

Drawing Basic Forms



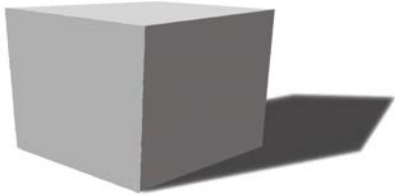
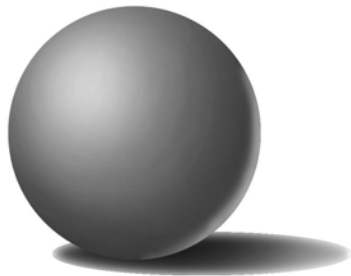
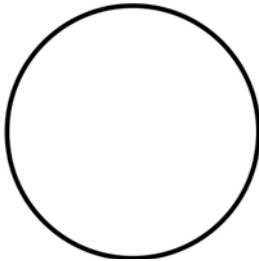
What are we covering today?

Yesterday, we learned that locations of values on a subject inform us of the location and intensity of the light source or sources within a scene. We drew a sphere with these locations in mind.

Today, we'll continue with this concept and draw a few basic forms. Again, we'll consider the location and intensity of the light source as we draw these basic forms.

Like line, shape, and value - **form** is one of the seven elements of art. Form differs from shape since it deals with 3 dimensional objects. Shapes are flat, but forms have volume.

A circle is a shape, while a sphere is a form.



A square is a shape, but a cube is a form.

! Today's Mindset

We can create the illusion of form on a flat drawing surface by manipulating and by placing values in the correct location according to the light source.

And that leads us to today's mindset...

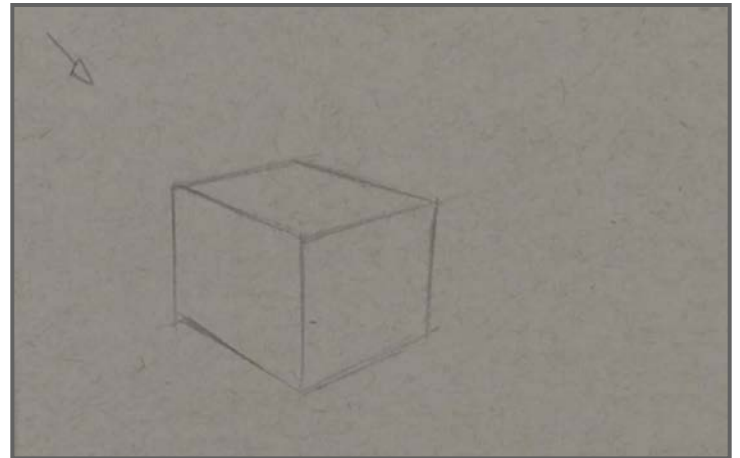
"We can create the illusion of form by adding value to basic shapes."

/ Today's Drawing Exercise

Now, let's put this into practice and draw a few basic forms. We'll begin with basic shapes and then transform them into forms through our use of value.

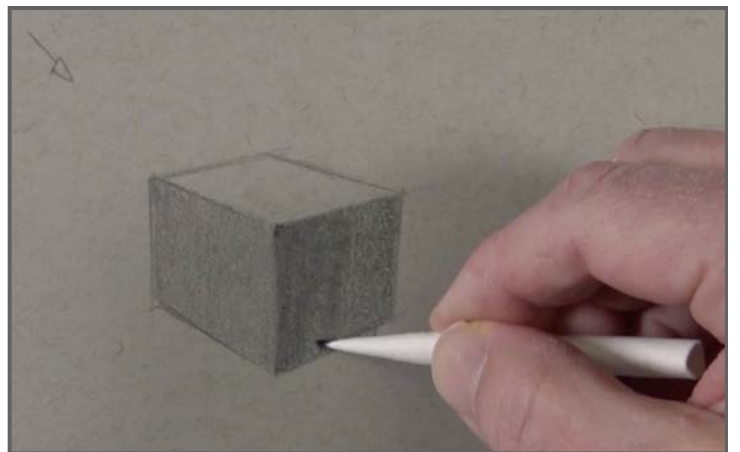
Cube

We'll start by drawing a basic cube. We'll first draw shapes for each of the visible planes of the cube with an H graphite pencil.

