



SCRIBBLING



STIPPLING



HATCHING



CROSS HATCHING



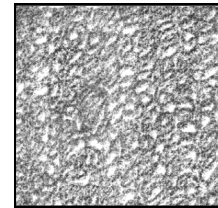
STUMPING



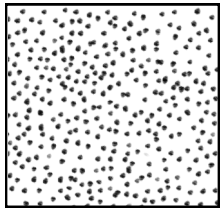
Shading is a technique we use to add **values** to our drawings, like shadows and highlights.

There are different ways to add shading, like *scribbling* and *hatching*.

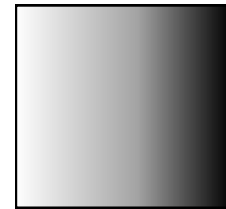
Going from lightest to darkest, practice shading within the rectangles to the left!



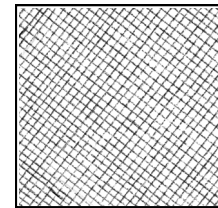
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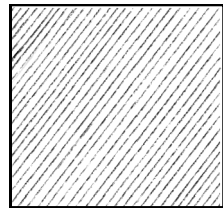
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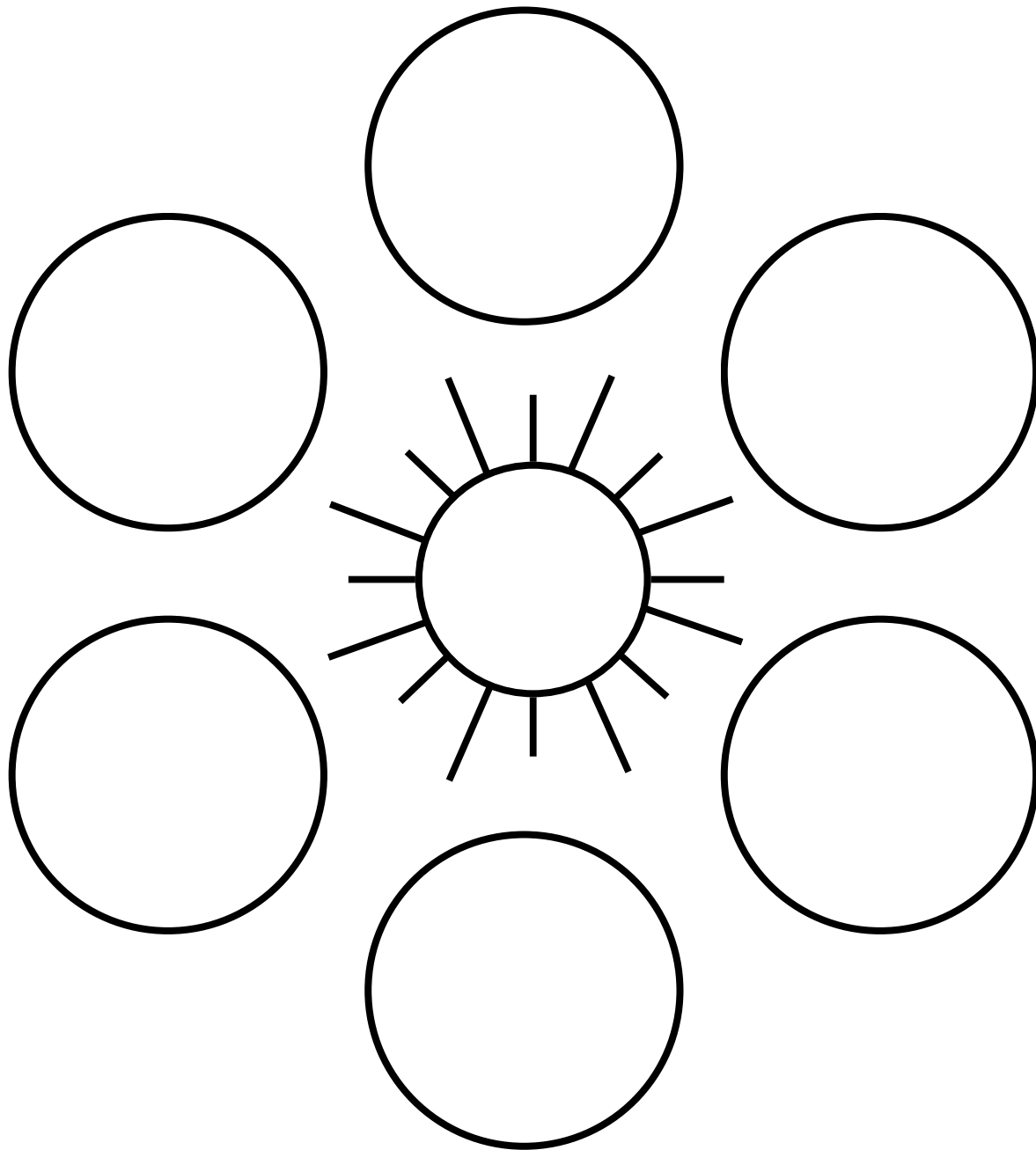
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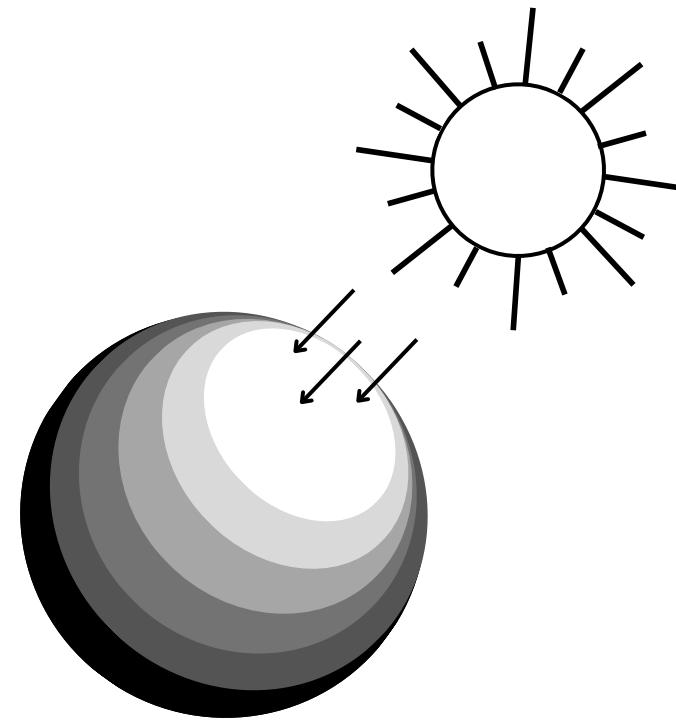
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Depending on where the light is, the object might look lighter or darker.

