

2 Rendering form and designing tone – Part 2

Name: _____ Class: _____ Date: _____

Vocabulary

Write each word three times.

English	Write it 3 times (English)		
Rendering	_____	_____	_____
basic form	_____	_____	_____
Chiaroscuro	_____	_____	_____
focal point	_____	_____	_____
Notan	_____	_____	_____
thumbnail	_____	_____	_____

Recall

- You can see a soup can is shaped like a cylinder and a dice like a cube.
- You have noticed dramatic lighting in a film with one strong light.
- You can squint your eyes to blur a scene into big light and dark shapes.

New ideas

Read these first. Each idea has a short worked example. Then do the Practice below.

■ 1 Rendering form

Rendering form builds smooth, believable volume. Simplify any object to a **basic form** – sphere, cylinder, cube, or cone – and shade that first.

Worked example. Before drawing a detailed apple, shade it as a simple sphere; the

details sit on top of that rounded form.

■ 2 Chiaroscuro

Chiaroscuro uses strong contrast between light and dark for drama. Save the strongest contrast for the **focal point**.

Worked example. Light a face from one side in a dark room; the bright cheek against deep shadow instantly looks dramatic.

■ 3 Notan

Notan is the design of light and dark shapes. Test a composition as a tiny 2-3 value **thumbnail** before adding detail.

Worked example. Draw a scene as three flat greys in a 6 cm box; if the pattern reads clearly, the composition is strong.

Watch out: Do not blend everything until it is smooth and empty – keep the light and shadow sides clearly separated, or the form goes flat.

Practice

2.1 Name the four basic forms. [2]

2.2 Why simplify an object to a basic form before rendering detail? [2]

2.3 What is chiaroscuro? [2]

2.4 What is a notan study, and why do one before a finished drawing? [2]

2.5 Where should the strongest value contrast go? [1]