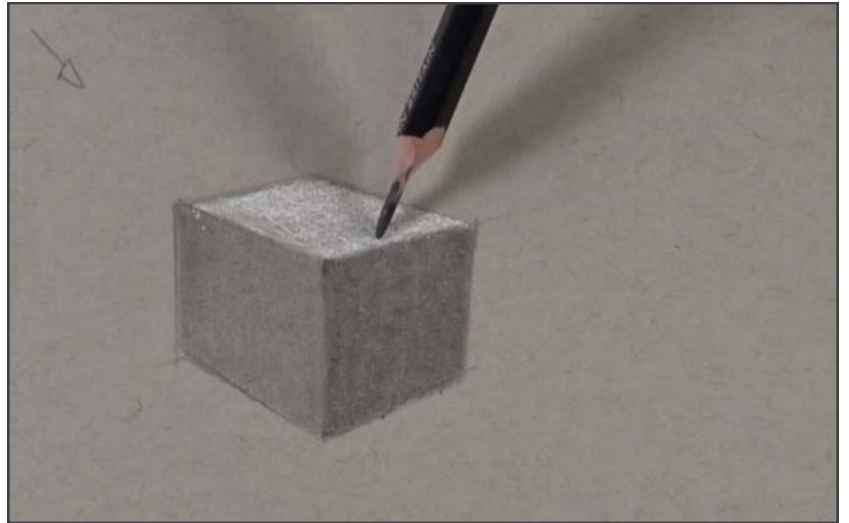


With our planes defined, we can begin the process of developing the value which will ultimately lead to the illusion of form. We'll consider the light source to originate from the upper left.

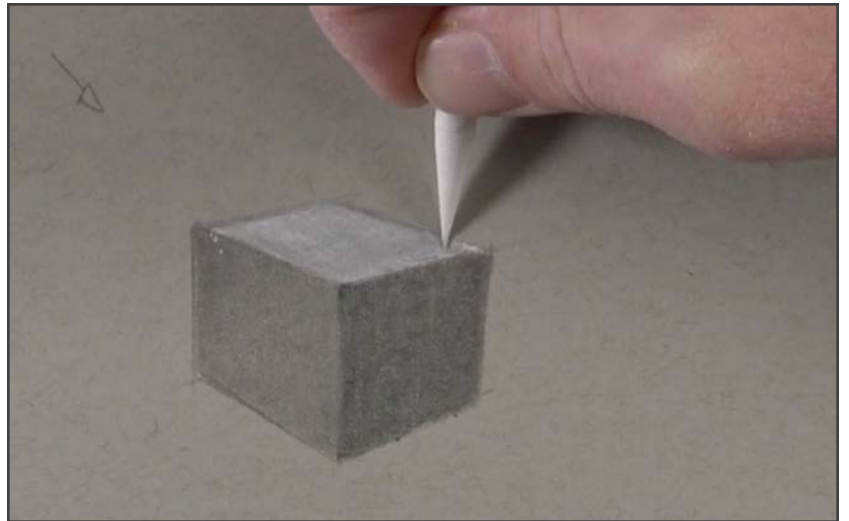
We'll begin making gradually darker applications of graphite on the plane in shadow and the front facing plane. We'll then blend these applications with a blending stump.



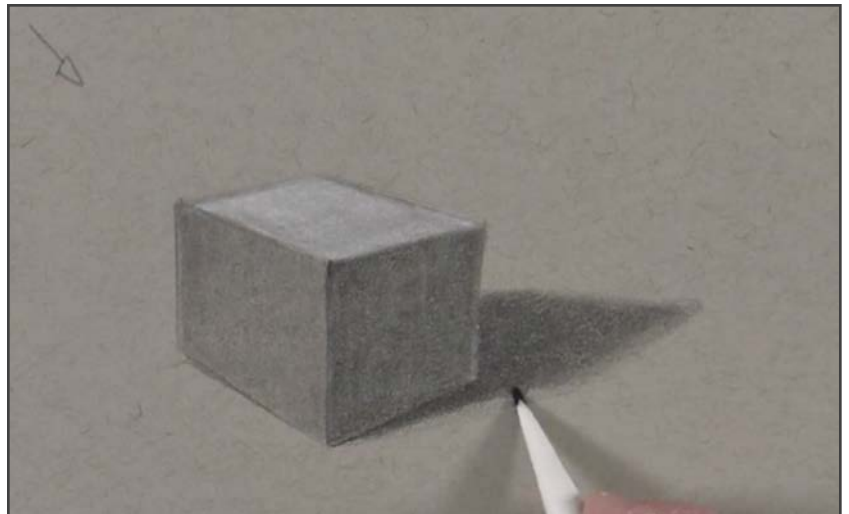
On the top plane, we'll add a combination of white charcoal and graphite to create a lighter value, essentially defining the highlight.



