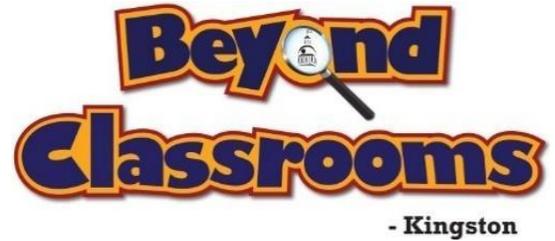


**Beyond Classrooms Kingston Workshop**  
**Sketching Workshop Handout: Apple**  
**With Francesca Pang**



## BCK WORKSHOP HANDOUT: Apple

### From Shapes to Shadows – Drawing with Light

**Welcome!** Today we're learning how to transform flat 2D shapes into realistic 3D objects using **grayscale shading** and **light sources**. We'll be using basic shapes to understand form, and applying those concepts to draw an apple with realistic shadows.

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## PART 1: Understanding Grayscale & Light

**Grayscale** is a tool to show a range from dark to light. Use your pencil to explore pressure:

- Press **hard** for dark values
- Press **lightly** for light tones
- Start with medium tones and build up darkness in layers

Use grayscale to:

- Turn a **circle** into a **sphere**
- Turn a **square** into a **cube**

**Activity:** Identify your **light source** (draw a sun or bulb in the top right corner). Shade your shapes accordingly:

- Light side = no shading
- Medium side = soft pressure
- Dark side = layered shading

**Try this:** Place your hand on a table, then lift and rotate it. Notice how the shadow shifts depending on the light source.

## PART 2: Shadows Make It Real

Objects cast shadows where light can't reach:

- The **darkest shadow** is where the object **touches the surface**
- A **cube's shadow** has straight lines
- A **sphere's shadow** is rounded

**Demo:** Shade a cube with three faces (light, medium, dark) and add a straight shadow. Shade a sphere with gradual, rounded shading and a soft, curved shadow.

Drawing space:

## PART 3: Let's Draw an Apple!

The apple is our main subject today.

### Look for shapes:

- Apple = **sphere**
- Stem = **cylinder + semicircle**
- Bite = **ovals, triangles, curves**

### Sketch it out:

- Use loose circles to get the overall shape
- Add a **cylinder for the stem**, and sketch in a rough **oval or bite mark**
- Finalize the shape with darker lines, adjusting as needed

### Observe closely:

- Look at the real apple often
- Compare what you see to what's on your page
- Break complex parts (like bites or curves) into simple shapes

Apple sketching area:

## PART 4: Add Shading to Make It Pop

**Light Source** = Top right

**Shade using your grayscale:**

- Top of apple = **light**
- Sides = **medium**
- Bottom & backside = **dark**
- Inside bite area = **shadowed curves**
- Stem = **darkest** where it's recessed

Use **rounded shading strokes** to follow the apple's form. **Layer slowly**: Start light, build to dark.

**Add the apple's shadow:**

- Very dark directly beneath
- Soft edge as it spreads out
- Reflect the apple's curve in the shadow shape

## Final Thoughts

Drawing from life means observing carefully and building up forms with shape, line, and value.

**Tips:**

- Draw big enough to use your whole page
- Keep sketch lines light until you're confident
- Don't aim for perfection—capture the **idea** and **shading!**

**Bonus Challenge:** Add texture details like dimples or bruises using tiny shading marks.

Now grab your pencil and let's bring your apple to life with light!