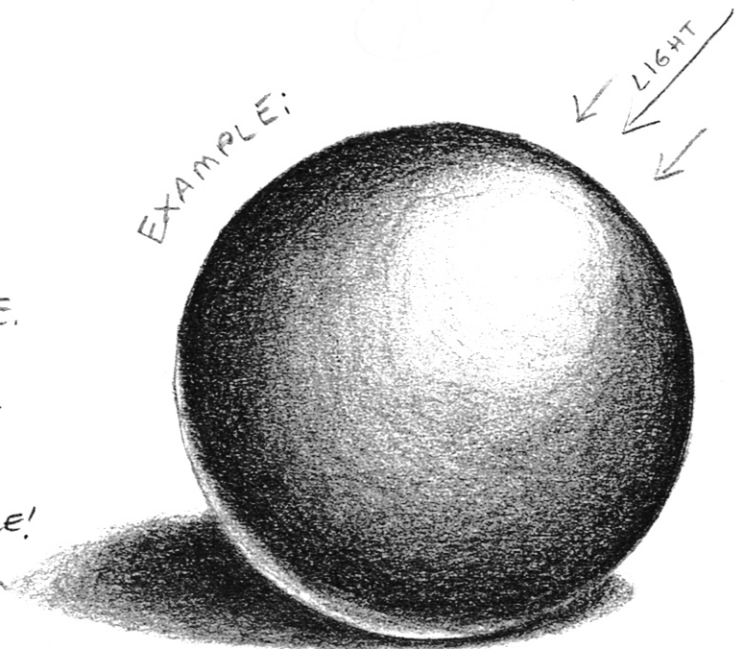


SHADING A SPHERE,

EXAMPLE:



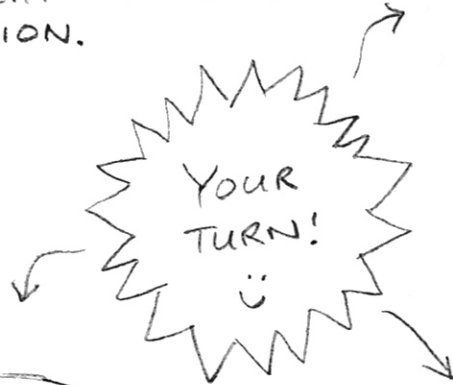
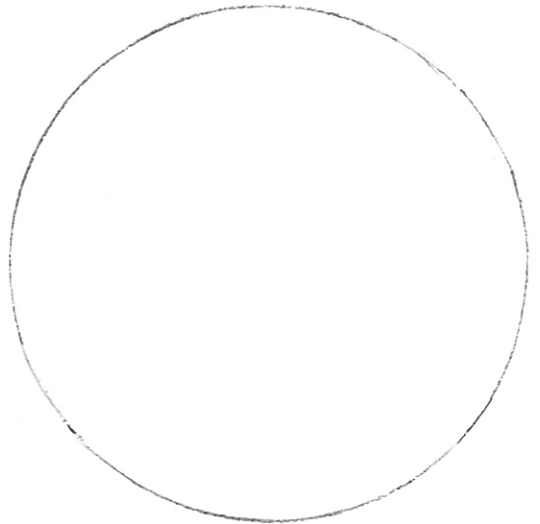
1. DRAW A CIRCLE.
NOTE THE LIGHT SOURCE.

2. SHADE LIGHTLY TO FILL MOST OF THE BALL:
EXCEPT HIGHLIGHT. ^{HIGHLIGHT} IS A CIRCLE!

3. GRADUALLY SHADE DARKER TO THE EDGE OF YOUR CIRCLE.

4. ☆ OPTIONAL: LIGHTLY, SHADE A CAST SHADOW BELOW THE SPHERE, AWAY FROM LIGHT SOURCE DIRECTION.

5. ☆ OPTIONAL: LIGHTEN THE DARKEST EDGE TO CREATE A REFLECTED LIGHT ILLUSION.



TRY USING LINES,
STRAIGHT SCRIBBLES,
"CROSSHATCHING"

TRY
A DIFFERENT
LIGHT
SOURCE!

TRY USING
CIRCULAR
MOTIONS,
SMEAR
WITH
YOUR
FINGER,
USE
KNEADED
ERASER
FOR WHITE,
ETC.
ETC.

LOOK AT: A BASEBALL, APPLE, PING PONG BALL, ORANGE, LIGHT FIXTURE...