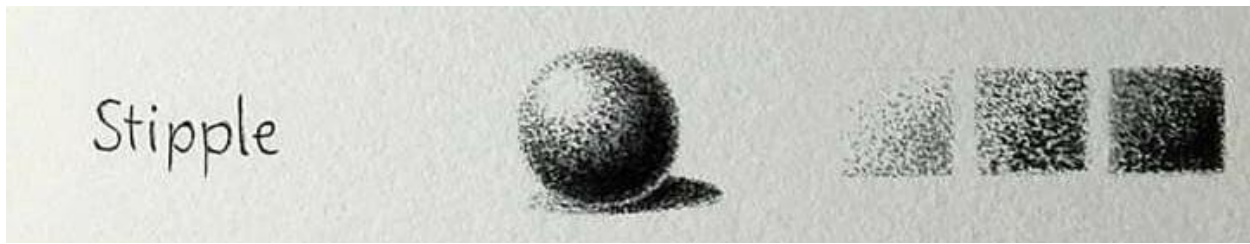


With cross hatching you are drawing parallel lines, varying the direction of the lines and layering them to obtain different intensity of shading.

Start with the lightest area and then add layers of cross hatching until you achieve the darkest area of the drawing.



Hatching with parallel lines is the same as cross hatching, except you are making all the lines go in the same direction. Curve the lines with the shape of the object you are shading.



Stippling is the process of using dots and very small dashes. The use of different sized dots and the way they are spaced gives differing amounts of shading – dots that are close together will give a darker effect while dots which are spaced out will give a lighter effect.



Scumbling is a method of shading using tiny circles in a scribbling motion. As with the other techniques, the more layers, the darker the shading.