

2 Rendering form and designing tone — Part 2 — Answers

Answers

Work through these after you have tried the questions yourself.

2.1 sphere, cylinder, cube, and cone.

2.2 the simple form gives correct volume and light logic; details then sit believably on top of it.

2.3 the use of strong contrast between light and dark to create drama and model form.

2.4 a tiny 2-3 value sketch of the light-dark pattern; it tests whether the composition works before you spend hours on detail.

2.5 at the focal point, because contrast attracts the eye first. \