

Beyond Classrooms Kingston

Learning to Sketch: Shading and Sketching an Apple

Transcript

Hello and welcome! Before we get started with our activity today, I'm going to take you through some grayscale and how that can help us take things like 2D shapes such as a circle, or a square, and turn them into 3D forms that seem to jump off the page at you. I can take this shading here on my grayscale and apply it to 2D shapes to turn them into 3D forms.

I'm first going to start by drawing lines by each of these shapes to give them a table. And then down here for my square, I'm going to turn it into a cube by adding some parallel lines to make it look more 3D and put it on a table as well. When you are shading and using grayscale to illustrate all the darks and lights of an object you want to know where your light source is coming from.

So, in the case of my circle that's going to become a sphere and my square that's going to become a cube I want it to be similar to the apple we're drawing today so I'm going to put my light source in the top right corner to start. You can put a sun, you can put a light bulb, anything you'd like to represent where the sun is coming from.

So here in the case of my cube to begin, I'm going to label my faces and we're going to match these numbers to one of the shades here on my grayscale. So, face number one is the lightest because the light is coming from up here, so I'm going to leave this empty. Face number two and three will be a little bit between medium and dark because of the amount of light that we're seeing on the cube.

Let's do a small experiment before we color this in. Take your hands or your feet and put them down on a surface. Now lift them up and see what happens to your shadow as well as your hand when you turn it around and see how the shadow changes depending on how it interacts with the light wherever it's coming from.

So, in the case of our cube, we know that face one is getting the most light. So, we're going to leave that light. Number two is sort of in the medium zone. And because it is a flat face, we're going to color it all the same. Face number three is going to get the least amount of light we're blocking the sun back here. So, this might be more of a dark medium, which we can build up by coloring medium or normal first, and then adding layers as we're coloring.

As I'm doing this, hopefully you can see the cube start to pop off the paper a little bit more than the drawing that we had when we started at the beginning. As with all objects that sit on a surface, there's going to be a shadow at the bottom of it. So, where my hand is touching the paper under here, there's going to be a shadow. The spot where an object touches the table or the ground is going to be the darkest, because no light is getting underneath the object where it sits.

So, in this case, because our shape is a square, a cube, the shadow is also going to have very straight lines. So, when I'm coloring in my cube to show this shadow here, I'm going to be using a lot of darks, maybe dark mediums, to show that the light is coming in this way, so the shadow is coming backwards this way. So just a quick demonstration of this shadow here. So, we can see where the light is coming from and where the darkness is when there is no light to be seen.

Okay so now we're going to move to a more rounded shape such as the sphere here to see how the shading and shadows are going to look different. So, when we're doing a sphere, we have to keep in mind that it is round, right? So, my shadow and my coloring are also going to be round when the light comes from up here. I'm going to draw circles to show where the light is coming from.

Now, the reason my shading is going to be rounded is because if I had a circle and I colored it in sections like a gray scale, like this, right, I had my light medium dark. If I colored it like this, it wouldn't really look round. It would just kind of look like a shape that's here in sections. It'd look like a circle with are stripes on it, which could be cool if that's what you're going for, but in our case, we're going for a 3D shape.

In the case of rounding out my areas from dark to light, if I color dark here, I will transition to medium to light. And I'm going to follow that rounded shape of my sphere so that my shadows are also making the form round. So, if I go all the way around here, I can turn my paper if I need to. I'm going to turn this circle into a sphere with my shading. Dark, medium, and I can smooth out all these areas where my pencil is overlapping.

My circle, my sphere is now rounder because the light curves down the side instead of going down flat faces. So, my shadow, starting with the darkest spot where the sphere touches the table, is going to go out, round to follow the shape of my circle. I'll just absorb my drawing from earlier into here as I demonstrate coloring in the shadow. Going from my dark to my dark mediums to my mediums.

And so there you can see some shading using darks to lights, only the pressure and layering of your pencil coloring to bring some shapes to life.

Before we begin, let's review our shapes. We've got a circle, a triangle, a square, a rectangle, and all sorts of other shapes. So don't forget these friends up here. Now, moving on to our subject of the day, the apple. So, this apple here is really a nice friend, right? It's quite simple. If we look at just the basic shape of it, we can see a circle right away. The stem might be a cylinder that's going up, and it's kind of a nice straightforward thing to draw.

To make things a bit more interesting today, I'm going to take a bite out of my apple. So, if we look at my apple here now, we can see that there's many more shapes and lines for us to look at while we're trying to draw this object in front of us, right? It's something I can hold, touch and turn around, choose what angle I want to draw it at for the most interesting or exciting composition here.

So, in this case, I'll just put my apple here, where you can see some of the bite. So, the light is hitting it there, which is pretty cool. And then I'm going to get my pencil and start drawing on my paper. Now keep in mind my pencil is a little darker than the normal one today, just so you can see all my lines as I'm drafting it out.

To begin, I'm going to look at my piece of paper here, and I'm going to try and be mindful of using the whole piece of paper. So, I don't want to draw a tiny little apple or a gigantic zoom up for today. I want to capture as much of the apple as I can see here. So, if we look at the apple and we think about our simple shapes here, I think it's pretty easy to say that this apple is probably most like a circle or a sphere.

So, on my piece of paper, I'm going to start by putting a nice big sphere in the middle of it to capture the beginning of my apple drawing. To draw a circle, it's very hard to get it perfect on the first try without a template, so I'm going to show you a little trick. I'm going to take my hand and I'm just going to draw

circles over and over again, right? I might make it bigger, I want a good size here, until something kind of looks like a circle.

