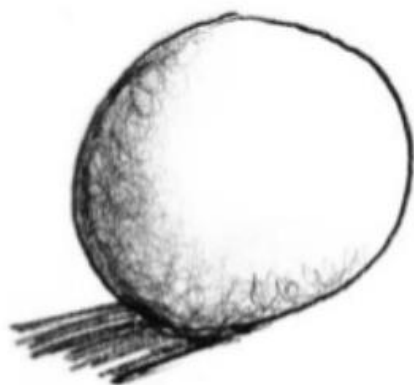


THE SPHERE



Learning how to draw is in large part learning how to control light in your picture. In this lesson you will learn how to identify where your light source is and where to shade objects in your drawing. Let's draw a three-dimensional sphere.

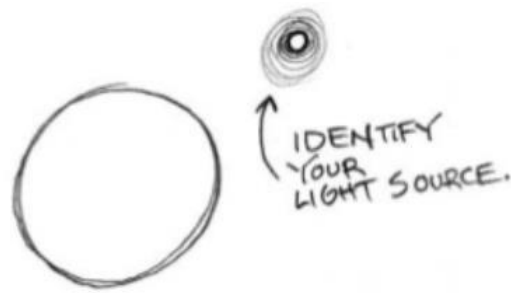
1. Turn to the next page in your sketchbook. Draw a circle. Don't stress if your circle looks like an egg or a squished blob. Just put the pencil to the paper, and draw a circular shape. If you want, trace the bottom of your coffee cup, or dig in your pocket for a coin to trace.



RELAX, NO STRESS...
DRAW LOOSE
AND SKETCHY.

2. Determine where you want your light source. Wait, what's a light source? How do you determine where a light source is? I'm feeling overwhelmed already! Ahhhh! Don't throw your sketchbook across the room just yet. Read on.

To draw a three-dimensional picture, you need to figure out what direction the light is coming from and how it is hitting your object. Then you apply shading (a shadow) opposite that light source. Check this out: Hold your pencil about an inch above your paper, and notice the shadow it makes. If the light in the room is directly above the pencil, for example, the shadow will be directly below your pencil. But if the light is coming at the pencil from an angle, the shadow on the paper will extend out away from the light. It's pretty much common sense, but being aware of where



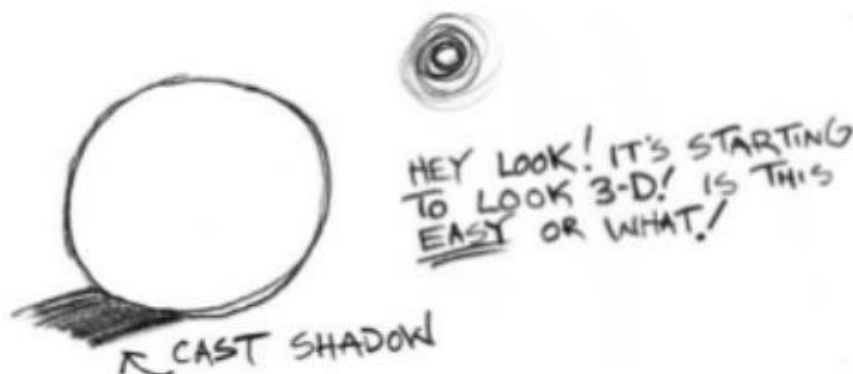
YOU CAN DRAW IN 30 DAYS

the light is coming from, and going to, is an amazingly effective way of bringing your drawings to life. Play around with your pencil and the shadow it makes for a few minutes, moving it around and up and down. Place one end of the pencil directly on your paper, and note the way the shadow begins attached to the pencil and is thinner and darker than the shadow cast when the pencil is in the air. The shadow is called (three guesses) a *cast shadow*.

For the purpose of our lesson, position a single light source above and to the right of your sphere like I have drawn here. Go ahead and draw a little swirly sun right on your sketchbook page.

