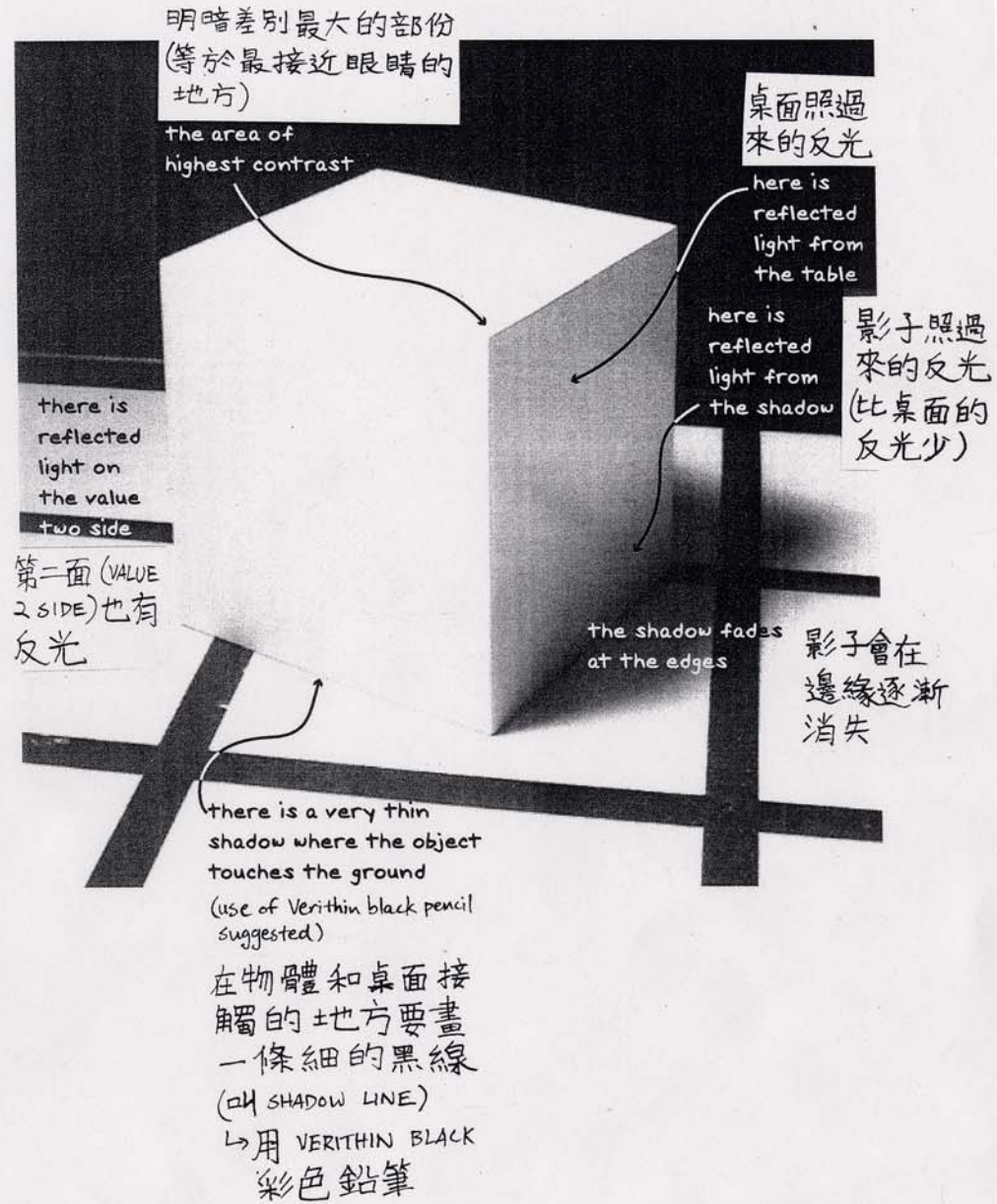
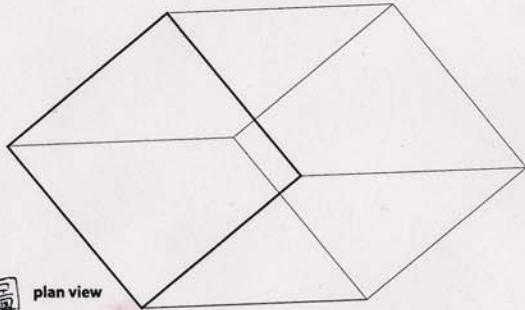
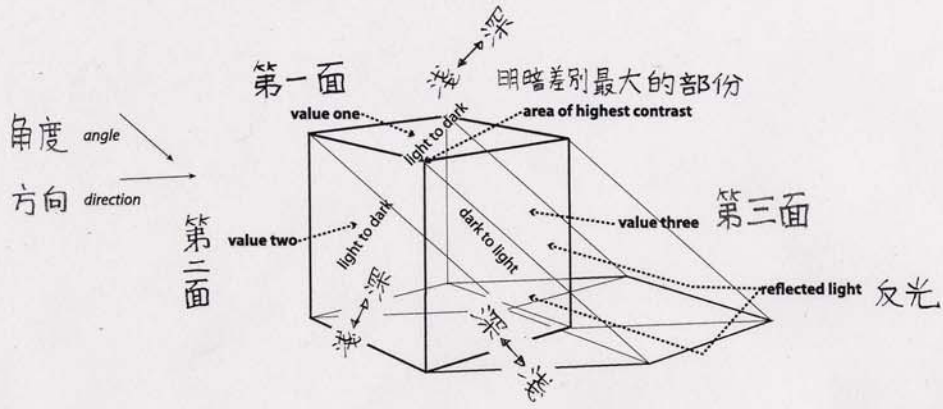