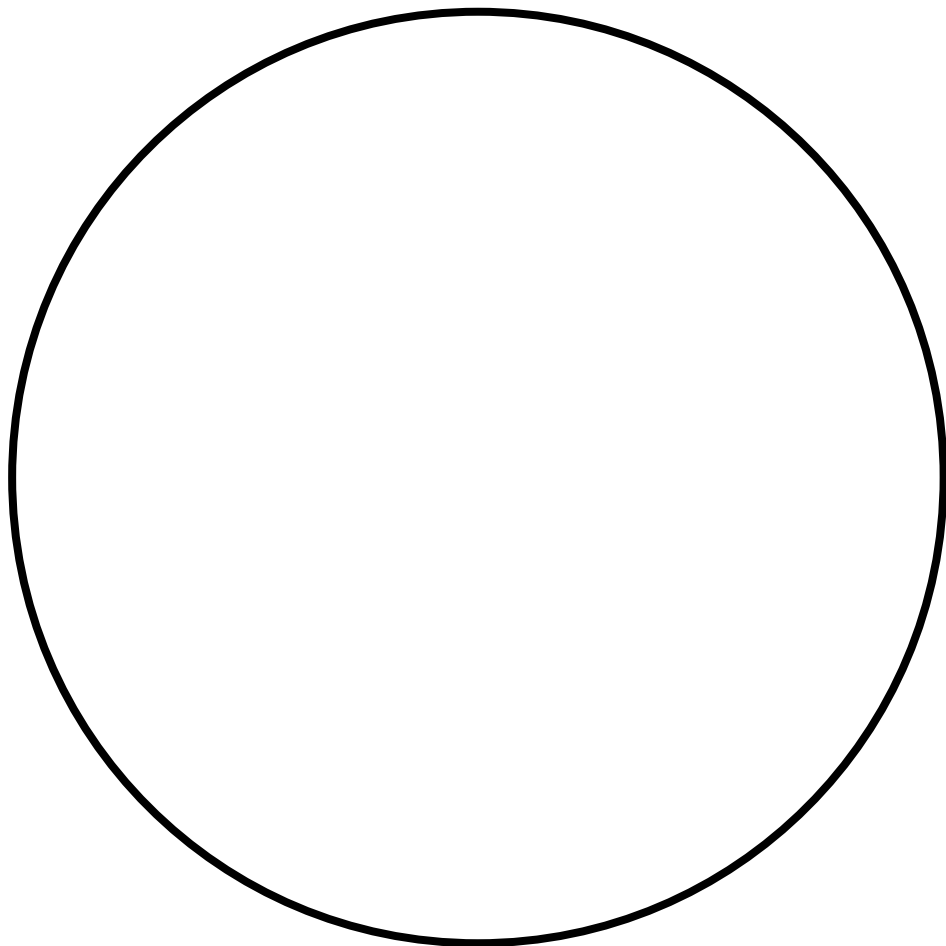
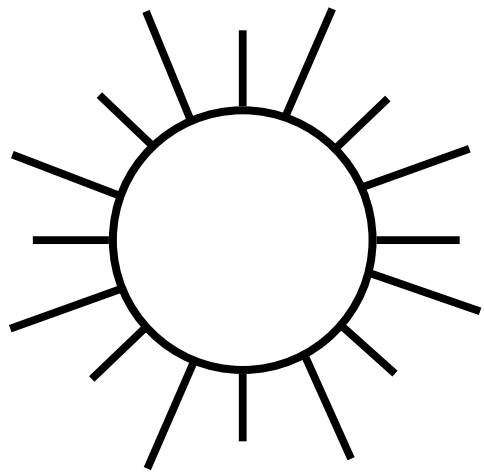
These **values** will change when the light changes.

