## Draw a round thing

This week try drawing a round thing. You may have an apple on the counter or some grapes in the fridge. Your tea or coffee cup is a round thing as is your finger. Drawing some simple small circles on your paper is a good way to get your pencil going.

## Set up a light source.

- O Use a lamp if possible, to light your subject and set it up so that the highlight or lightest part of the subject is in the left top area (or right if you prefer right-hand light.)
- O You may not always be able to work with this set-up, but it is a good way to learn about how light falls on a round thing and to be able to apply in other situations.
- O An apple or a cup are good because you get to work with convex (apple) lighting and concave (where the stem goes in- the lighting will be the opposite.)

## Start shading-

O Your darkest area will be on the right side if you are using left hand light. The very

darkest part will be just a little in from the edge.

- o The edge of the apple will have a small amount of reflected light. This tone is lighter but not as light as the highlight. It is really a dark mid-tone-lighter than your darkest dark.
- o The goal here is a smooth continuous tone be it color or graphite to create the sense of what Ruskin calls "roundness."

My favorite images of roundness are in the little

Nature Illuminated book from the Getty with images by

Joris Hoefnagel. Look him up.

"I saw the light." ... Hank Willisams