ANATOMY OF PRIMITIVE SHAPES: MATTE CUBE 無光澤的 (MATTE) 立方體 (CUBE)
 Rebecca B. Bennett



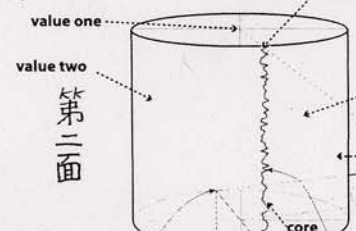
ANATOMY OF PRIMITIVE SHAPES: MATTE CYLINDER
 Rebecca B. Bennett 無光澤的圓柱體

所有橢圓形的主要線 (MAJOR AXIS) 都是和地平線平行的

橢圓形越靠近地平線就越短

角度 angle
 方向 direction

第一面 value one
 第二面 value two
 第三面 value three
 明暗差別最大的部份 area of highest contrast



反光
 Major axis of every ellipse in the cylinder is parallel to the horizon line. Ellipses get shorter the closer they get to the horizon line.

The core and the shadow begin at the tangent.

The core separates value one and value three.

CORE和影子是從相切線開始

CORE在第一和第三面之間

tangent
 相切線

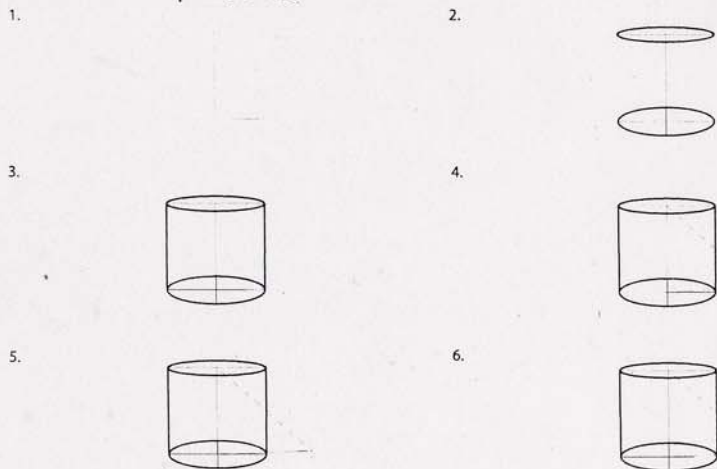
相切線和陽光是垂直的, 而且相切線有穿過圓形的中心點 (CENTER POINT)



