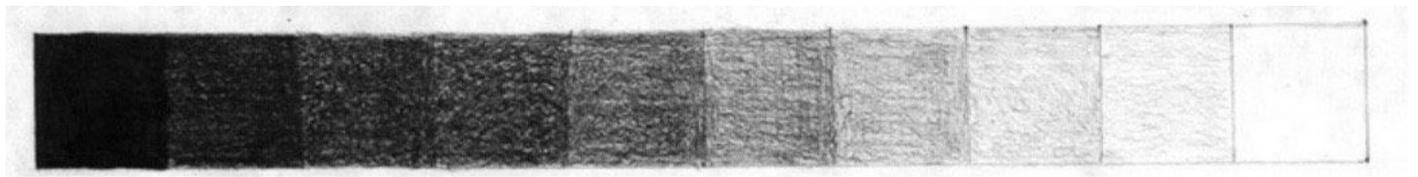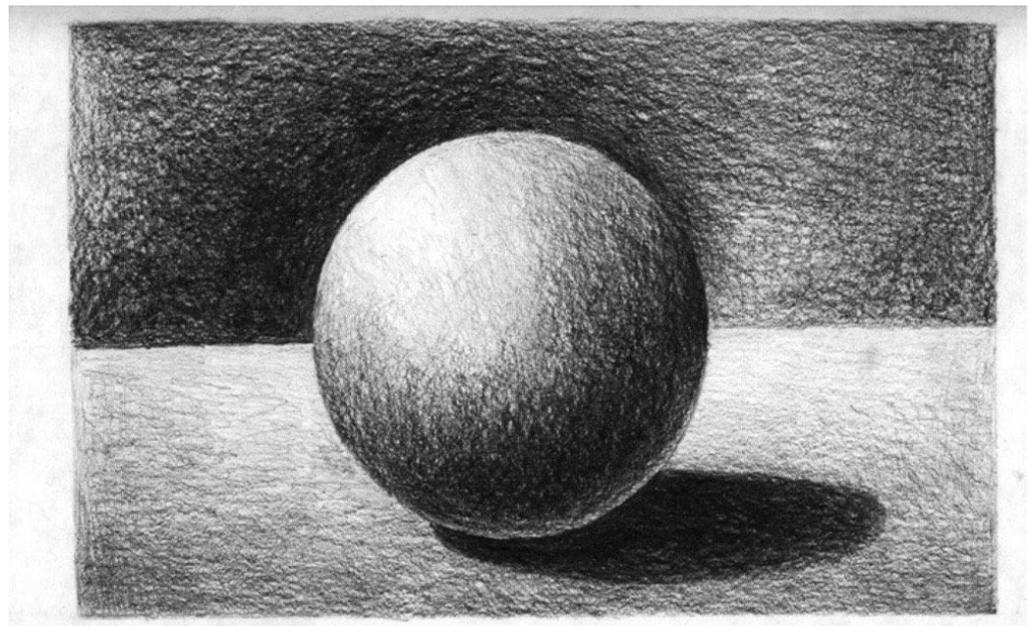# Shading Shapes – 2D to 3D

Art Activity by Renata Rodrigues, Teaching Artist with Center for Creative Education
For Grades 6 - 8

The "D" stands for dimension. A 2D object has only two dimensions, height and width, but it is flat. A 3D object has a third dimension, depth. Shading is a technique used by illustrators, designers, and other visual artists to create the illusion of depth. So the paper is flat but you will use the different shades of the pencil to create the illusion that that shape is in 3D.