Like we did for the shadows and the midtones, we'll blend this application with the blending stump.

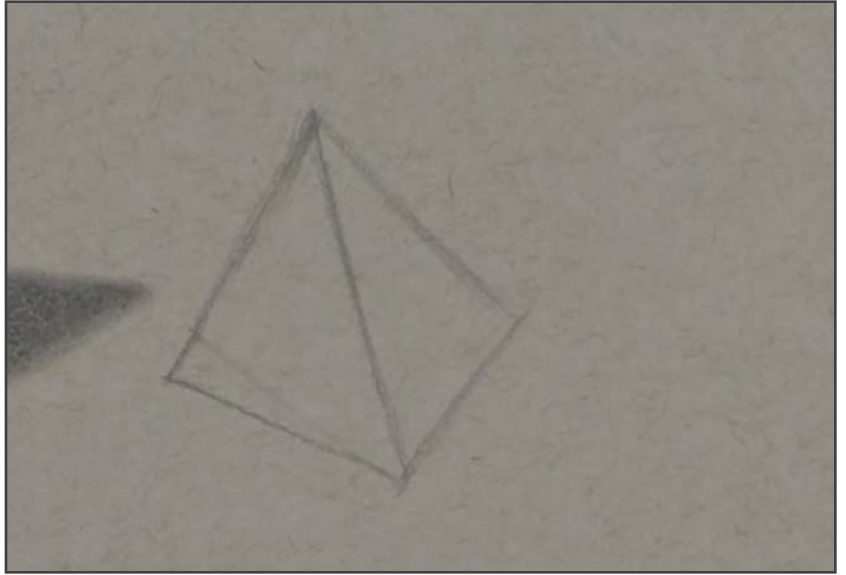


We'll now add a cast shadow below and behind the cube. The shape for the cast shadow is skewed to reflect the positioning of the light source. We'll use darker graphite pencils in this location and then blend the application to complete our first basic form.