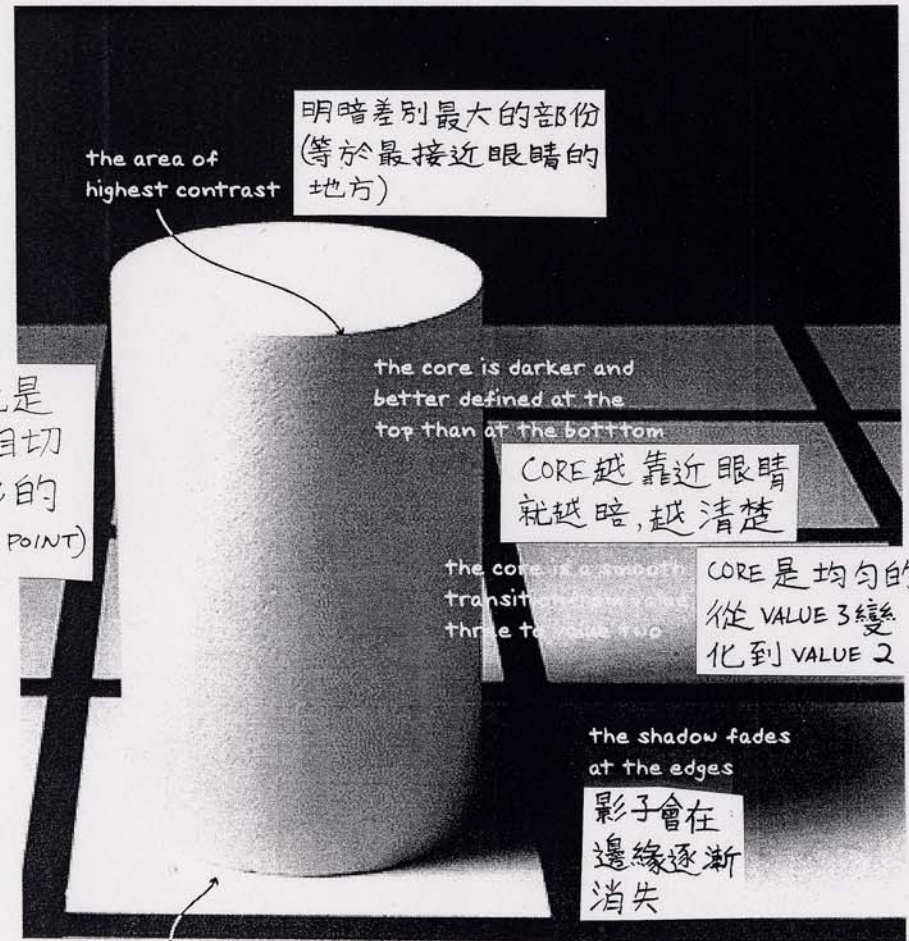
上視圖 plan view

The tangent is at a right angle to the direction and passes through the center of the base.

Sketching steps: 草稿步驟



在物體和桌面接觸的地方要畫一條細的黑線 (叫 SHADOW LINE)
 ↳ 用 VERITHIN BLACK 彩色鉛筆



明暗差別最大的部份 (等於最接近眼睛的地方)