Draw two parallel lines and divide into 10 squares. Shade the first box as dark as you can. Shade the next box just a little bit lighter and so on. You should have a smooth transition from very dark all the way to the brightest last box, which will be plain paper.
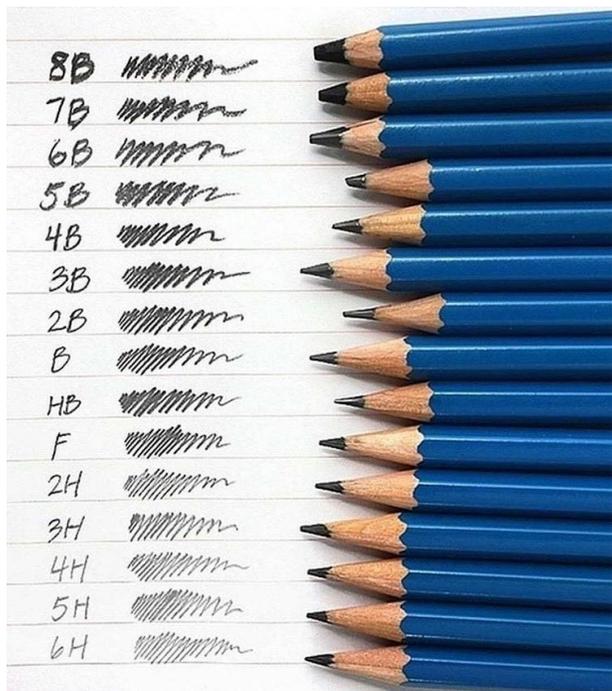

Draw a circle (2D) and choose where the light is coming from. Shade the circle into a sphere (3D), keeping in mind the shading exercise. Darkest behind the light source and getting lighter as you move towards the light.

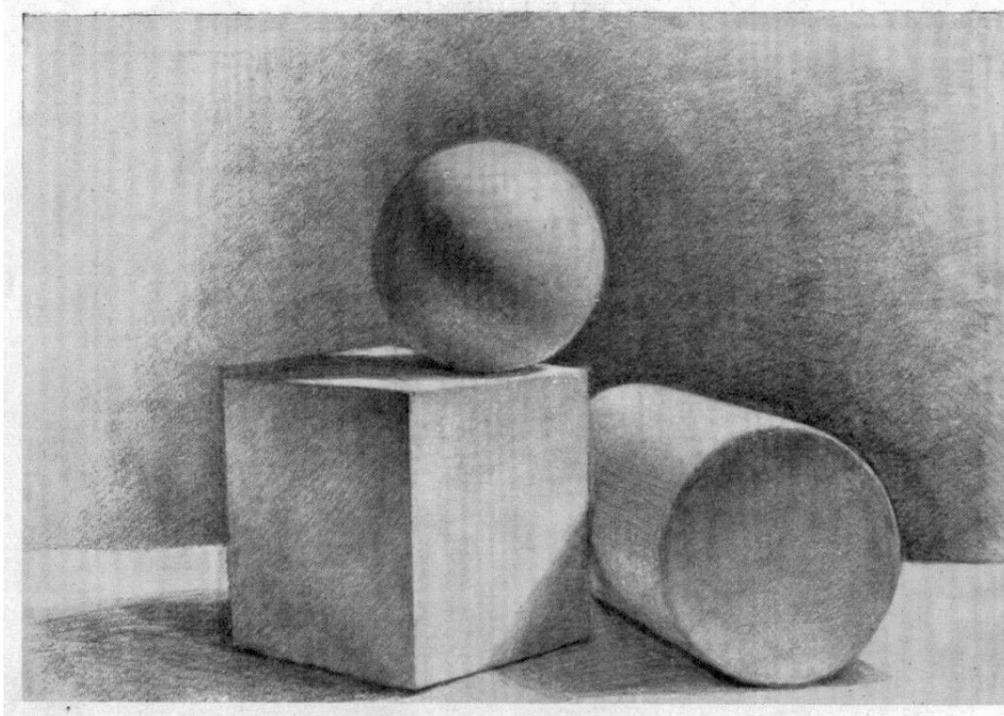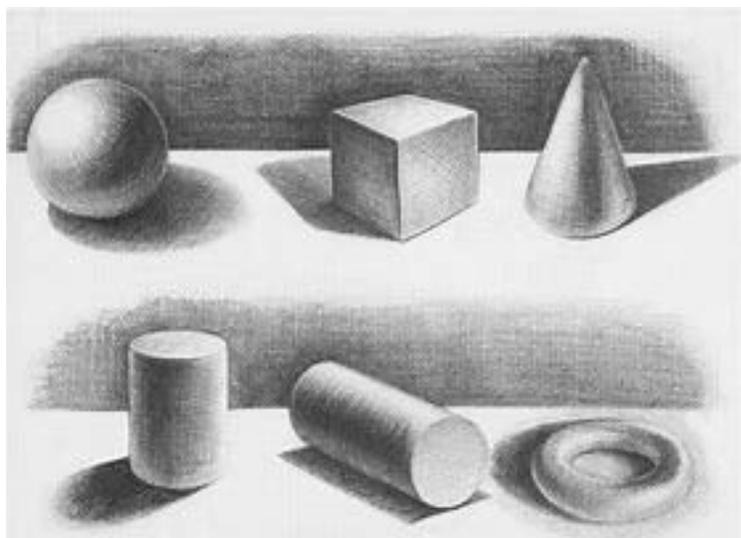| 8B | 〰 |
7B	〰
6B	〰
5B	〰
4B	〰
3B	〰
2B	〰
B	〰
HB	〰
F	〰
2H	〰
3H	〰
4H	〰
5H	〰
6H	〰