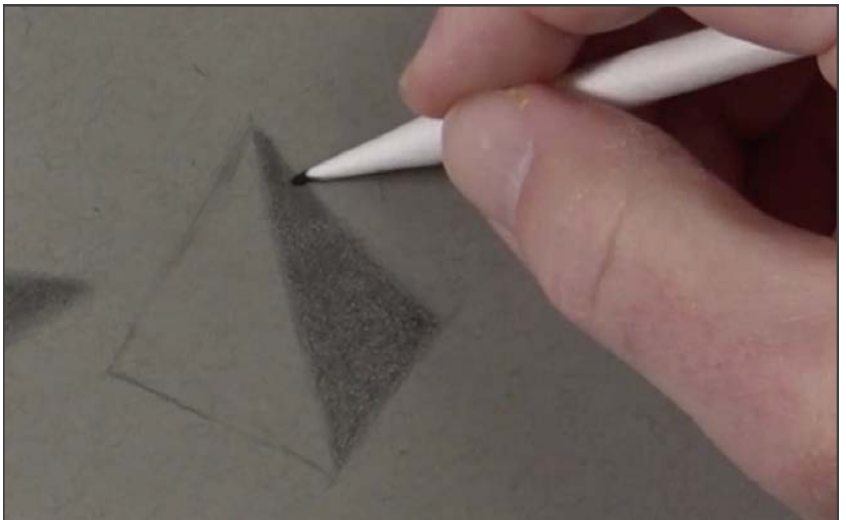


Pyramid

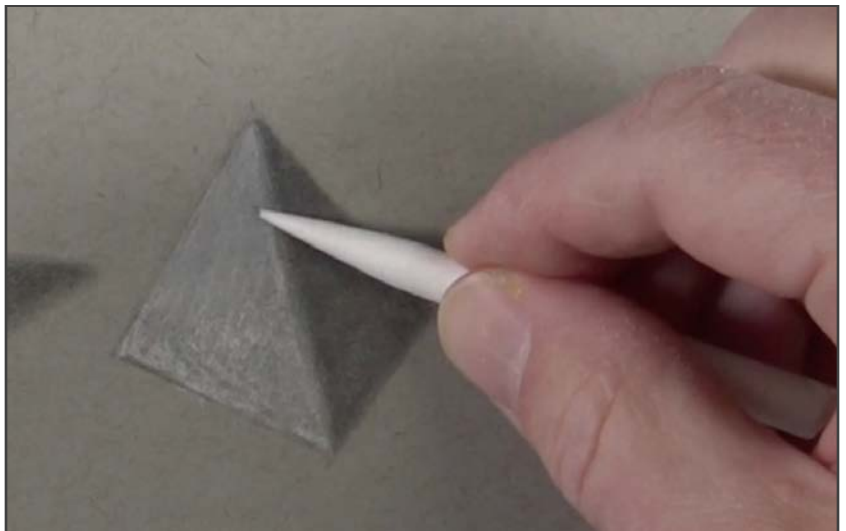
We'll next create a pyramid. Here again, we'll start by drawing basic shapes for the visible planes of the pyramid.



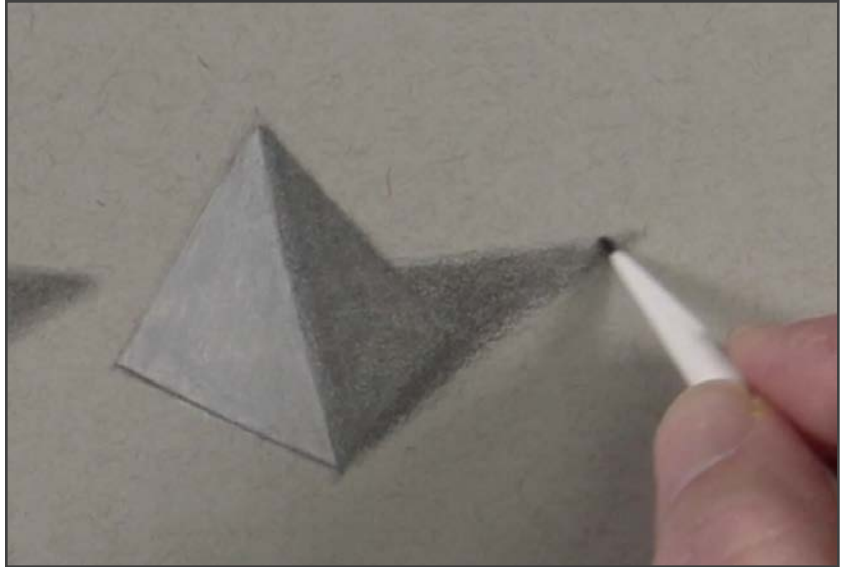
We'll keep the light source consistent for all of the forms that we draw for this exercise. This means that the plane of the pyramid in shadow will be on the right side. We'll apply darker graphite here and blend with the blending stump.



For the plane that is closest to the light source, we'll add a combination of white charcoal and graphite. This application is also blended to create a smoother, more even appearance.

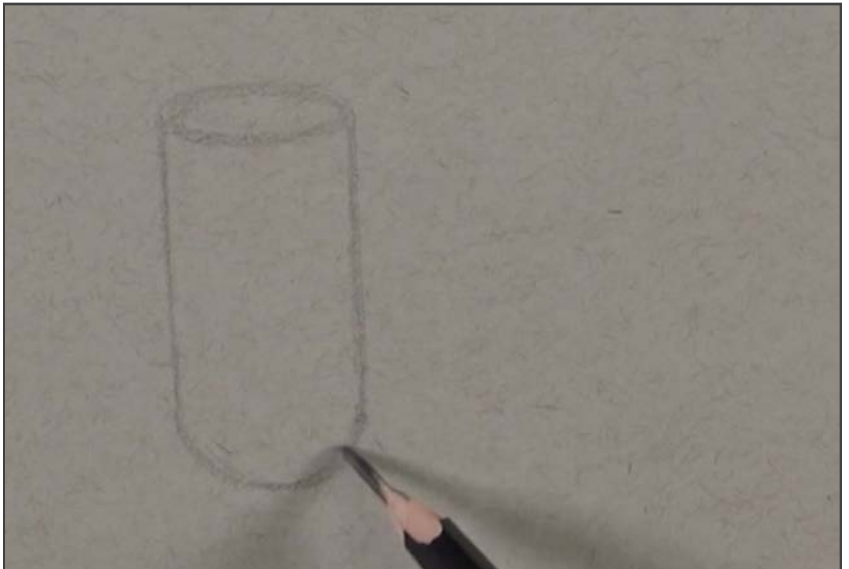


Behind the pyramid, we'll add a cast shadow. In this case, the shadow produced is triangular in shape. We'll apply darker graphite and then blend the application with a blending stump.