the area of highest contrast

the core is darker and better defined at the top than at the bottom

CORE越靠近眼睛就越暗, 越清楚

the core is a smooth transition from value three to value two

CORE是均勻的從 VALUE 3 變化到 VALUE 2

the shadow fades at the edges

影子會在邊緣逐漸消失

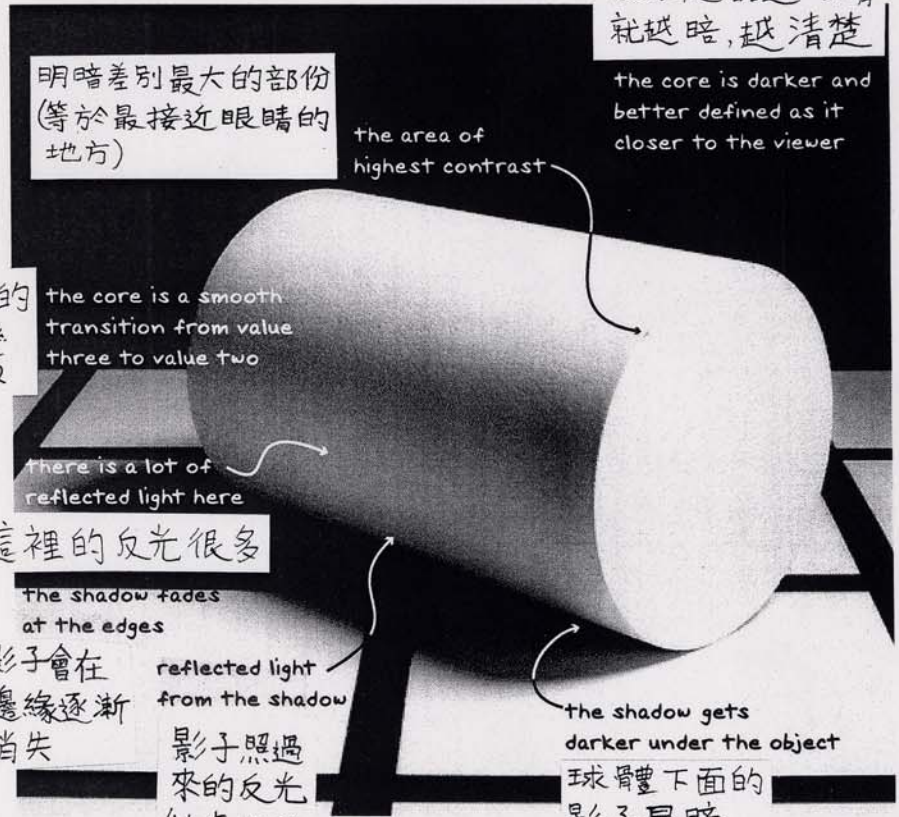
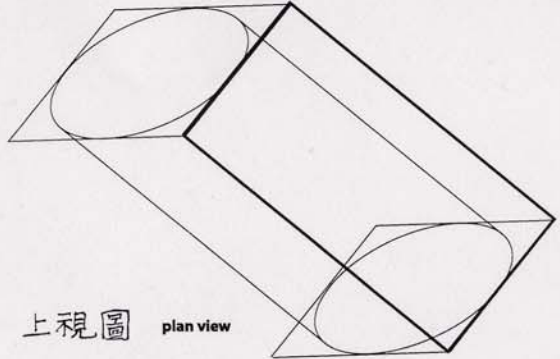
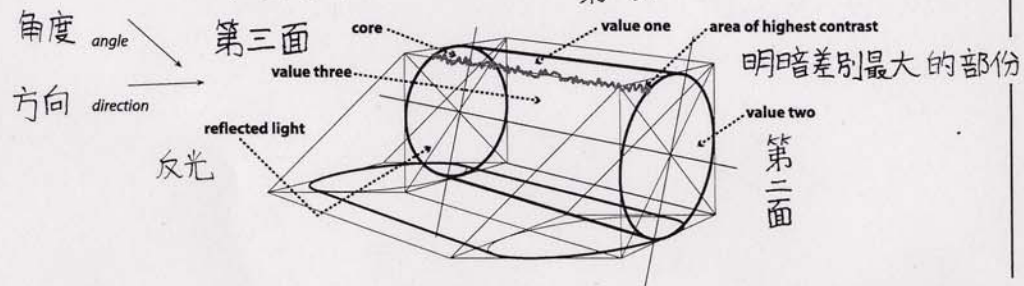
there is a very thin shadow where the object touches the ground (use of Verithin black pencil suggested)

ANATOMY OF PRIMITIVE SHAPES: MATTE ROLLED CYLINDER

Rebecca B. Bennett

無光澤的 (MATTE) 圓柱體 (CYLINDER): ROLLED = 倒的

圓的表面的影子最暗的地方叫做"CORE"



明暗差別最大的部份 (等於最接近眼睛的地方)

CORE越靠近眼睛就越暗,越清楚

the core is darker and better defined as it closer to the viewer

the area of highest contrast

CORE是均勻的 從 VALUE 3 變化到 VALUE 2

the core is a smooth transition from value three to value two

there is a lot of reflected light here

這裡的反光很多

The shadow fades at the edges

影子會在邊緣逐漸消失

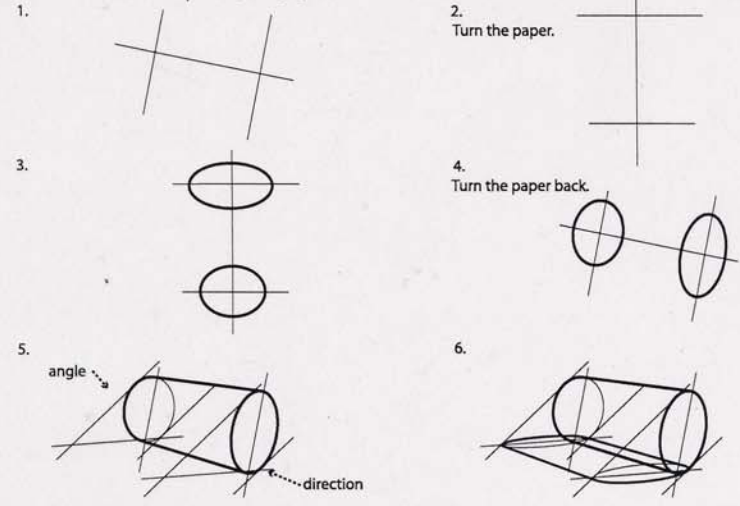
reflected light from the shadow

影子照過來的反光 (比桌面的反光少)

