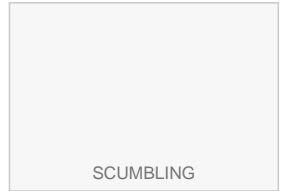
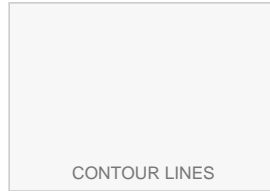
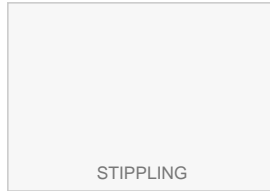
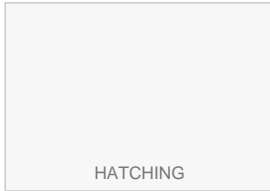


LESSON 5 — SHADING & TEXTURE

Practice Sheet

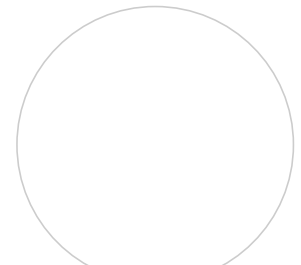
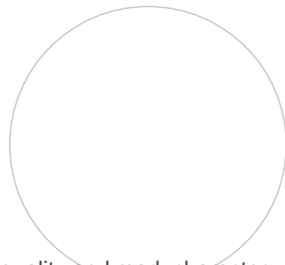
EXERCISE 1 — RENDERING TECHNIQUE SAMPLER

Fill each box using only the named technique. Aim for a consistent mid-tone.



EXERCISE 2 — SMOOTH GRADIENT SPHERES

Shade each sphere with a smooth gradient — no bands. Add reflected light at the shadow base.



EXERCISE 3 — SURFACE TEXTURE VOCABULARY

Invent a mark system for each surface. Focus on edge quality and mark character.

OVERHEAD LIGHT

LEFT SIDE LIGHT

BACKLIGHT LIGHT

ROUGH STONE

irregular edges, random marks

POLISHED METAL

sharp edges, clean streaks

TREE BARK

vertical striations, broken edges

FABRIC / CLOTH

soft edges, gentle curves

GLASS

minimal marks, crisp highlight

WET SKIN

smooth gradient + specular

Tip: For texture, ask — what kind of edges does this surface have? Sharp = hard/shiny. Soft = rough/matte.

NOTES