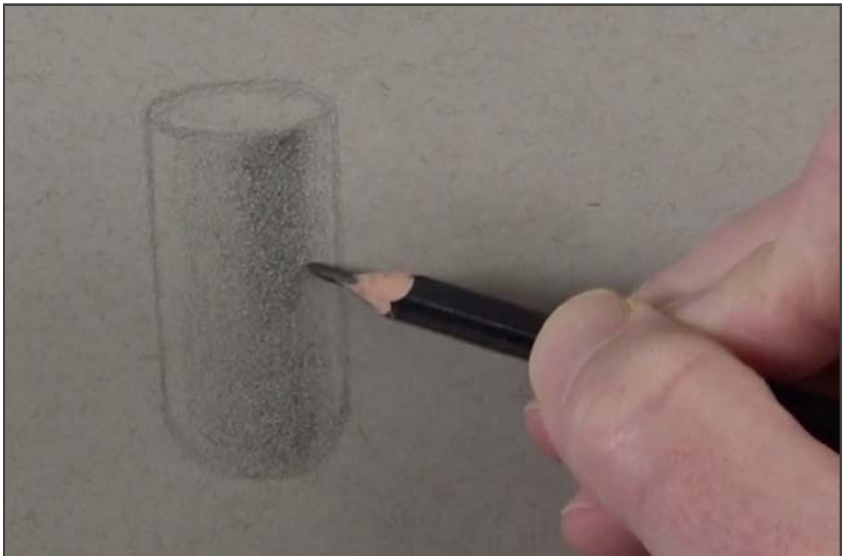


Cylinder

Now we'll look at a couple of curved forms, starting with a cylinder. Here again, we'll start with basic shapes. Be sure that the curvature that you draw for the top ellipse is echoed on the bottom edge of the cylinder.



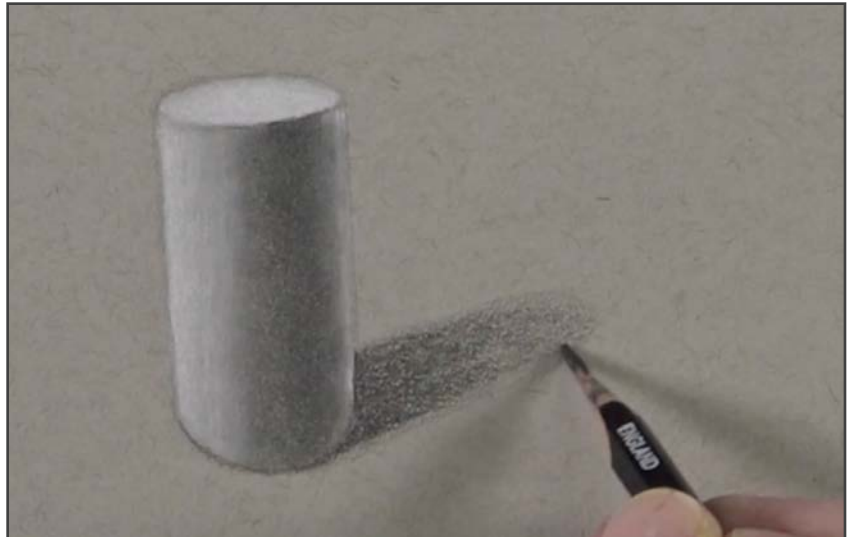
Because the cylinder is curved, we'll see a gradation of value from light to dark. Our core shadow will exist just inside of the right edge of the form. We'll begin here, adding progressively darker applications of graphite. Be sure to leave a bit of space on the right edge for a reflected highlight.