the shadow gets darker under the object

球體下面的影子最暗

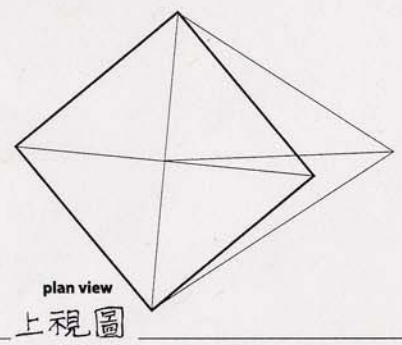
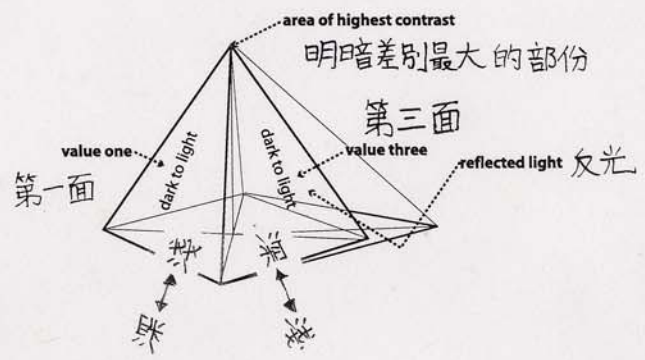
Sketching steps: 草稿步驟



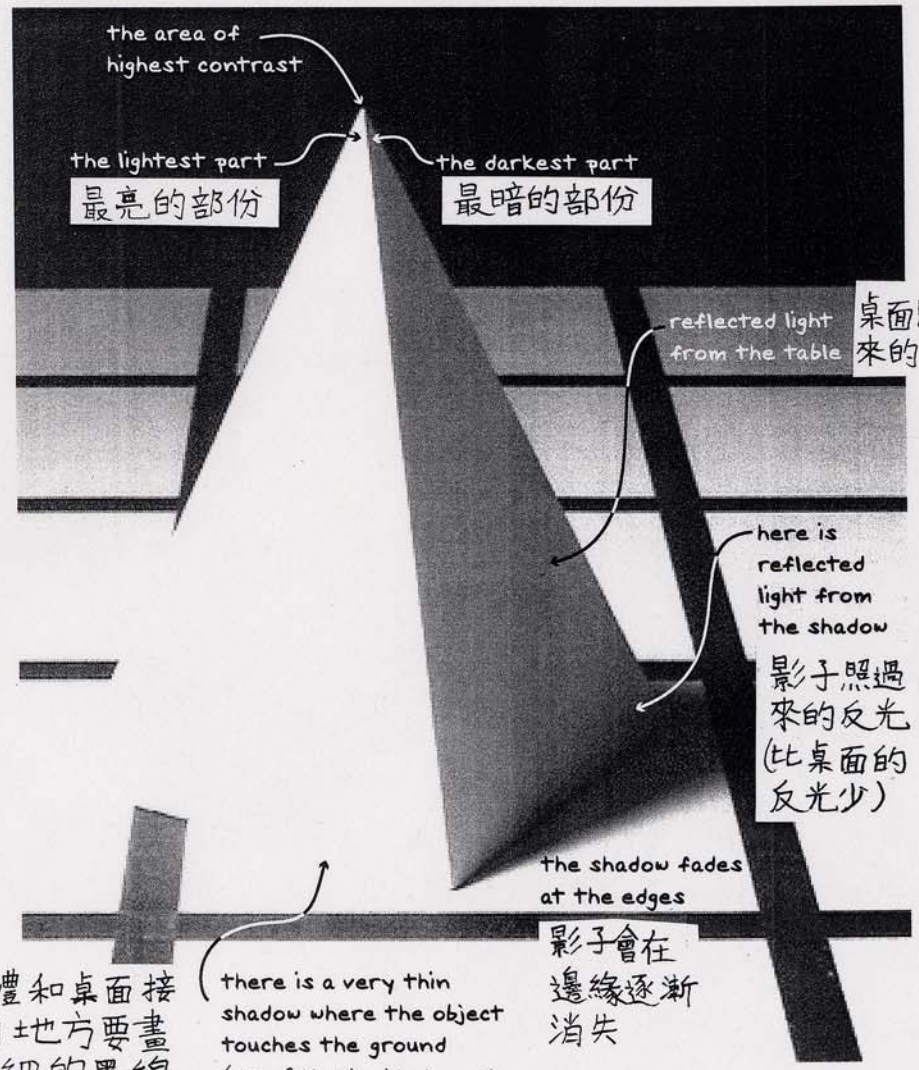
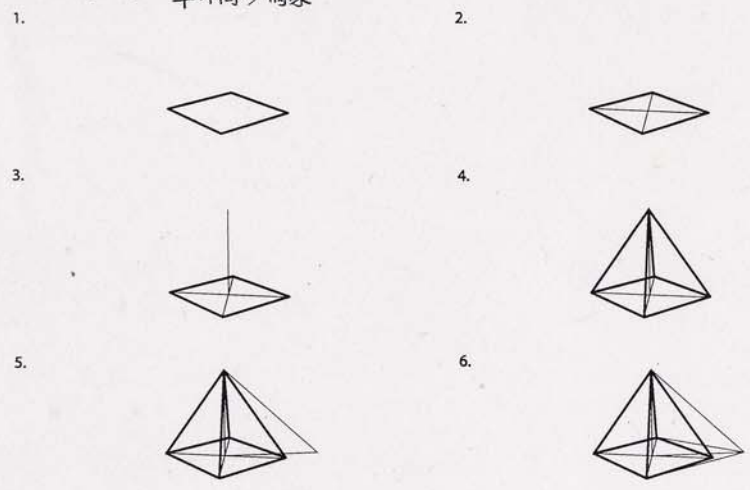
ANATOMY OF PRIMITIVE SHAPES: MATTE 5-SIDED PYRAMID 無光澤的(MATTE)五面金字塔 (5-SIDED PYRAMID)