Try to shade the circles on the left based on the light source in the middle!



EZ-Tip: When shading, try to include the lightest lights and darkest darks.

This **contrast** helps add depth to your drawings!

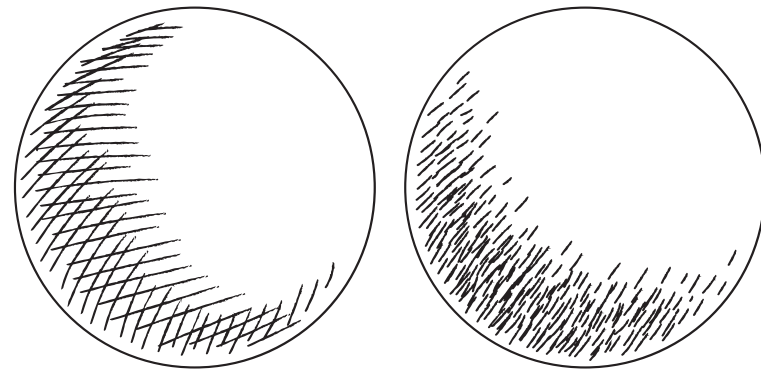


When using shading, it's important to consider how objects are curved.

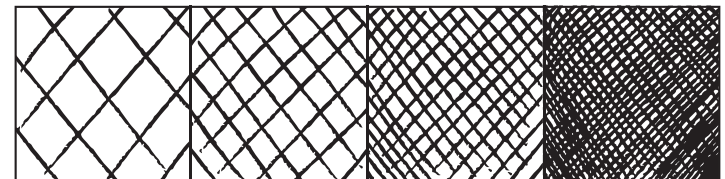
In nature, most objects aren't made of straight lines.

