



HOME LEARNING

Subject: DT

Time to complete: 1H

Learning Objective: Use a pencil to understand how to shade a 2D object to make it look 3D

Task: Following the instructions, shade the objects to make them look 3D. Use tone and shading using the line technique and the 3 tone technique.

Save your work:

If you are using a computer, open a blank document to do your work (you can use Word or Publisher). Don't forget to SAVE it with your name, the lesson you are doing and the date.

For example: T.Smith Maths 8 April

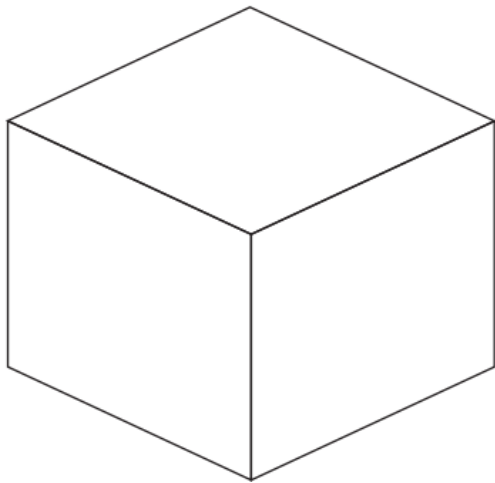
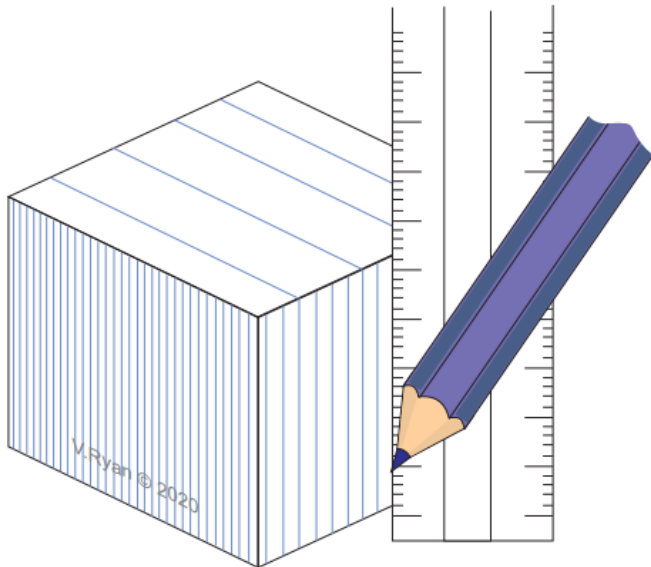
If you would like us to see or mark your work please email it or send a photo of your completed work to the member of staff.

whamblin@glebe.bromley.sch.uk

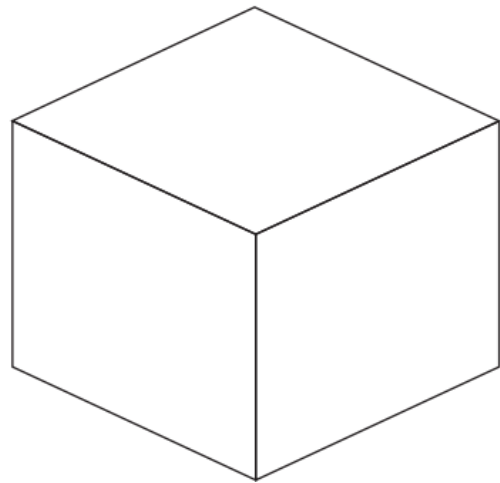
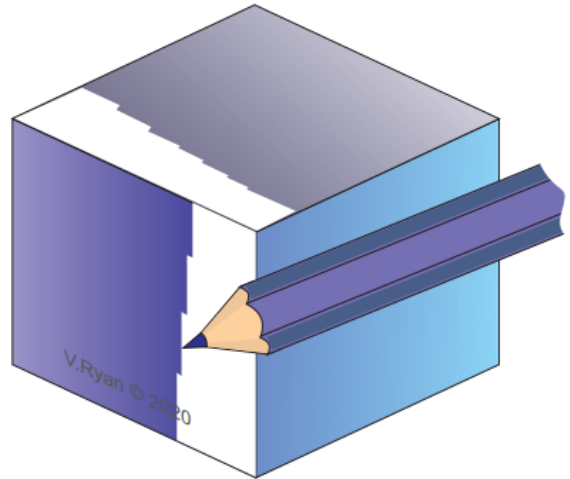
Thank you

Use a pencil to shade the lower cubes using the two different techniques.

LINE TECHNIQUE

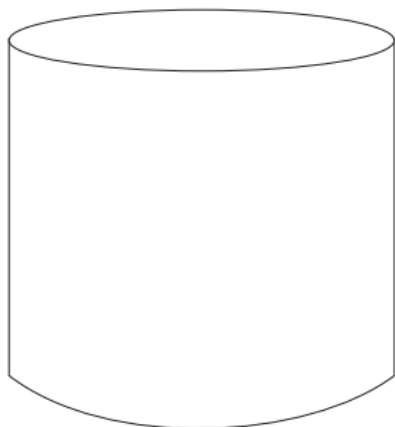
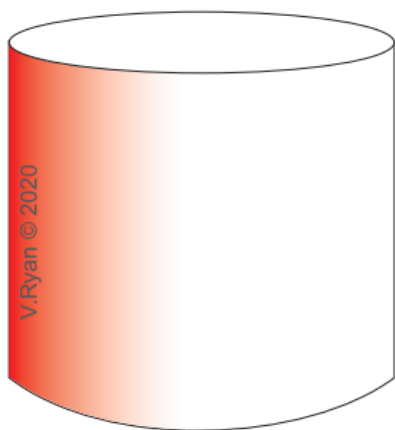


THREE TONE SHADING



Two examples of shading techniques, suitable for curved surfaces are shown below - a simple shading technique and the 'line' technique with shading. Complete the two blank cylinders below, using the same techniques.

SIMPLE SHADING



LINE TECHNIQUES AND SHADING