Rebecca B. Bennett

角度 angle
direction
方向



Sketching steps: 草稿步驟



在物體和桌面接觸的地方要畫一條細的黑線 (叫 SHADOW LINE)
→ 用 VERITHIN BLACK 彩色鉛筆

there is a very thin shadow where the object touches the ground (use of Verithin black pencil suggested)

ANATOMY OF PRIMITIVE SHAPES: MATTE CONE

Rebecca B. Bennett

無光澤的 (MATTE) 圓錐體 (CONE)

2963 JAN10190

角度 angle
方向 direction

明暗差別最大的部份

area of highest contrast

CORE 在第一和第三面之間

第一面

value one

The core separates value one and value three.

value three

第三面

reflected light

反光

The core and the shadow begin at the tangent:

CORE 和 影子 是從相切線開始

相切線

tangent

core

圓的表面的影子最暗的地方叫做 "CORE"

相切線和陽光是垂直的, 但是相切線沒有穿過圓形的中心點

This is the tangent - notice that it is at a right angle to the direction but does not pass through the center of the base.

上視圖

plan view

Sketching steps: 草稿步驟

1.



2.



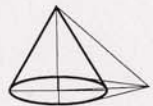
3.



4.



5.



6.

在物體和桌面接觸的地方要畫一條細的黑線 (叫 SHADOW LINE)

↳ 用 VERITHIN BLACK 彩色鉛筆

the area of highest contrast

明暗差別最大的部份 (等於最接近眼睛的地方)