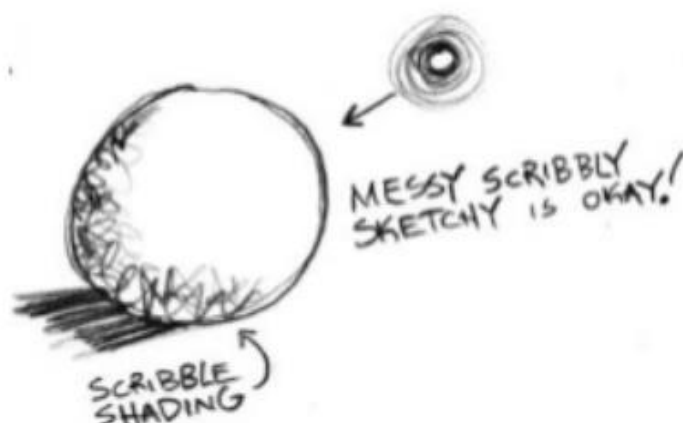
3. Just like the cast shadow your pencil created on the table, the sphere we are drawing will cast a shadow onto the ground surface next to it. Cast shadows are fantastic visual anchors that help secure your objects to the ground surface in your picture. Look how I have drawn my cast shadow off to the side of the sphere below. Now draw a cast shadow on your sphere opposite your light source position on your sketchbook page. It does not matter if you think it looks sloppy, messy, or scribbly. These drawings are for skill practice and your eyes only.

Just remember these two important points: Position your light source, and cast a shadow onto the ground next to the object and opposite the light source.

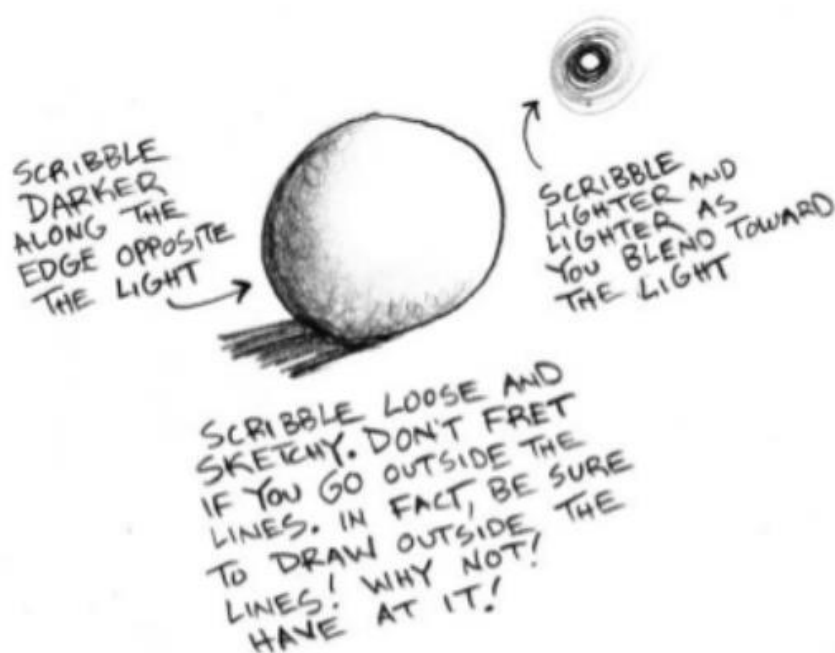


4. Scribble shading on the circle opposite the light source. It's okay to go outside the lines—don't worry about being perfect.

Notice how I have scribbled a bit darker on the edge farthest from the light source and how I have scribbled lighter as the shading curves up toward the light source. This is called *blended shading*. It is an awesome tool to learn to really create the "pop-out" illusion of three-dimensional drawing.



5. Use your finger to smudge-blend your shading like I have done here. Check this out: Your finger is actually an art tool similar to a paintbrush! Cool effect, isn't it?



Voilà! Congratulations! You have turned a scribbled circle into a three-dimensional sphere. Is this easy or what?

Here's what we've learned so far:

1. Draw the object.
2. Identify the light source.
3. Shade.

Easy as pie.

