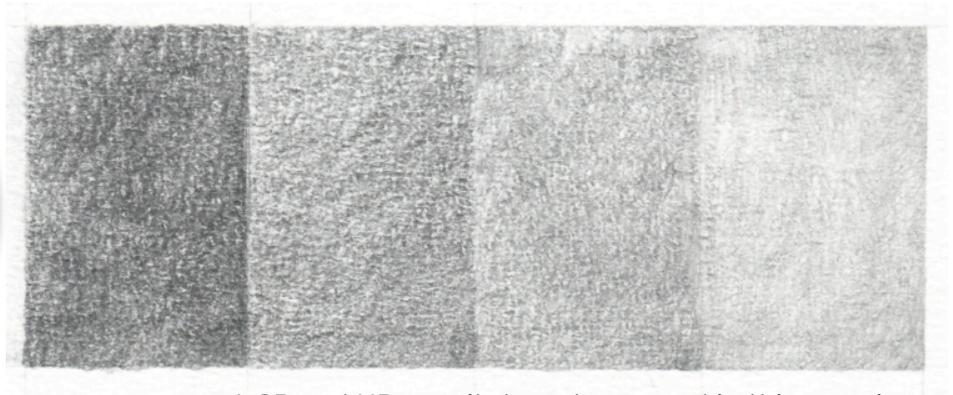


TONE : Tone refers to the gradation of shades on a shape which help to give the illusion that it is three dimensional. Artists use paint, pencil or ink to **render** a shape to create this effect. The more you practice using shading in your artwork, the better you will become at this technique.

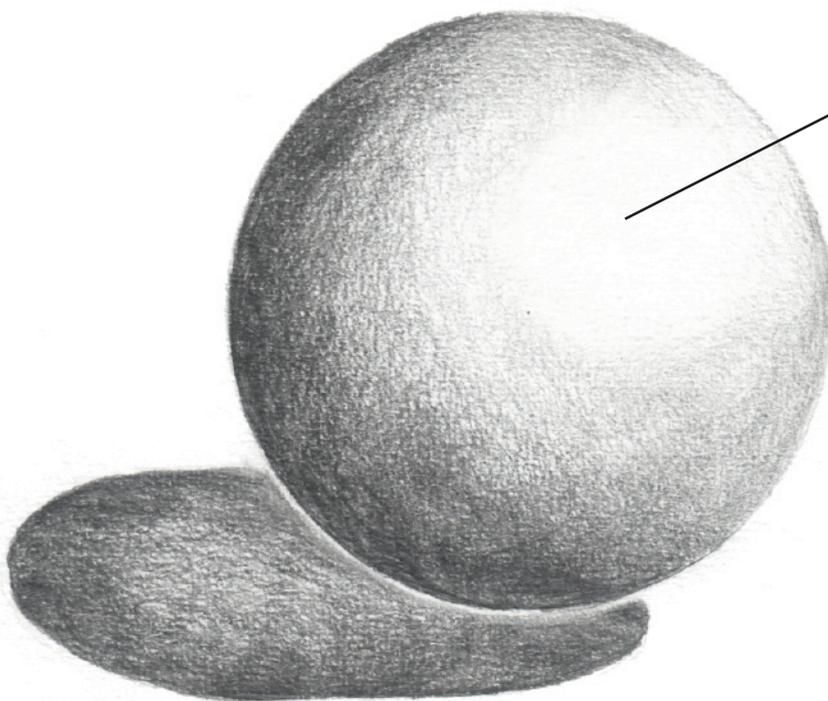
Before you begin to shade an object or shape you need to decide on a light source. The idea is that some parts of the object will remain lit up, whereas other parts will receive less light than others. The trick is to practice the control of hardness and lightness with your pencil.

- Task One -

In your diary, rule up a rectangle on clean page with 4 even sections, practice using a pencil going from light to dark. It is generally easier to start with the darkest shade.



A 2B and HB pencils have been used in this exercise.