the core is darker and better defined at the top than at the bottom

CORE 越靠近眼睛就越暗, 越清楚

the core is a smooth transition from value three to value two

CORE 是均勻的 從 VALUE 3 變化到 VALUE 2

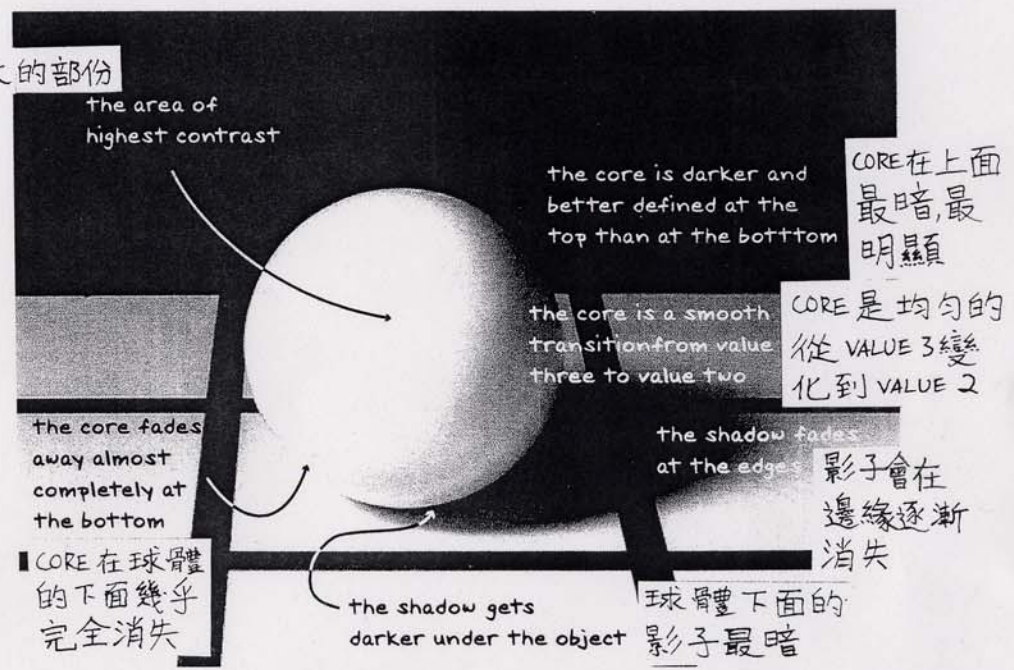
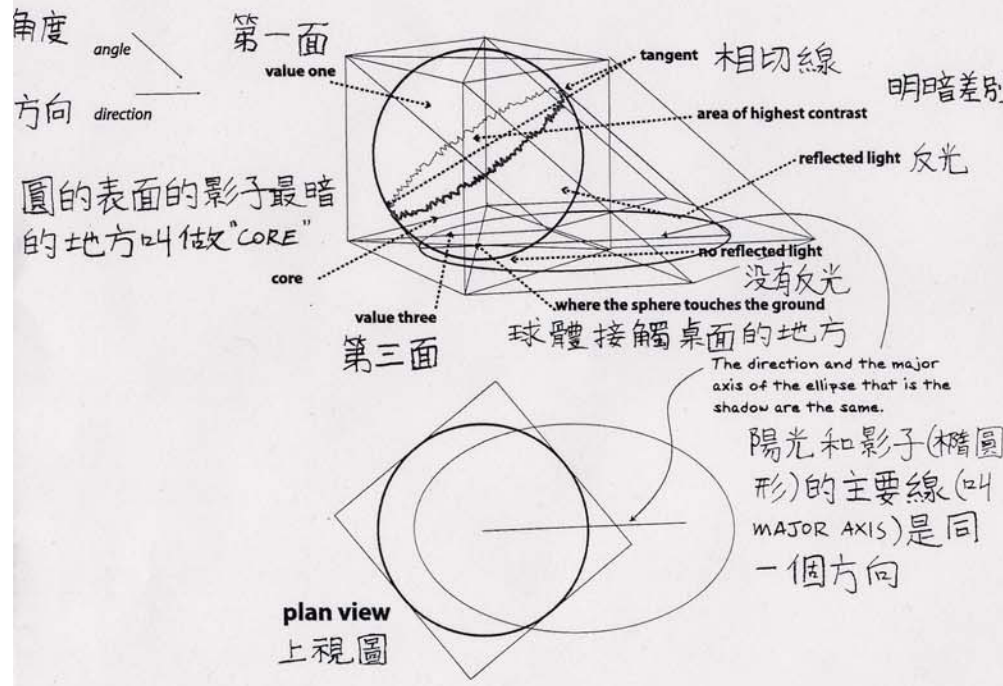
the shadow fades at the edges

影子會在邊緣逐漸消失

there is a very thin shadow where the object touches the ground (use of Verithin black pencil suggested)

ANATOMY OF PRIMITIVE SHAPES: MATTE SPHERE 無光澤的 (MATTE) 球體
 Rebecca B. Bennett (SPHERE)

ORIGINAL COPY 1990



Sketching steps: 草稿步驟