Lesson 1: Bonus Challenge

One important goal of this book is to teach you how to apply these lessons to drawings of “real-world” objects. In future lessons we will be applying the concepts you have learned in drawing this three-dimensional sphere to drawing fun interesting objects you see in the world around you. Whether you want to draw a colorful bowl of fruit on a table or a sketch of a family member in real life or from a photograph, you will have the tools to do it.

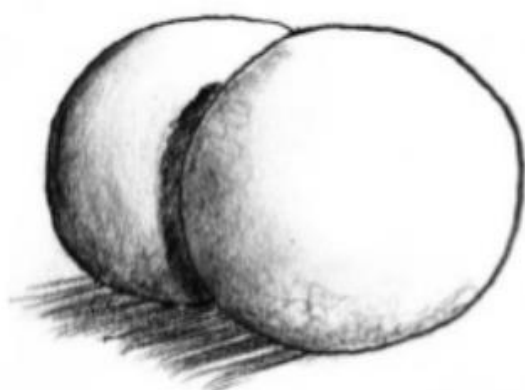
Let’s start with drawing a piece of fruit, an apple. In following lessons we will tackle more challenging objects, such as buildings and people.

Take a look at this photograph of an apple with the light source low and on the right.



Photo by Jonathan Little

OVERLAPPING SPHERES



*y*ou have completed Lesson 1! Way to go! Now, let's use that sphere skill of yours to draw globes all over the place.

1. Space permitting, continue on the same sketchbook page.
Draw a circle.



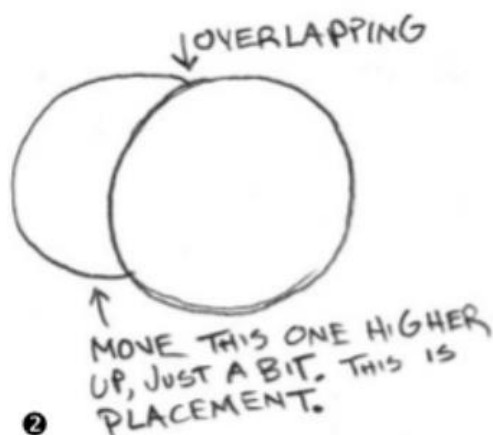
1

2. Draw a second sphere behind the first one. How? As you draw this second sphere, you will be using three new drawing laws. Three at once!! Have no fear: We will take them one concept at a time, and it will take far longer to read about them than to use them. Take a look at my example below. I have drawn the second sphere a bit smaller than the first sphere, a bit higher up on the paper, and tucked behind the first sphere. In doing this, I've used three drawing laws: size, placement, and overlapping. Go ahead and write these notes in your sketchbook.

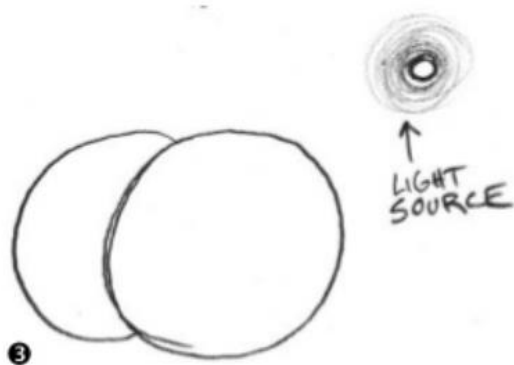
Size = Draw objects larger to make them look closer; draw them smaller to make them look farther away.

Placement = Draw objects lower on the surface of the paper to make them look closer; draw them higher up on the paper to make them look farther away.

Overlapping = Draw objects in front of or partially blocking the view of other objects to make them look closer; draw them tucked behind other objects to make them look farther away.



