

LIGHT AND SHADE

the theory

To truly see the subject, we need to see it from all angles. The human eye sees so much more than what is pictured in a photograph.

The contrast between light and dark is one of the most expressive and important means of composition. When a medium gray is placed on a near black background, the mid-gray tone appears very light. When the same gray tone is placed on a near white background, it is perceived to be very dark. But when a mid gray tone is placed on a similar value background, the contrast is minimal.

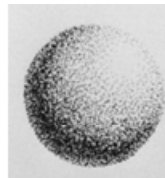


One of the most used and useful applications of value is creating the illusion of volume and mass on a two dimensional surface. When a mass is exposed to light, a solid object will receive more light from one side than another when that side is closer to the light source. A spherical surface demonstrates this as an even flow tone from light to dark. A cast shadow is created when the source of light is obstructed by the sphere. An angular surface shows sudden contrast of light and dark.

How to Shade a Drawing Using Pointillism

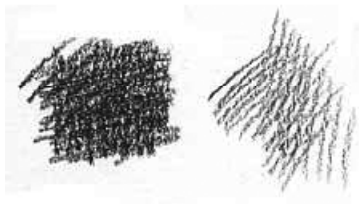
Pointillism is a technique using a series of dots to create an image. It takes time, and loads of patience, but the results can be incredibly impressive!

SAMPLES



CROSSHATCHING

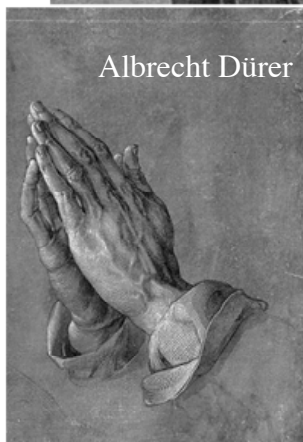
Here are two samples of “crosshatching” It’s a very simple principle— layer the lines in different directions, one over the other. Each different direction adds more tone to the shading, and gets it progressively darker, and darker.



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SAMPLES OF DRAWINGS USING LIGHT AND SHADE.



Albrecht Dürer (21 May 1471 – 6 April 1528) was a German painter, printmaker, mathematician, engraver, and theorist from Nuremberg. His prints established his reputation across Europe when he was still in his twenties, and he has been conventionally regarded as the greatest artist of the Northern Renaissance ever since.