Tips:

* "H" pencils are for sketching, like drawing the line for the box and circle before starting shading. Sketch is the planning for your drawing because it is easier to erase. "B" pencils are for shading. They are soft and hard to erase. You can do all this shading exercise using only a 3B pencil.
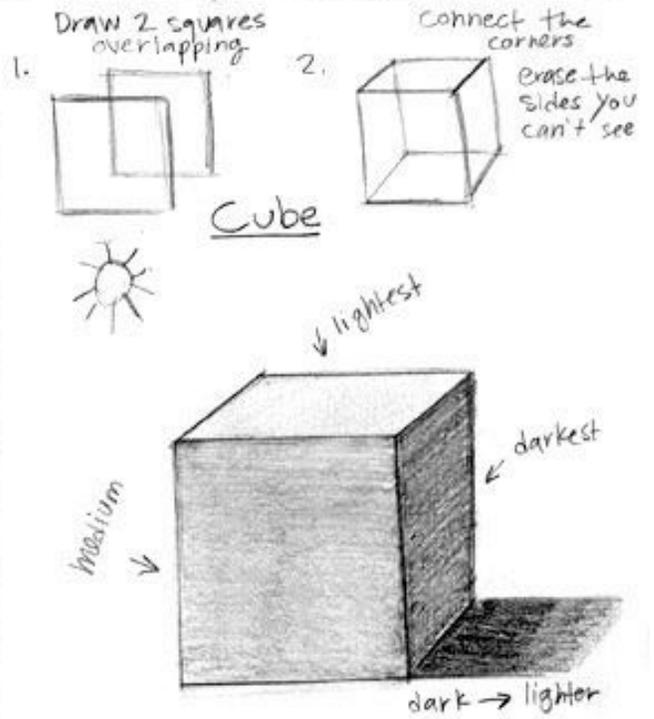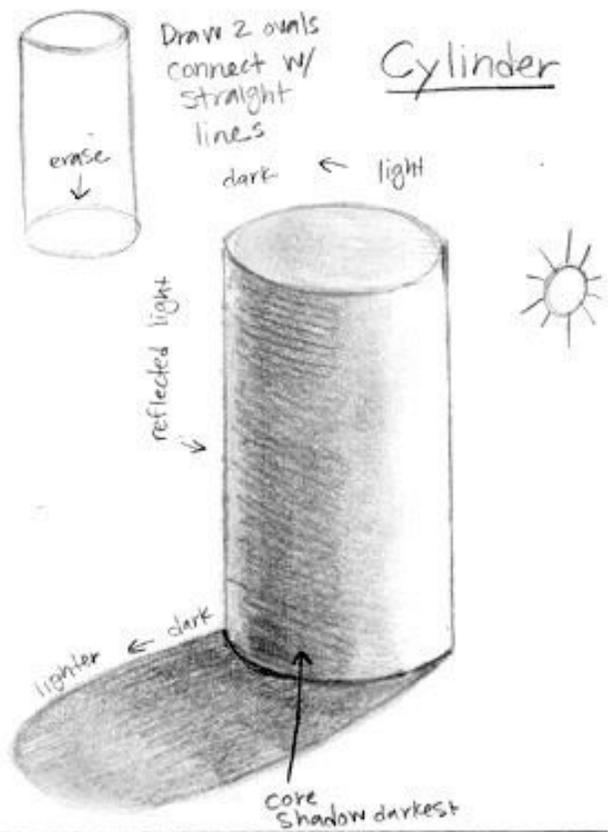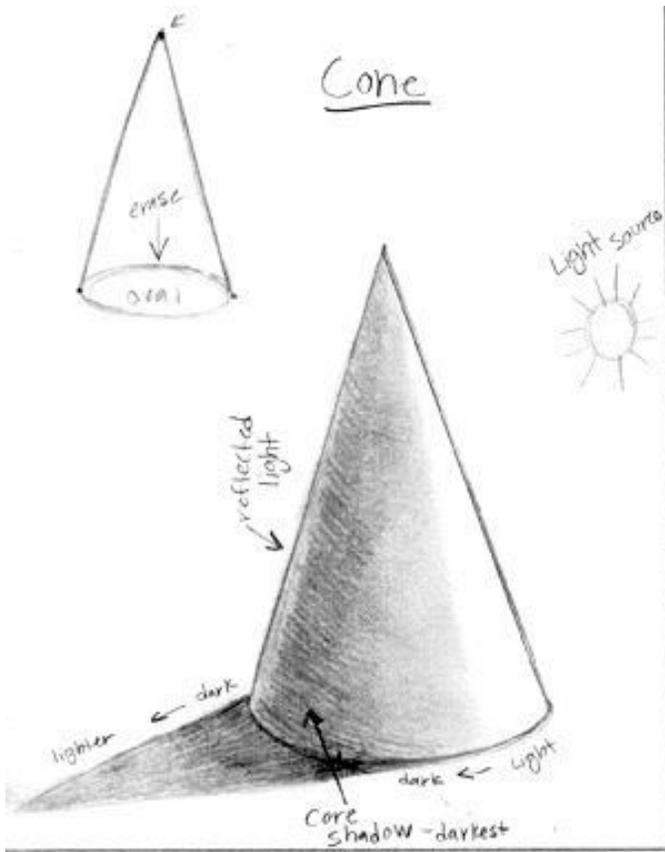
* Apply pressure on the pencil to create different shades. Try different ways to hold the pencil that feels comfortable to you. Lay the pencil on an angle so it won't harm the paper with the tip and also you will cover a larger area faster.

* Try to shade different shapes: square to cube; triangle to cone and rectangle to cylinder. (See page 3 for more step by step directions.)

2

Cone

Light source

erase ↓
oval

reflected light →

↙ dark

lighter ←

dark ← light

Core Shadow – darkest

Cylinder

Draw 2 ovals connect w/ straight lines

erase ↓

dark ← light

reflected light ↓

lighter ← dark

Core Shadow darkest

Sphere

Tip: Shade lightly with a pencil. Build up the color. Blend with your finger. Erase any part you want lighter

highlight Whitest spot

Core Shadow

lighter ← dark   First draw a circle

Cube

1. Draw 2 squares overlapping

2. Connect the corners

erase the sides you can't see

↓ lightest

↙ darkest

medium ↓

dark → lighter