## **Pen Shading Exercises**

Directions: Shade each square a darker value starting with white on left and ending with black on the right. Use pen.

White → Light gray → Dark gray → Black

Green betabling Value Scale

Crosshatching Value Scale

**Directions:** Draw a **cube** for each type of shading that is 2 ½ inches tall. Shade each object using pen as if the light source is coming from the upper right hand corner. Add a cast shadow. Avoid outlining each form; instead, make each value stop at the end of a side. Make each side of the cube a different value.



## avoid outlines; make each side a different value (shadows should be darker value; lit areas should be lighter value); add a cast shadow make the cube at least 2 ½" tall

**Directions:** Draw a **cylinder** for each type of shading that is at least 2 ½ inches tall. Shade each object using pen as if the light source is coming from the upper right hand corner. Add a cast shadow. Avoid outlining each form; instead, make each value stop at the end of a side. Make sure the values transition from dark in the shadows to light in the light side of the object.

Stippling	Cross Contour	Scumble
avoid outlines; show the full range of values (shadows should be darker value; lit areas should be lighter value); values should transition from dark to light in a gradient; add a cast shadow; make the cylinder at least 2 ½" tall	avoid outlines; show the full range of values (shadows should be darker value; lit areas should be lighter value); values should transition from dark to light in a gradient; add a cast shadow; make the cylinder at least 2 ½" tall	avoid outlines; show the full range of values (shadows should be darker value; lit areas should be lighter value); values should transition from dark to light in a gradient; add a cast shadow; make the cylinder at least 2 ½" tall