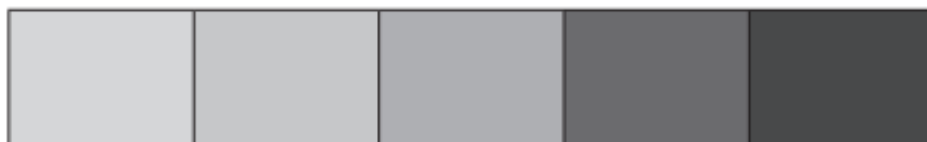


Tonal Shading

Remember to have the following equipment ready for this task:

HB pencil, eraser and a sharpener

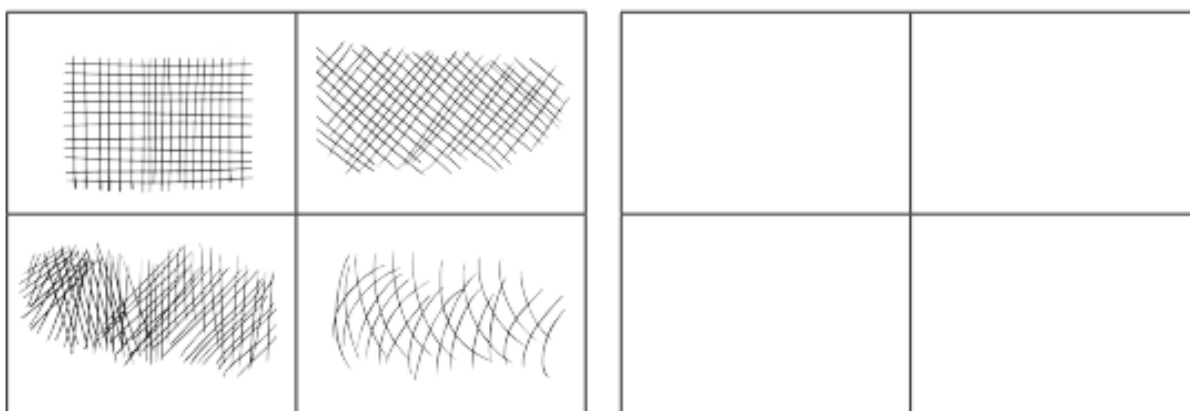


Using an HB pencil, shade each box with the required tone, copying the box above.



Think about the pressure you apply with the pencil and the direction of your lines. You can also make your shading appear smoother by blending the pencil with your finger or the edge of an eraser.

Now try to use cross-hatching to achieve tone. Copy the direction of lines in each box using a pencil.



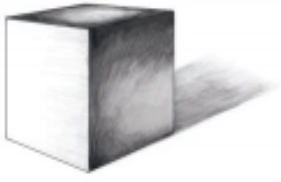
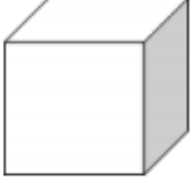

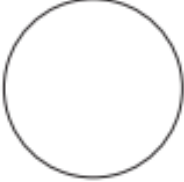
Now give three tips you would tell another aspiring artist when they are learning how to use tone successfully:

1. _____
2. _____
3. _____

Using tone on a 3D object

Your next task is to use tone to make an object appear 3D.

- Remember to shade in the direction of the shape.
- Use an eraser to achieve a highlight and a heavier pressure to achieve a shadow beneath the sphere.
- Think about where the light is shining on your object and where the shadow needs to be.

<p>Example of a tonal shaded cube:</p>  A cube is shown with tonal shading. The top face is the lightest, the front face is medium, and the right side is the darkest. A soft shadow is cast to the right and slightly forward.	<p>Now copy the image of the shaded cube in the blank example below:</p>  A simple wireframe drawing of a cube, showing the front, top, and right faces.	<p>Example of a tonal shaded sphere:</p>  A sphere is shown with tonal shading. The top is the lightest, the bottom is the darkest, and a soft shadow is cast directly beneath it.	<p>Now copy the image of the shaded sphere in the blank example below:</p>  A simple black outline of a circle.
--	---	--	--

If you complete this sheet, please ask your teacher for the extension task.