

# 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 | B |
| C | D |
- 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]