Drawing the Value Sphere
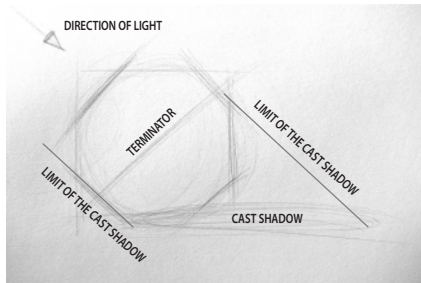
Block-In Contour: 2H Pencil

1. Lightly sketch a square, and slice off the corners to make a hexagon.
2. Draw an arrow from the upper left, indicating the Direction of the Light.
3. Draw the Terminator perpendicular to the Light Source.
4. Draw Limits of the Cast Shadow and sketch an ellipse for the Cast Shadow.
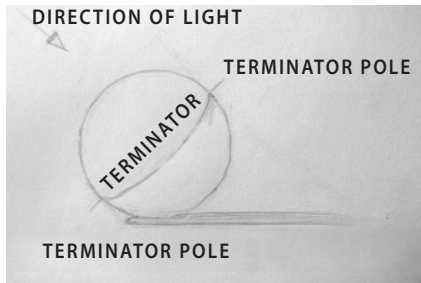
Refine Contour: 2H Pencil

1. Continue to slice off corners of the square and erase extra marks.
2. Mark the 2 poles of the Terminator, and create an ellipse between the poles.
3. Use the pen-style eraser to clean up extra marks and make lines very fine.
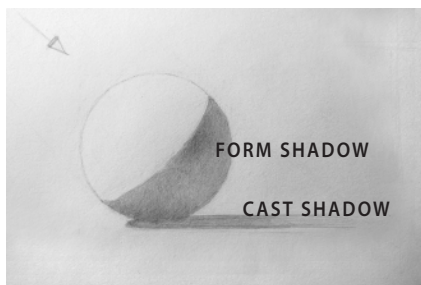

Fill in Shadows: H Pencil

1. Fill in the Form Shadow and Cast Shadow.
2. Using a light touch, shade with very short strokes in all directions.
3. Use your kneaded eraser, twisted into a point, to "tap out" any texture.
4. Don't press: Build up the value slowly without damaging the paper.
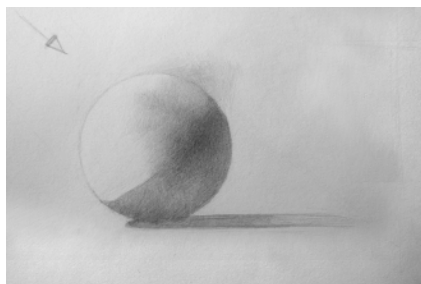

Turn the Form: 2H Pencil

1. Starting at Terminator, shade a "mist" of light marks up towards highlight.
2. Darken values at Terminator until it softens and disappears.
3. Don't rub the graphite with any blending tools or your finger.
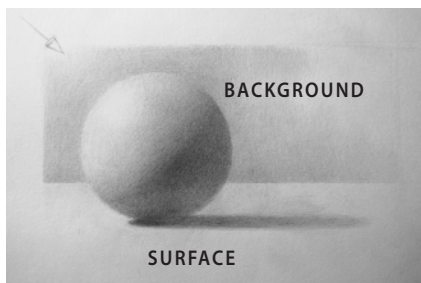
Refine Shading: 2H and H Pencils

1. Darken the area just behind the Terminator.
2. Leave the underside of the ball a tiny bit lighter for reflected light.
3. Allow the sphere to merge with the Cast Shadow where they touch.
4. Fill in medium values for the Background and Surface.
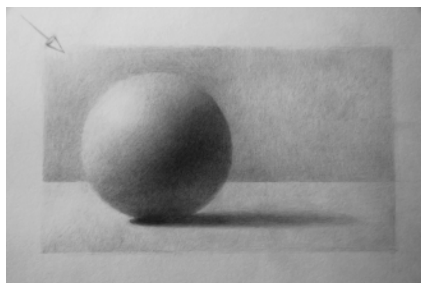
Final Shading: 2H and H Pencils

1. Continue to adjust values across entire drawing, layering H and 2H pencils as necessary with a soft touch and short strokes in a variety of directions.
2. In some places the background will be the same value as the sphere. Allow these edges to disappear, they are called "Lost Edges."