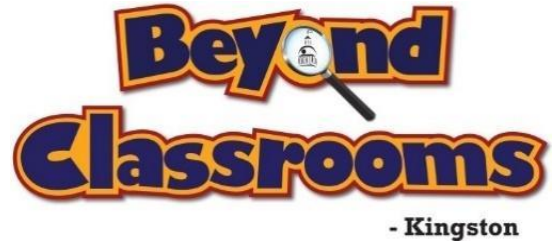


**Beyond Classrooms Kingston Workshop**  
**Sketching Workshop Handout: Mousetrap**  
**With Francesca Pang**



Welcome to the Sketching Workshop! This handout will guide you through the shading techniques and sketching process covered in today's session. Use this as a reference while you practice turning 2D shapes into realistic 3D forms through shading and careful observation.

### **Shading Basics**

- Shading helps transform 2D shapes (circles, squares, triangles) into 3D forms (spheres, cubes, cones).
- Use a grayscale from dark to light to show dimension. Control this by adjusting pencil pressure.
- Begin shading with a medium tone; it's easier to darken areas than to lighten them later.

### **Drawing the Object**

- Start with basic shapes like rectangles, parallelograms, and circles to outline the object.
- Use light pencil strokes to rough in the shapes. Add details like handles, holes, or textures after.
- Look for changes in wood grain or joins—use tiny triangles or lines to show texture.

### **Shading the Sketch**

- Identify the light source. Lightest areas receive the most light; darkest are in shadow or blocked.
- Layer medium tones and gradually darken shadows to create depth.
- Check often between the object and your sketch. Let your eyes scan for differences in light and texture.

### **Tips for Success**

Keep your strokes light and build shading gradually. Don't be afraid to adjust your sketch as you observe more.

Take your time and look closely—your eyes are your best drawing tool!