These are just rough lines, right? I don't need to be perfect, but when you look at them all together, it kind of looks a lot more like a circle. So, all of this is a rough sketch, I'm just capturing an idea of what I'm seeing, not looking to create a photograph with my hand, but just get something that gets all the ideas of what's happening, where the light and shadows are, as well as this neat bike feature that we have now.

So, if we think about my Apple, the exciting part up here is the stem, and if I look at the stem and I think about what shapes I can see there, I'm seeing a semicircle for the bottom where it goes in and the stem itself is kind of a cylinder and maybe a rectangle coming out here. So, I'm going to do this on my paper. I know that the stem is on the top part of my apple here. So, I'm going to draw my semicircle and then I'm going to draw my two parallel lines to show a cylinder and then it bends.

Look at my paper. Look up there. It feels okay to me and I'm happy with that. Now I'm going to draw the basic bite area on my apple here and I'm going to start not with all the little details here from the parts where it peeled, but I'm just going to focus on simple shapes first. So, I think it looks kind of like an oval from this angle. So, I'm just going to take my pencil and draw lightly an oval shape to help me know this is where the bite is and I'll come back to this later.

Now we can go back to the apple here and add more detail so it looks more like the apple in front of me. So up here I can see that it's almost like a slope. So, I'm going to use my pencil darker now and draw the areas that I can see to show these are my final lines. It's coming down the side here. My apple actually kind of instead of being round it looks like it curves strongly at the top, so I'm going to capture that with my pencil a bit darker and come down here.

So, I'm just ignoring all my rough lines and drawing darker where I want my final drawing to be. At the bottom here, it looks a little bit like it goes round and then flat. Probably weren't sitting on the table, table. So, I'm going to round it out, flatten here, and then come back up to the bite. You'll notice that I'm sort of taking my circle in, and that's all part of the drawing process here.

Great. Now for my bite marks, I'm just going to look a little closer here with you. We can see that it's almost like a little L shape here, right? A bit of an angle for a triangle. It looks like a small triangle here, maybe a tiny semicircle and a really sharp angle up there and a curve. So, all these parts are things that I can capture in my drawing from the bite area that I have before.

So, at the top I see kind of a triangle, a bit rounded, but it comes down. I see another small triangle here that L shape I was talking about. I see another triangle, whoop, in, out, down. And this is kind of a cool swoop here. I'm just going to have fun with it. And that captures the outside of my apple.

On the other side, we can see the bite comes out and down, and it goes in a little bit. And what I'm doing is I'm really looking at my page, then at the apple. Page, apple. And my eyes are always going back and forth because I've got the unique opportunity to draw from a real object in front of me. So, the more you look at it, between the two, the more accurate you're going to get, and you're going to look for things like the shapes that you're trying to draw.

So, I'm seeing here there's actually a bit of a curve, a line, and it comes down here into this part of my apple. All right. I don't know if you can see it, it's actually a small dent. That's a bit of a crescent shape. I think that's pretty cool. So, I'm just gonna draw that in here. And that seems like a good place to finish the drawing part.

Now, going back to my shading, I'd like to turn this drawing into something that looks a little more 3D. And I can do that with the shading from my grayscale here. So, for my apple, similar to my sphere, I'm going to outline where my light, dark, and medium areas should be. The light is coming from up here, so I know that the top of my apple is probably going to be the lightest. It gets much darker down here in this section, and then it's sort of a, I think it kind of rounds and then comes down. So, there's a medium section here, right? It's really dark in the back side here, and then it goes dark on the bottom.

We can also notice that in the stem there, because it goes in so quickly, there's going to be a small amount of dark, medium, and then light out here. So, with my pencil, I'm going to take all those medium areas first and go lightly. I can always build up my shading after. So, it's better to start lightly, double check, make sure I like where my work is headed and then go darker.

So, this is just my medium tone here. I'm trying to follow the curve of my shape. I'm just helping myself remember what my map was for. It curves down, so there's less light on the sides there and I'm going to keep shading everywhere I see my darks and start to build them up. I'm going softly and the more I color the darker it's going to get. I'm just coming back to layer slowly.

Down Right where it's So, light up here because it's probably coming out and then it goes back down So my shading is going to show that. And then I'll shade the inside of the bite area as well. Just small things to remind us that this apple is not a total sphere. Right, even where the bite marks are there's small shadows underneath because now that is an inside layer.

There we go. Here I can go a little bit darker because I'm seeing that the apple curves. Right, so I'm trying to use everything in between the dark to the light to shade my apple. Right, I'm just going back, I'm shading some more. I'll come down, I'm not focusing on all the actual colors like the red and the spots here, I'm just focusing on these shadows and those lights that I see. And then my stem, of course, is quite dark at the top.

Okay, so there's sort of just my apple sheeting. I'm gonna go a little darker in here and down here. And now, of course, we want my apple not to be floating in outer space. Very, very cool, but it is sitting on a wooden board today. So, what I'm going to do is I'm going to add that shadow similar to how our foot is standing on the floor, and I'm going to color very, very dark where it's sitting on the table. Just start and then look at the shape of the shadow. It's quite curved and goes back.

So, I'm going to lightly draw that that in first, right, just rough lines, and then it's a nice dark shadow that's going to get lighter the further away it gets out to, right, having some of the light come in here. Right, so it actually goes really far back this shadow, so for me I might even have to go off my page all the way back.

There we go right I can see if I want to make it pop a little more, I can make the darkest areas a little darker and show those neat, neat bumps on my apple shape here like this. And that is my apple drawing.