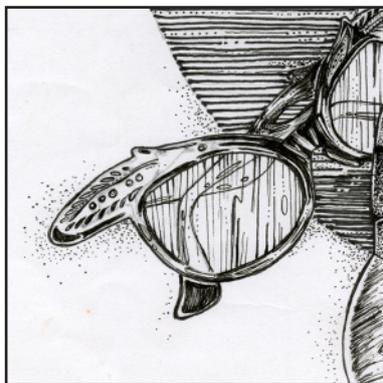
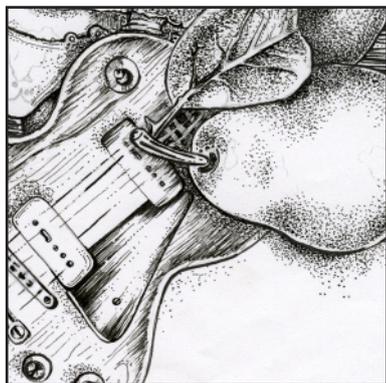
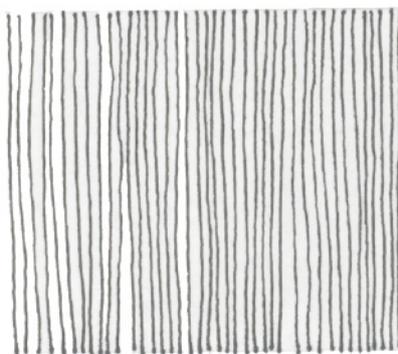


Light Source

- Task Two -

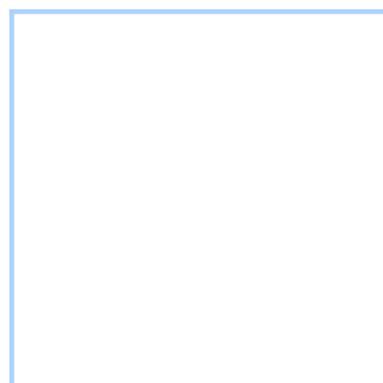
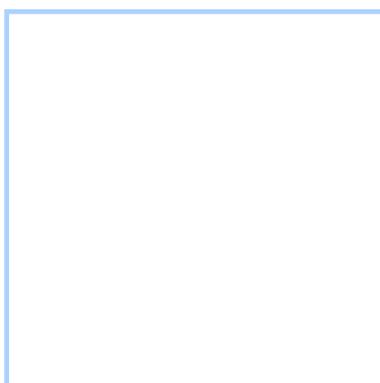
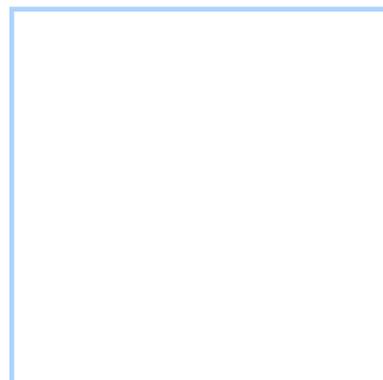
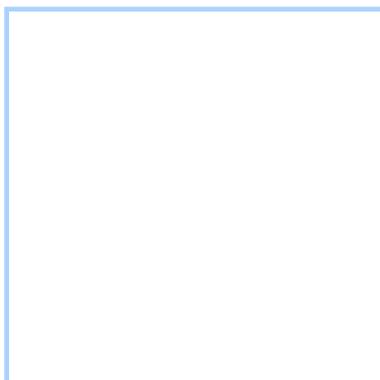
Now try shading a basic shape. See how the shading helps to create a 3D effect. Also try adding a shadow. Notice that there is a white gap between the sphere and the shadow. This helps to give the illusion that the shape is in front of its shadow.

Shading can be created using a variety of mediums and techniques for different purposes. Some forms of shading can help describe the surface of the object, for example you can create the illusion of hair on a head just by using different rendering techniques. See examples of different patterns below that can be used to add shading to a picture, and examples of how they can be used on an image.



- Task Three -

Practice the four shading techniques used above. Try using different art materials including a fineliner and a pencil. Experiment with another pattern that could be used for rendering.





- Task Four -
Shade the face on the right, using the left image as a reference point. Experiment with different rendering techniques.