2



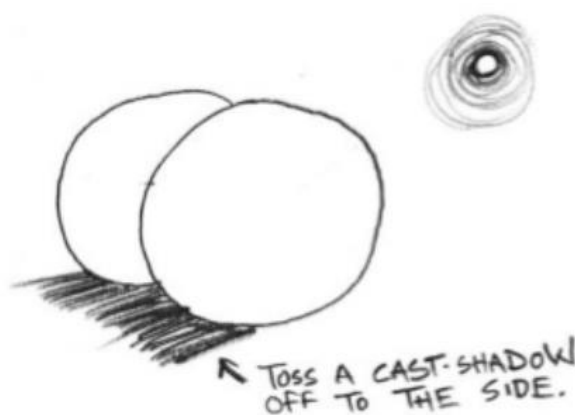
ner away.

Go ahead and draw the second sphere smaller, higher, and behind the first one like my sketch below.

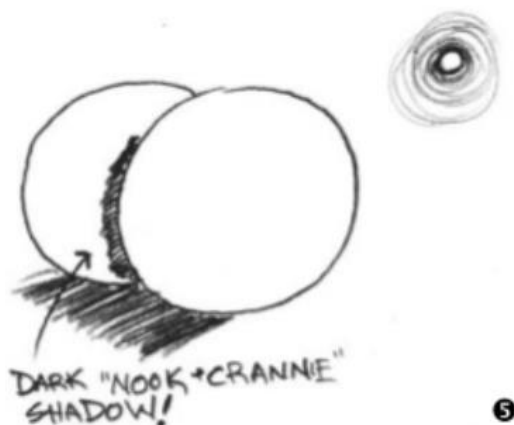
3. Determine where your imaginary light source will be positioned. This is probably the most important step in drawing realistically. Without a determined light source position, your drawing will not have consistent shading. Without consistent shading, your drawing will not pop out and look three-dimensional.

4. Keeping in mind the position of your light source, draw a cast shadow. Remember that it goes off to the side, as if it is on the ground, in the direction opposite the light. You do not need a ruler to determine the exact mathematical angle. Just eyeball it for now. As I said earlier, a good solid cast shadow will anchor your drawing to the surface of your paper.

Remember that if at any time you get a bit confused by my text explanation, simply look at my sketch example and copy what I have done. Be patient—all this information will be repeated throughout.



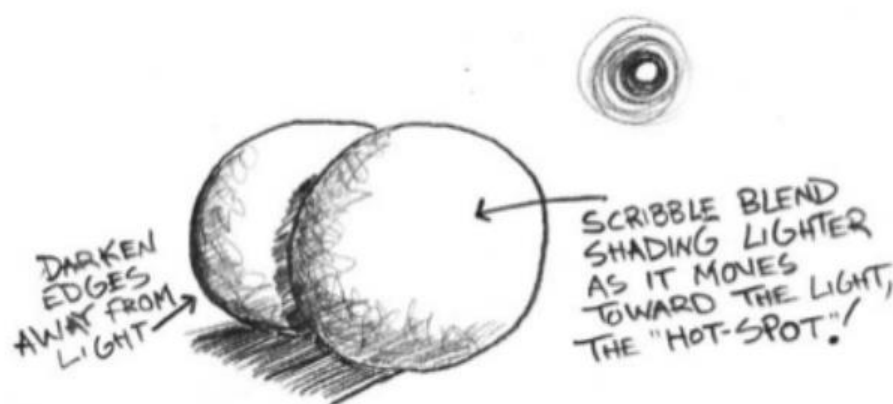
5. To separate objects in your drawing, draw a dark defining shadow in between the two spheres (I call this a nook and cranny shadow). This will help identify the depth between the two objects. Notice how I defined the dark nook and cranny shadow on the farthest sphere. Nook and cranny shadows are always applied under and behind near objects. For example, clasp your hands together on the table in front of you. Take a look at the tiny very dark nook and cranny shadows that define the edges of each finger and knuckle. In your sketchbook write, "Nook and cranny shadows: Separate, define, and identify objects in a drawing."



6. Hold your pencil loosely, and scribble the first layer of shading on both spheres. Shade the surfaces opposite your light source. When I shade, I make several passes over my drawing. This is our first "rough" shading pass. You'll notice that my shading lines below are all lined up away from the sun, but your shading lines do not have to be lined up. Just scribble in the dark area any way you want as long as it is opposite your light source.