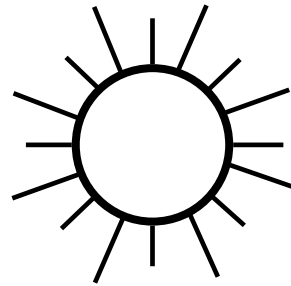
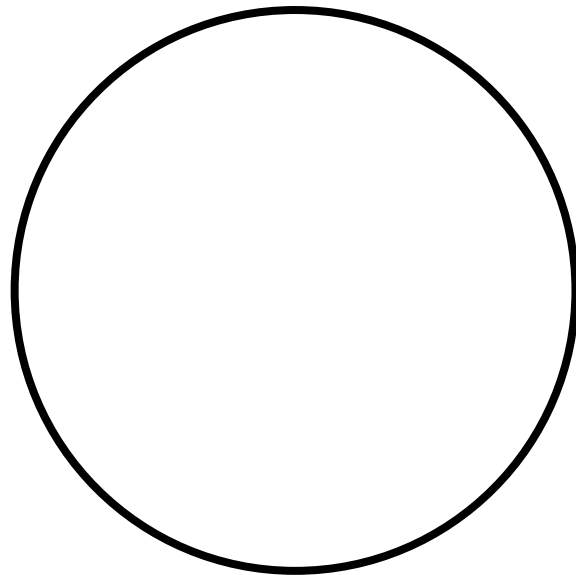
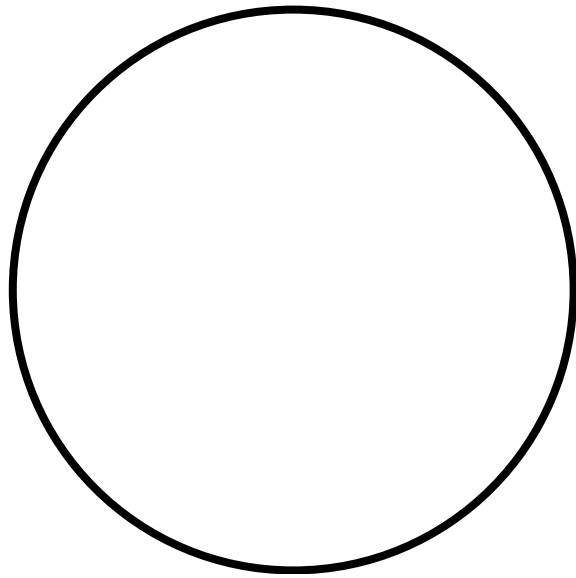
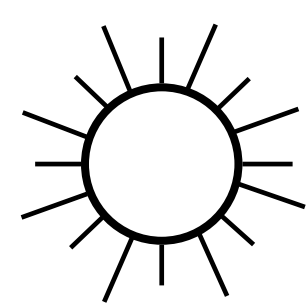
When shading with hatching or cross hatching, you can **curve** the along the object to add dimension.

Try shading the circle with curved hatching based on the light source.




EZ-Tip: For added depth, try curving your cross hatches in the opposite direction of your curved hatches [vertical/horizontal]



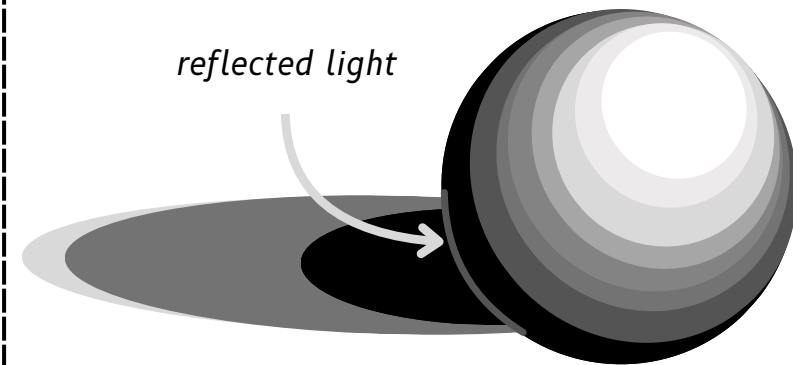


There are the three main **values** in a drawing, ranging from light to dark, with a midpoint.

Near the shadow on the object, there is also **reflected light** or *indirect light*, which bounces off other light sources.

Changing the *direct light* [] will also change how the *shadows* and *reflected light* will look.

Try to shade the circles with their shadows based on the light. Use your favorite method of shading!



EZ-Tip: The distance from the light source can affect how your shadows will look!