

## THE FIVE ELEMENTS OF SHADING

To draw realistically, you must fully understand how lighting affects an object. There are five elements of shading that are essential to realistically depicting an object's form. With any of these elements missing, your work will appear flat.

### 1. Cast Shadow

This is the darkest tone found on your drawing. It is always opposite the light source. In the case of the sphere, it is found underneath where the sphere meets the paper. This area is void of light because, as the sphere protrudes, it blocks light and casts a shadow.

### 2. Shadow Edge

This dark gray tone can be found in the area called the shadow edge. This area is where the sphere is turning back away from you.

### 3. Halftone

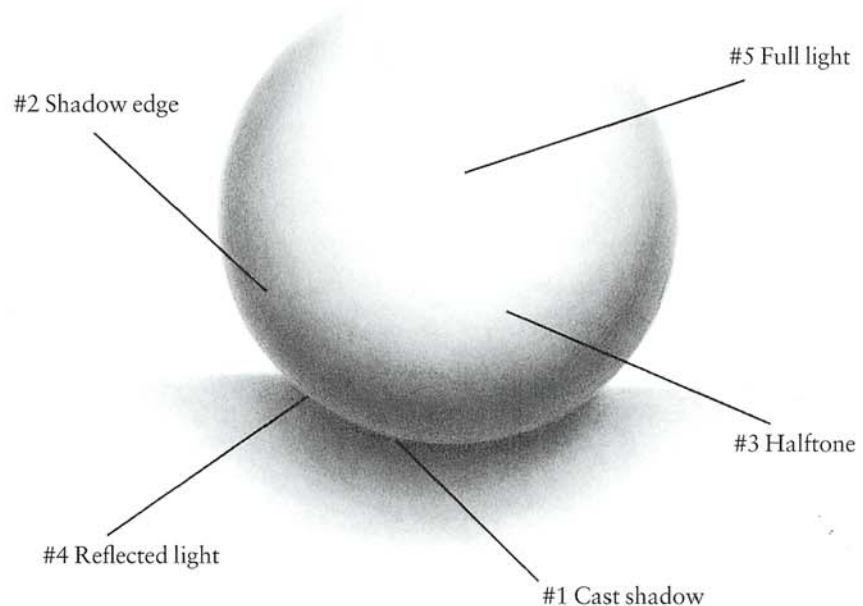
This is a midgray. It's the area of the sphere that's in neither direct light nor shadows.

### 4. Reflected Light

This is a light gray. Reflected light is always found along the edge of an object and separates the darkness of the shadow edge from the darkness of the cast shadow.

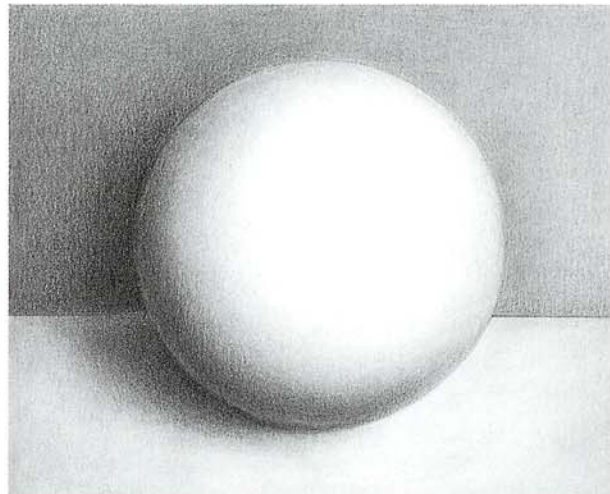
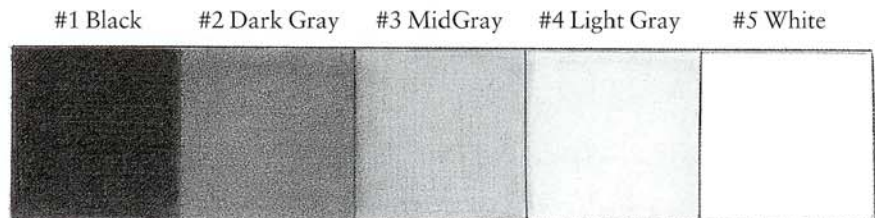
### 5. Full Light

This is the white area, and it's the strongest point where the light source is hitting the sphere.



### Five Elements of Shading

Look at this sphere and observe the five elements of shading.



### Contrasting Edges Indicate Shading

In order to indicate a light edge of an object, you must place it against a dark background. As you can see in the sphere above, the darker background makes the entire drawing seem less intense. The tones of the sphere seem subtler in contrast. Notice how there is no discernable outline around the sphere. All you see is tone against tone, which creates the edges.