

Materials

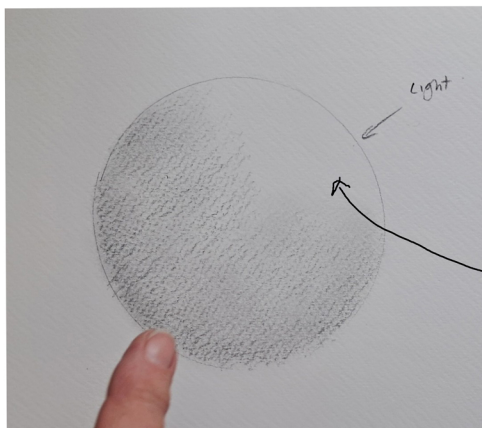
- 4B or 6B pencil
- Soft eraser
- Sketch paper or cartridge paper



Warm up - always worth doing.
try and keep a sharp pencil .

Working with a diagonal line.
Working diagonally helps turn a 2D image
Into a 3D object.

Start by lightly touching the paper
to create a soft light tone.
Gradually add more pressure
to darken the tone as you work.
You have now created:
Light - Medium - Dark tone.



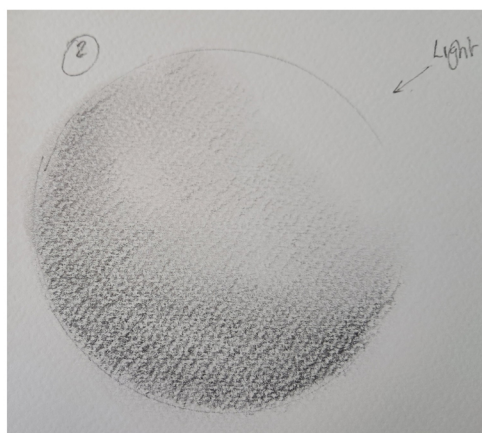
Step 1

Create a circle and mark the direction of your
light source.

Using your lightest tone, begin shading diagonally
across the sphere with gentle pressure.

Gradually fade the tone as you move towards
the light source, leaving the brightest area
untouched by pencil.

Using small circular motions
with the tip of your fingure. gently soften
your pencil tone.



Step 2

Starting on the opposite side to your light area,
add a little more pressure to your pencil creating
your medium tone.

Using small circular motions with the tip of your
fingure again , gently soften and blend the graphite
to create a smoother transition.

Top tip: Move the paper as well as your pencil,
that way you keep you diagonal line.

Step 3

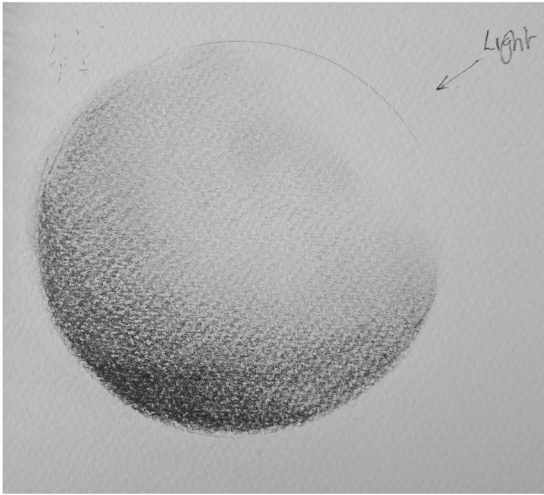
Continue building your darker tones on the side opposite the light source.

Using slightly more pressure with your pencil, slowly deepen the shadow areas while still working in small circular or diagonal motions.

Try to keep your pencil moving softly across the surface to avoid harsh outlines.

Lightly rub the tone in circular motions with your finger to soften and blend the graphite.

Remember to leave the light area clean and untouched.



Final Step

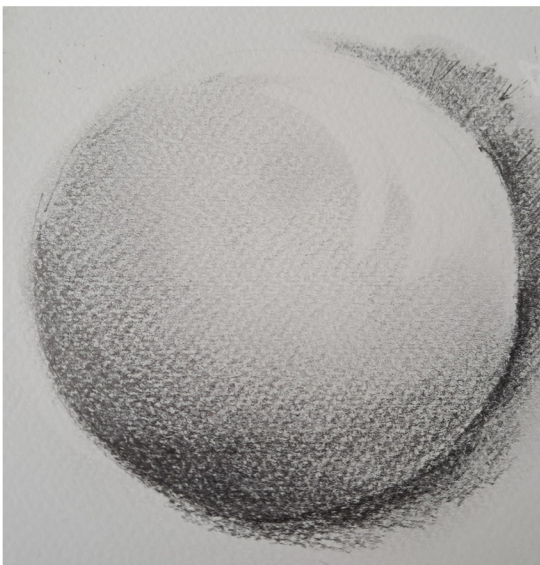
Now begin strengthening the darkest tones beneath and around the shadow side of the sphere.

Add the cast shadow behind the object, keeping it darker closest to the sphere and softer as it moves away.

Use a soft eraser to gently lift out the brightest highlight area if needed.

Take time to soften transitions between light, medium, and dark tones so the sphere begins to feel rounded and three-dimensional.

Avoid pressing too hard around the outer edge — keeping the outline soft will help the sphere feel more realistic.



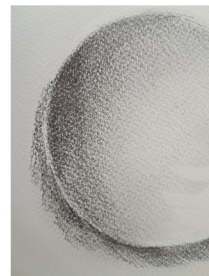
Common Errors to Avoid Harsh or "Hairy" Outline



Avoid pressing too hard around the edge of the sphere.

Try to soften the edge gradually using small circular movements.

White Gap Around the Sphere



Blend the tones gently towards the edge of the object.

A strong white outline can flatten the sphere and reduce the illusion of form.

Remember — tone is built gradually through patience, observation, and soft transitions.