

Exercise walk-through

Rendering Form ■ 2.3

eXercise

You must be able to

- simplify a subject to sphere/cylinder/cube/cone
- work dark-to-light or light-to-dark consistently
- keep the lit and shadow sides separate
- blend with restraint

Method — Basic forms

Every complex subject simplifies into a sphere, cylinder, cube, or cone. Render the simple form first.

Method — Work in one direction

Shade dark-to-light or light-to-dark consistently; jumping around destroys the value structure.

Method — The white-object test

White objects have no local colour to hide behind — every value comes from light alone.

Practice 2.1 ■ 1 mark

The four basic forms are sphere, cylinder, cone, and

A spiral

B cube

C hexagon

D blob

Solution 2.1

Method: Basic forms

A spiral

B cube



C hexagon

D blob

Worked steps

B. sphere, cylinder, cube, cone.

Practice 2.2 ■ 2 marks

Why is a drawing of white objects a good rendering test?

Solution 2.2

Method: The white-object test

Worked steps

no local colour to hide behind **B1**; all value must come from light, so control is exposed **B1**.

Practice 2.3 ■ 1 mark

What happens to a form when halftones creep into the shadow side?

Solution 2.3

Worked steps

the lit and shadow sides merge and the form collapses / goes flat **B1**.