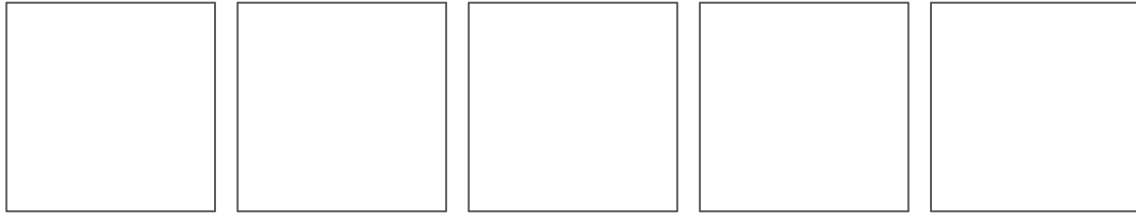# Fast Five

Draw five boxes as seen below. Using your pencil, shade the 5 boxes starting as light as possible and getting darker each time.

Fast Five

By changing how hard you press on your pencil, you should have achieved a similar effect to the boxes below:

Can I add depth and shading to a sketch?

If you need help, go through the slides and then watch this video:

https://www.youtube.com/watch?v=muzgtnWhkWA

At the end of some slides, I have included the timings of the video.

In the previous lesson, you sketched the outline of this image.

Today, we will be building on this sketch so you will need your drawing.

You can always go back to the previous lesson and sketch an outline again if you no longer have this work.

Depth

For this type of sketch, depth will mean making our person look more three dimensional.

We want our sketch to look like a real person.

__Depth__

For this image, we will show depth by thinking about the shape of our model. The arms and legs should no longer just be outlines. We can make the lines thicker and curve or round them off.

We will also use the clothing to add a sense of positioning. The tie on her top will be a focus. We will draw the lines and the centre to make our sketch more 3D.

(At the start of the video)

Shading

Shading allows us to show the lighter and darker parts of our sketch. We will look for shadows and parts of the body not lit up as brightly. These will be shaded darker. Areas of the body that are lit up more will be shaded lighter.

Shading will help us make our sketches look more realistic.

Shading

The right hand side to our model is lit more brightly. This must mean the light source is on the right. As a result, we will be shading much of the right hand side of the image brighter than the left.

Areas with shadows, like these, will be shaded darker. We can shade darker and lighter by changing how hard we press on our pencil.

(From 6 minutes 15 seconds of the video)

Red

Add depth by making the shape of the arms and legs more clear.

Draw the lines of the top leading to where it is tied.

Shade the shadows already pointed out.

Yellow

Add depth by shaping the body and using the top to create a 3D effect.

Use shading to show the right is lighter than the left.

Green

Add depth to all the parts of the image that can show our model is 3D.

Analyse the image to shade all necessary parts of the model.