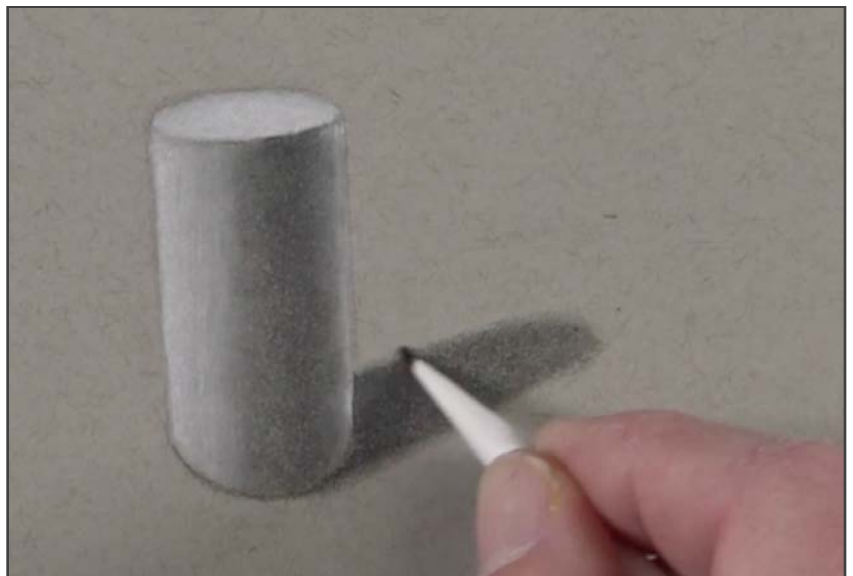
After blending the darker values, we can add the lighter values with the white charcoal pencil. We'll add a stronger highlight to the left side and the top of the cylinder. We'll also add an indication of a reflected highlight on the far left side of the form. Once in place, these applications are blended with the blending stump.



We'll then add a cast shadow below and underneath the cylinder using the darker graphite.

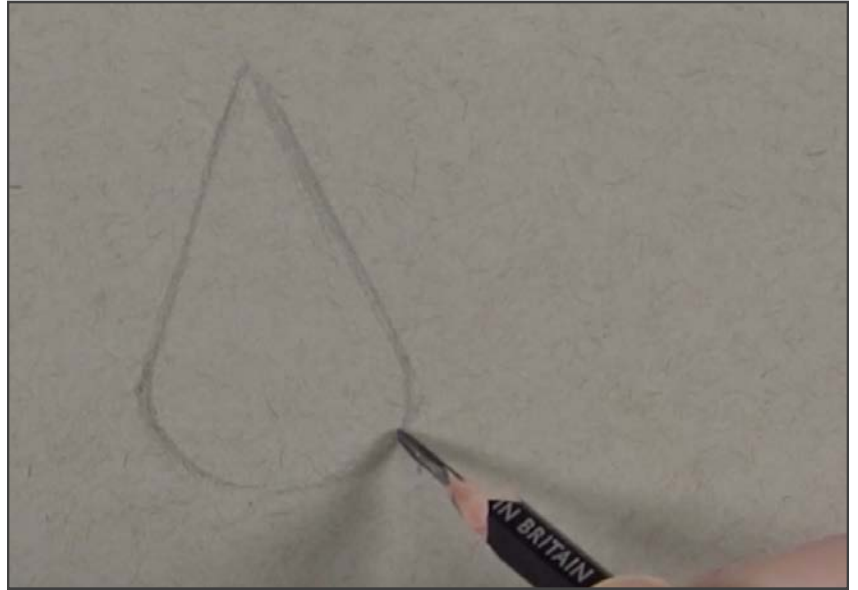


Lastly, the cast shadow is blended with the blending stump, completing our third form.

