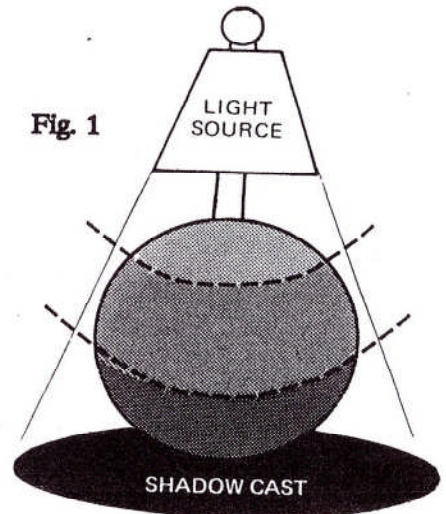


Shading Techniques

HOW LIGHT AFFECTS COLOR

To realistically paint an item, you'll want to show the way light affects the color of an item. The illustration in Figure 1 shows how the light source affects color. The Highlight color is the area where the light directly strikes the item and where the color is the lightest. The Base color is the area which is exposed to the average amount of light. The Shadow is the area which is the darkest as it receives the least amount of light

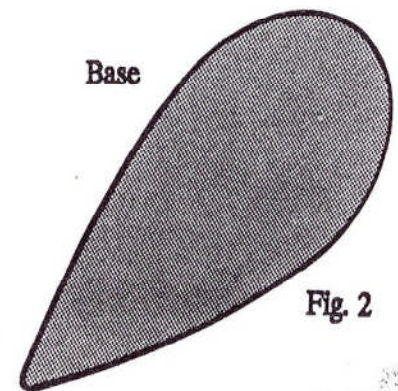


THREE COLOR SHADING

It is easy to realistically paint an item using the following basic shading techniques. To illustrate the steps in basic shading, a flower petal is used as the painting example. When painting a complete design such as a flower which has a number of petals, paint one part of the design (in this case a petal), at a time.

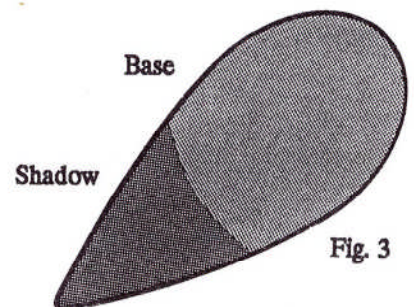
1. Apply Base Color

The first step is to outline and fill-in the petal with the Base color as shown in Figure 2.



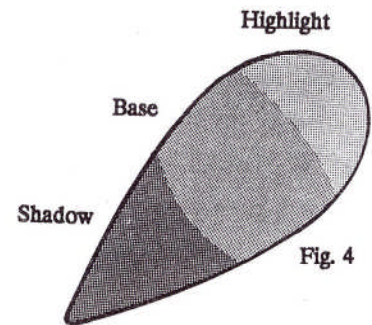
2. Apply Shadow Color

Using the feather stroke, start from the bottom of the petal and stroke in the Shadow color as shown in Figure 3. Use the fiber blender to smoothly blend the Shadow color into the Base color.



3. Apply Highlight

Use the feather stroke, starting from the top of the petal, to stroke in the Highlight color as shown in Figure 4. Use the fiber blender to smoothly blend the Highlight color in the Base color.

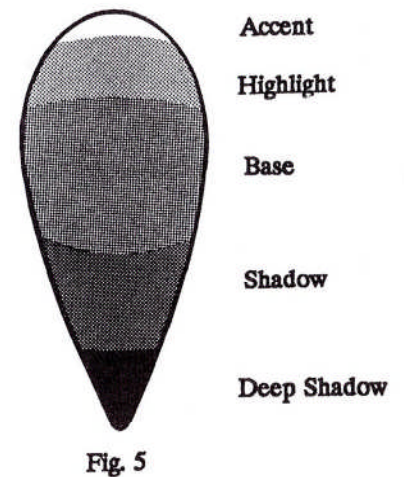


FIVE COLOR SHADING

As you can see from the previous examples, it's easy to paint an item with the gradual shades of color from light to dark to give a realistic appearance to painted items.

Using the same techniques as used for 3 color shading you can use 5 color shading to give added dimension and depth to painted items.

The Accent color, which is lighter than the Highlight color, and the Deep Shadow color, which is darker than the Shadow color, is applied as shown in Figure 5. As you can see, it's easy to use 3 or more color shading to create the affect desired.



SHADING AREAS WHICH OVERLAP

In the previous examples, one petal was used to illustrate various shading techniques. When painting a complete design such as a flower with a number of petals, you'll paint one part of the flower, such as a petal or leaf, at a time. However, as shown in Figure 6, you will need to use shading to show where the various parts of the design overlap. This is done by creating contrasting edges where the various parts of the design overlap. For example, in Figure 6, a Highlight color was used where the three petals overlap.