7. Make a second darker, more focused shading pass over the spheres. Detail in the very dark edges, and let your scribbles get lighter and lighter as you move slowly toward your established light source. Look at my sketch below, and notice where I have pointed to the brightest spot on the near sphere. I call this the "hot spot." The hot spot is the area on an object that gets hit with the most direct and brightest light. Determining where the hot spot is in a drawing is very important when you are applying the shading.



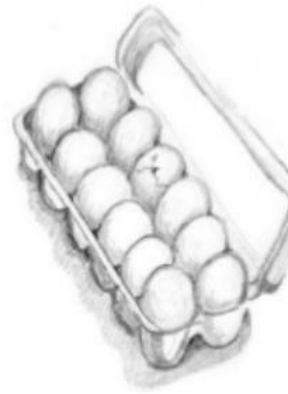
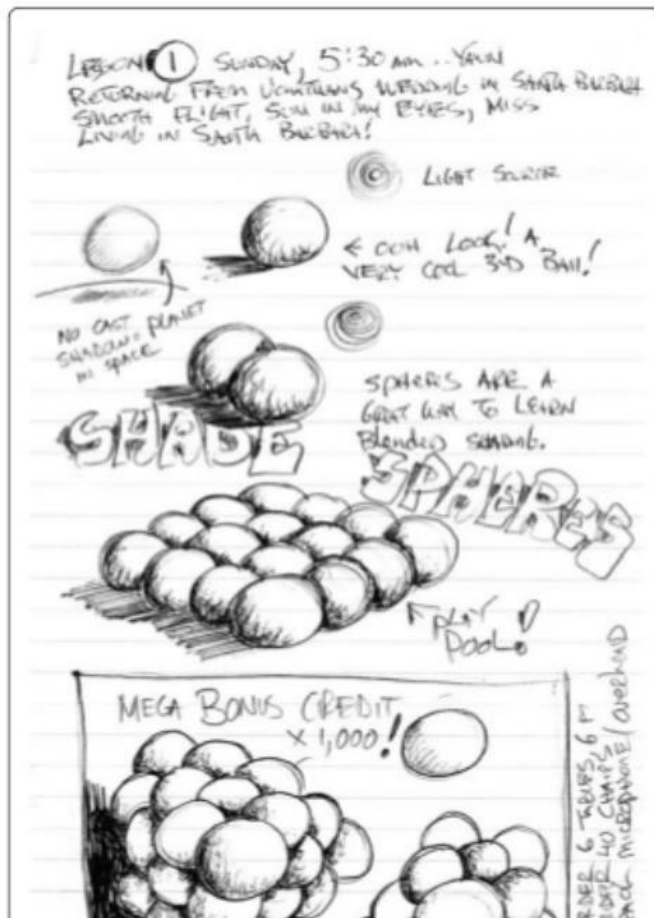
8. Go ahead and make several more scribbles (blending shading passes) over these two spheres. Now for the fun part! Using your finger, carefully blend the shading from dark to light, trying to keep the hot spot crisp white. Don't worry if you smudge the shading outside the lines or into the hot spot. If you feel like it, use your eraser to clean the excess lines and smudges.



Awesome job! Look at your beautiful three-dimensional rendering! A masterpiece suitable for any in-home refrigerator art gallery. You can be proud to display this great drawing on your

fridge, right next to your kids' work. If you don't have kids, put this drawing up on your fridge anyway. You will enjoy seeing it with each trip to the kitchen, not to mention the oohs and ahs you will get from your friends!

Take a look at a parent student of mine, Suzanne Kozloski's Lesson 1 sketchbook page. Now, take a look at how Suzanne Kozloski applied this lesson to drawings from real life.



By Suzanne Kozloski

Lesson 2: Bonus Challenge

Now that you have conquered drawing spheres, try placing two tennis balls on the table in front of you, overlapping. Draw what you see. Make sure to notice the objects' placement, shadows, and shading.