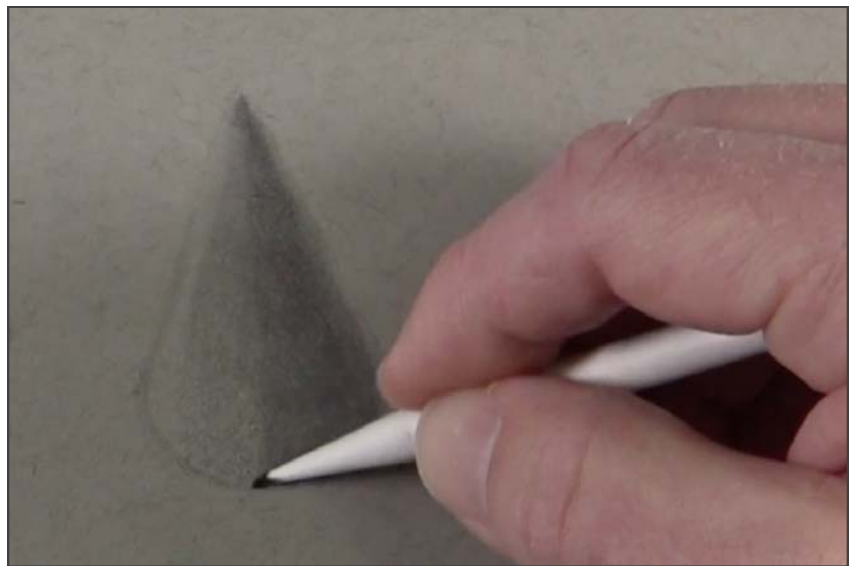


Cone

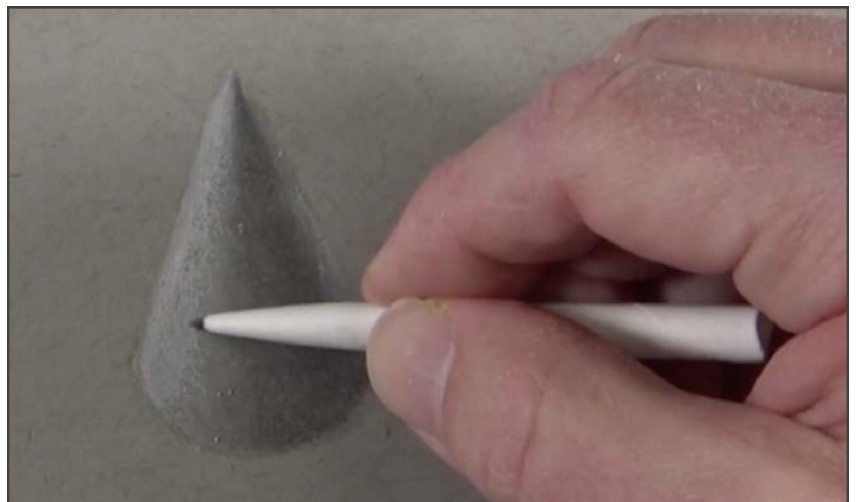
We'll now move on to our final form, a cone. We'll start again with a basic shape. The shape of a cone is triangular with a curved bottom.



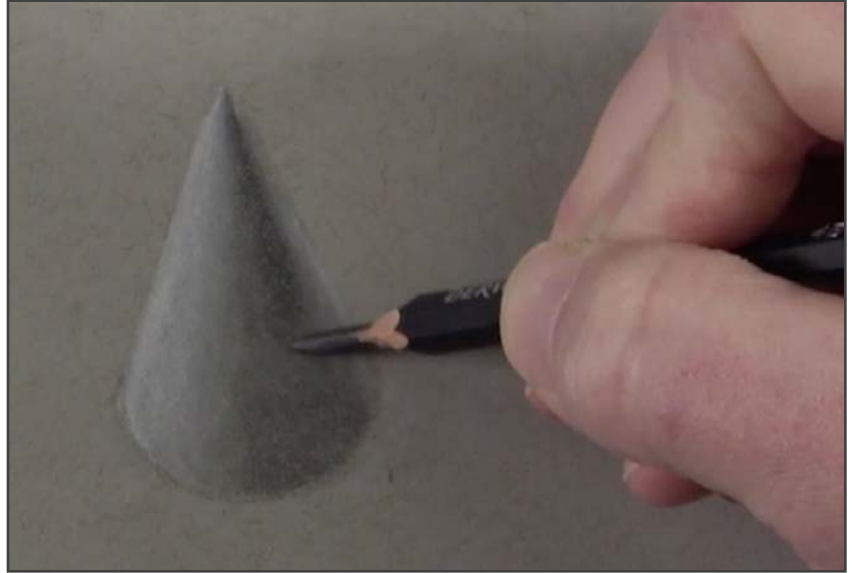
Like a cylinder, a cone is a curved form. For this reason, we'll again see a gradation of value. We'll start in the darkest portion of the core shadow with graphite applications. We'll leave a small section on the far right edge for a reflected highlight.



Once the core shadows and midtones are in place, we'll add the highlights with a white charcoal pencil. We can then blend the applications over the graphite creating a smooth transition from light to dark.



To increase contrast, we'll go back into the core shadow with a darker application of graphite and blend.



We'll then drop a cast shadow behind the cone. The shape of this shadow is similar to the one that we created with the pyramid. Here again, we'll blend the application with a blending stump, completing our fourth form.



Today we learned that form is an element of art that describes 3-Dimensional objects and that we create the illusion of form in a drawing through the placement of values.

Tomorrow, we'll learn how we can use the concept of form to draw more complex objects.

