

2.00B LECTURE 6

Sketching/Shading (continued)

- You can have multiple sets of vanishing points in one drawing
Ex.) Cube 1 has one set
Cube 2 stacked on top has a different set

How to Marker

- Keep a wet edge
 - Keep marker moving at a constant speed
 - Overlap strokes
 - Use chisel tip
- * Doing this eliminates overlap lines that are darker + distracting
- Larger spaces can be filled with overlapping lines, but be warned - it will leave a stripey pattern.

Shading + Lighting

- 1) Choose a light direction
AND STICK TO IT
- 2) Choose lightest, medium + darkest
sides (10%) (30%) (50%)
- 3) Start with lightest side + marker
- 4) Blend with a 10% marker if needed
to eliminate stripes

* OBJECTIVE: Create a gradient,
then blend it so it looks real

Shadows

- Choose where the ground is
- Draw light lines from cube corners
to ground
- Fill in shadow

* LOTS of room for error

* Check slides for sample

* If you missed class today,
you missed color-by-numbers
shading practice!