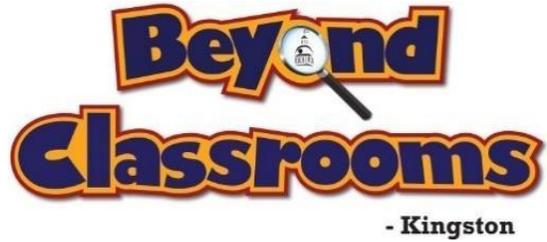


Beyond Classrooms Kingston Workshop

Learn to Sketch Worksheet: Video 1: Learning to Shade

With Francesca Pang



Shading Workshop Handout

Turning 2D Shapes into 3D Forms

Introduction to Shading

Shading is a technique that helps turn flat, 2D shapes like squares and circles into realistic 3D forms such as cubes and spheres. This workshop will guide you through hands-on activities to explore how pencil pressure and gradients create depth and dimension.

Part 1: Understanding Shadows

Try This:

- Place your hand or foot on a surface and lift it slightly.
- Observe the shadow underneath.
- Notice how the shadow changes when you move your hand.

This shadow appears because your body is blocking the light. Artists use this principle to show depth on a flat page.

Trace the shadow of your hand here:

Part 2: Drawing a Value Scale (Gray Scale)

Materials:

Pencil,

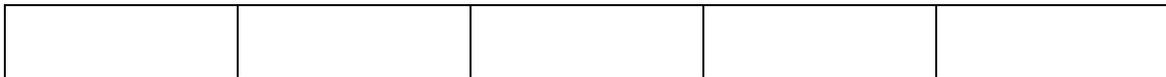
Paper (Portrait orientation),

Ruler (optional)

Instructions:

1. Draw two rectangles near the top half of your page.
2. In the first rectangle, divide it into five equal boxes using four vertical lines.

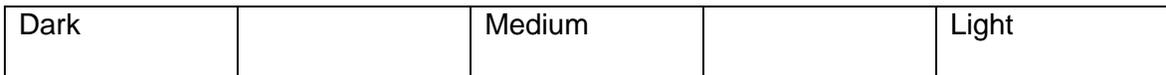
Like this:



3. Label the boxes:

- First: D (Dark)
- Last: L (Light)
- Middle: M (Medium)

Like this:



4. Fill each box using pencil shading techniques:

- Dark (D): Press hard or build layers until fully shaded
- Dark Medium: Slightly lighter than dark
- Medium (M): Regular pencil pressure
- Medium Light: Very light pressure
- Light (L): Leave the box blank (paper white)

Part 3: Creating a Smooth Gradient

Second Rectangle Task:

- Try to shade from dark to light without visible lines between the shades.
- Start with darker pressure on one side and gradually decrease pressure as you move across.
- This technique is helpful when shading round or organic forms.

Part 4: Applying Shading to a Sphere

Demonstration:

- Lightly sketch a circle in the lower half of your page.
- Add a small sun icon in the upper corner to mark the light source.
- Divide your circle lightly into dark, medium, and light sections based on where the light will hit.

Shading Tips:

- - Shade in a curved motion to match the round shape.
- - Use your earlier gradient technique to blend from dark to light.
- - Leave the lightest section white to show highlights.
- - Add a shadow beneath the sphere (not a rectangle—it's round!) to show it's resting on a surface.

Take it Further:

- Practice both blocky shading and smooth gradients
- Use pencil pressure and layering to control darkness
- Match shading to the object's shape (straight for cubes, curved for spheres)
- Shadows show where light is blocked—include them!