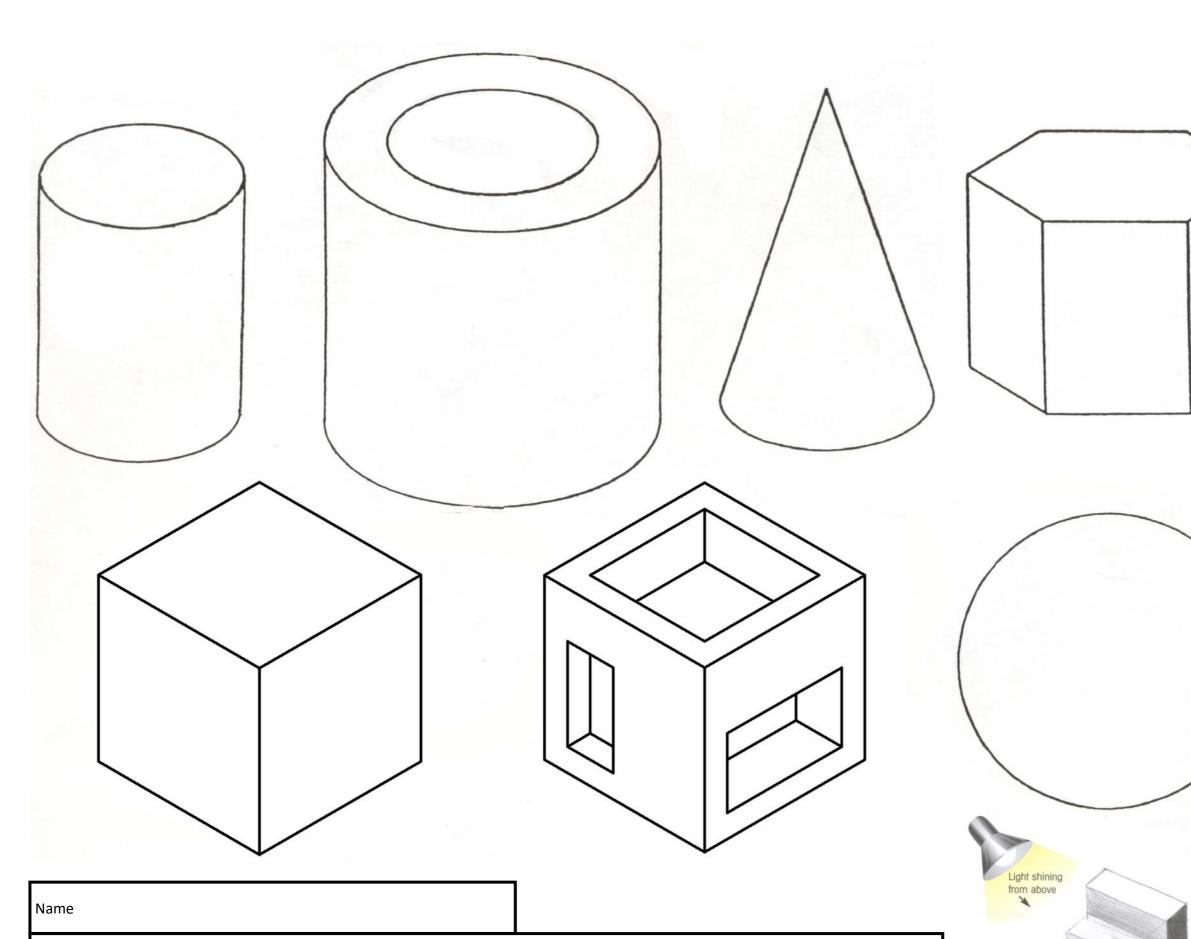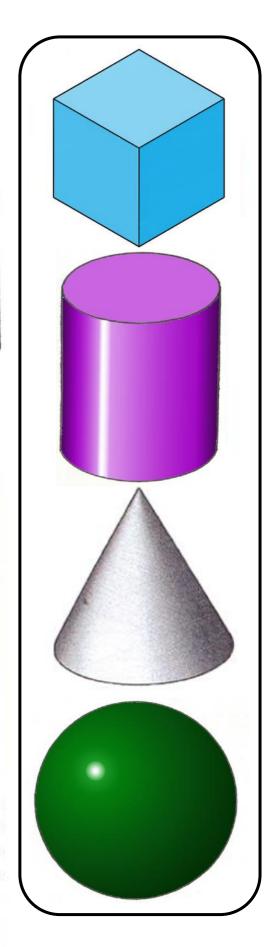Name

Geometric shapes are the foundation of most 3D sketches. In order to make them look more realistic we apply **Tonal Shading**. Different tones are used based on where we think the light source is coming from. In design work we often assume that the light is coming from over our left shoulder. This means that the **Top** surface will be the **Lightest**, the **Right** side the **Darkest** and the **Left** side will be a **Medium** tone. The light source also lets us work out where shadows may fall or where Highlights might be seen. Highlights are the lines or corners where light will be reflected back and are often represented by White 'Farkles' and lines.

Light shining from above

Lightest areas

Medium tone – exposed to some light

Darkest area – less exposed to light

Creates a grey shadow on the ground