

2.3 Rendering Form

Name: _____ Class: _____ Date: _____

Total: 11 marks

KEY WORDS basic forms 基本形体 • rendering 塑造 • value 明度 • core shadow 明暗交界线
• reflected light 反光

Objective

Render believable volume by simplifying to **basic forms** 基本形体.

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

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Basic forms

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

■ Work in one direction

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

■ The white-object test

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

2 Practice

2.1 The four basic forms are sphere, cylinder, cone, and [1]

- **A** spiral
- **B** cube
- **C** hexagon
- **D** blob

2.2 Why is a drawing of white objects a good rendering test? [2]

2.3 What happens to a form when halftones creep into the shadow side? [1]

3 Studio & portfolio tasks

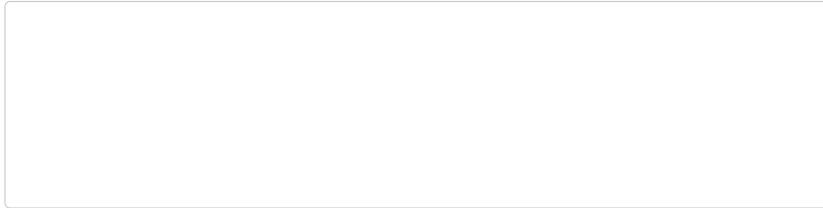
3.1 Make a **white-object rendering study**.

(a) Set up 2-3 white objects under one light and render them full-value. [4]

(b) Keep lit and shadow sides clearly separated on each. [1]

3.2

() Render a cylinder from a flat tone, adding core shadow, light side, and reflected light.[2]



Solutions

2.1 B. sphere, cylinder, cube, cone.

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

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

3.1 each object reads as solid volume; a clear light/shadow separation; simplified to basic forms underneath; full value range from white paper to dark.

3.2 the tube reads as round; core shadow and a lifted reflected-light edge present.