Y3 Art Sketching Knowledge Organiser— Spheres

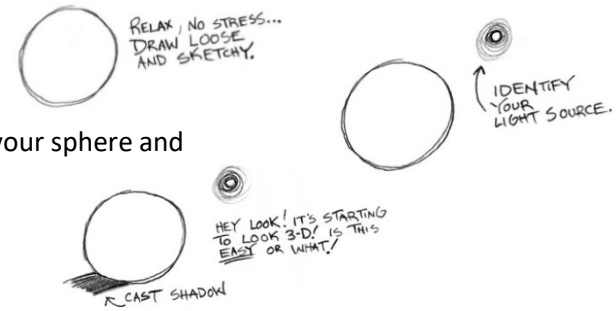
Key Knowledge—How to draw a sphere. Step by Step instructions

Part One—Drawing a basic sphere

Step 1 —Draw a circle, don't worry if it is not perfect.

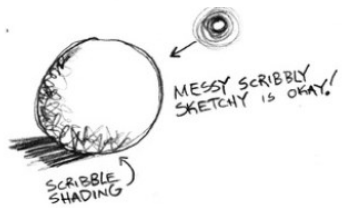
Step 2 — Identify your light source—where the direction of light Is coming from. Draw a little swirly sun. To the right of your sphere and slightly above would be good.

Step 3 — Draw a cast shadow on the ground next to your sphere on the opposite side to your light source.



Step 4 — Add some scribble shading on your sphere on the opposite side to your light source. Scribble darker on the edge furthest from the light and lighter as the shading curves up towards the light source. This is called blended shading.

Step 5—Use your finger to smudge-blend your shading.



Part Two—Drawing overlapping spheres

Step 1—Draw a circle. Once again do not worry if it is not perfect.

Step 2— Draw a second sphere behind the first one. Make it a bit sma than the first one, a bit higher up on the paper and tucked benina.

Step 3 — Determine your light source just like you did before.

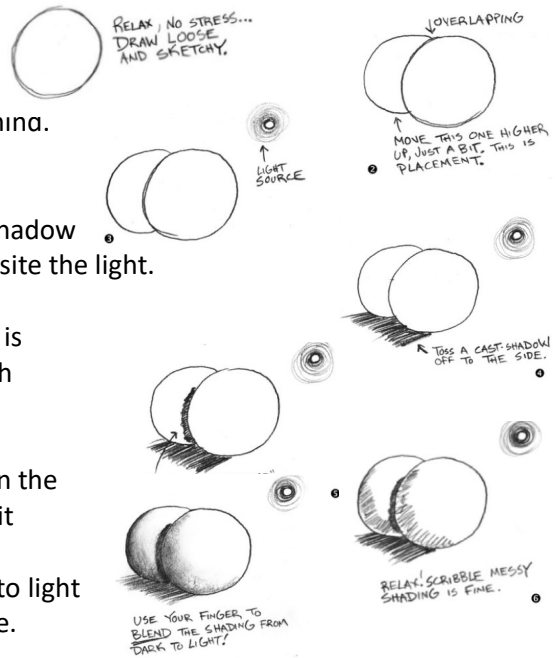
Step 4—Keeping in mind the position of your light source, draw a cast shadow It goes off to the side as if on the ground, in the direction opposite the light.

Step 5—Draw a dark defining shadow inbetween the two spheres. This is known as nook and cranny shading and helps identify the depth between two objects.

Step 6— Scribble your first layer of shading on both spheres

Step 7—Then make a second, darker more focussed shading, detailing in the very dark edges and making your shading lighter and lighter as it gets closer to the light.

Step 8— Lastly using your finger, carefully blend the shading from dark to light making sure you keep the area closest to the light a crisp white.



Key Vocabulary

Word	Definition
Light source	Must be identified to enable correct shadowing to be added to a sketch – the direction the light is coming from
Placement	Is using techniques to place an object closer / further away / higher / lower
Cast Shadow	Applied on to the ground surface next to the object on the opposite side of the light source
Shading	Applied to an object to create a shadow on the opposite side to a light source.
Scribble Shading	Before blending, scribble shade where the shading will go
Blended Shading	Shading darker on the edges furthest from the lights source and lighter towards the light source
Smudge blending	Using your finger to smudge-blend the scribble shading.

Key Knowledge

A—Attitude—I can do this.

B—Bonus detail—Add your Own unique ideas and Expression

C—Constant practice—Repeat often