

Name _____

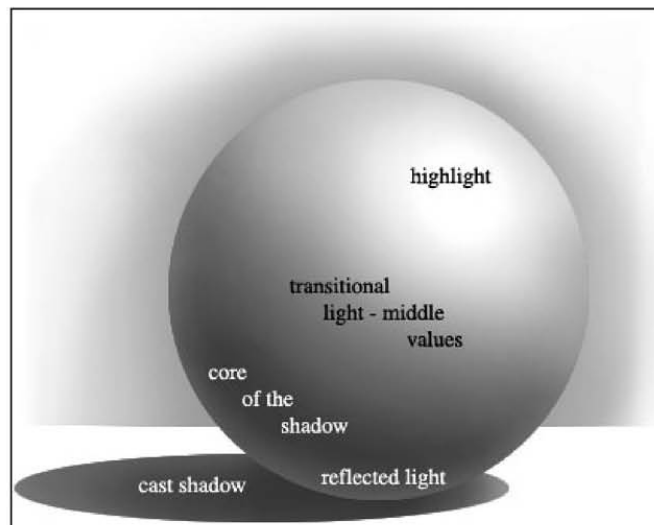
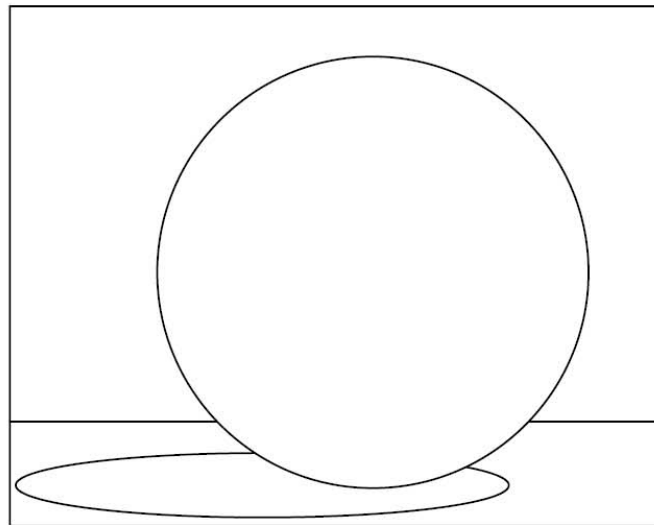
Value:

The relative degree of lightness or darkness, a.k.a.: "shading."

Directions:

1. Using a pencil, complete the values scale on the left by matching the values in each cell. Try using the side of your pencil. ~~You may have the best luck by blending the graphite with your fingers, a paper towel, tissue or Q-tip.~~

2. Using a pencil, complete the modeled-values diagram below by making the circle look like a three-dimensional sphere- just like in the example at the bottom. Once again, you will have the best luck if you blend your values. Try to make them gradually change from one shade into another so that it looks like the lights and shadows "wrap" around the sphere.

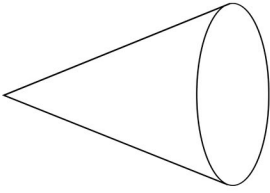


Please draw and shade each of the forms to match the examples below.

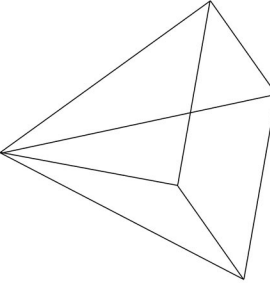
Draw your forms:



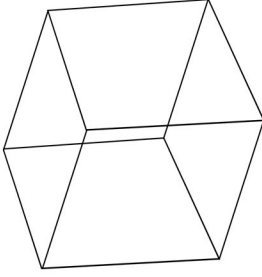
Cylinder



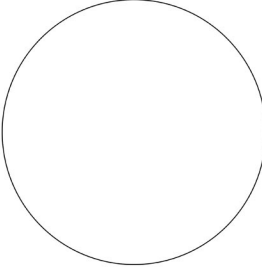
Cone



Pyramid



Cube

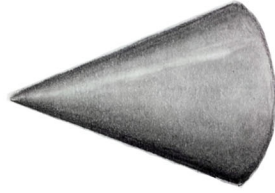


Sphere

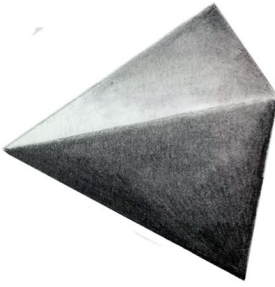
Shade your forms:



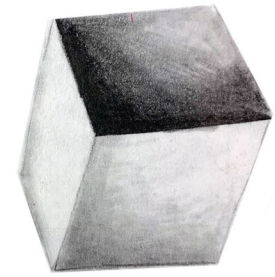
Cylinder



Cone



Pyramid



Cube



Sphere

Now it's your turn:

Cylinder

Cone

Pyramid

Cube

Sphere

Relating Form to the Grey Scale

