


Here are some examples of shading and tone.

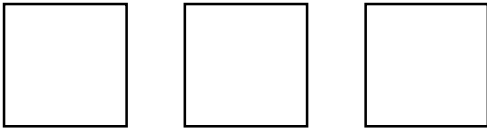
Carefully fill the boxes with the correct shaded tones. Then add the inbetween tones.

Draw some freehand circles inside the large circle.


Fill the 3D objects with shading and tone just like the examples on the right.

Example of Shading






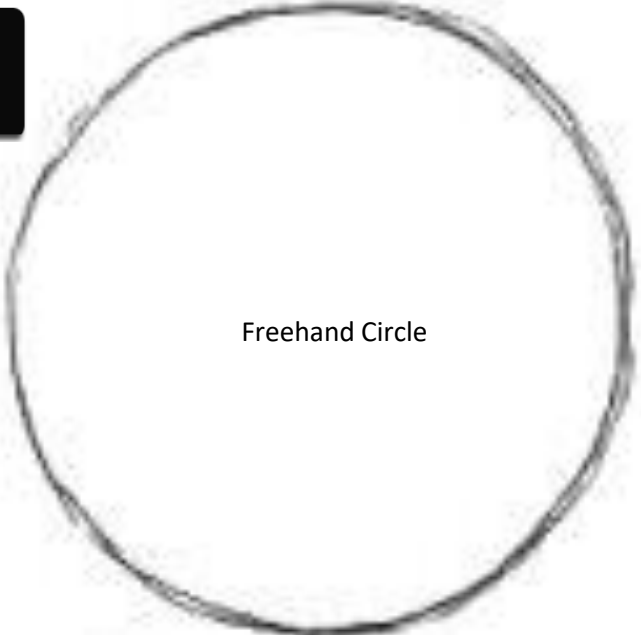
Light Med Dark



Light Med Dark




Light Med Dark

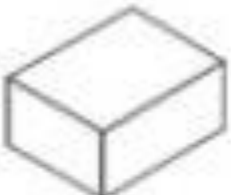


Freehand Circle


Cylinder




Cuboid




Cone




Hexagonal prism




Triangular-based pyramid




Cube



Triangular prism





NAME:
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SHADING & TONE
DT Department