ART 2-D to 3-D Core Shadows and Core Shadows Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Two-dimensional (2D)**

* Having length and width
* Ex circle, square, rectangle, triangle, oval, trapezoid, etc

**Three-dimensional (3-D)**

* Having length, width and height
* Ex. Sphere, rectangular prism, cone, cylinder, triangular prism, etc

**Core Shadows:**

* Located on the object
* Always on side of object away from the light source
* 1/3 -14 of the way in from edge
* Found on spheres, cones and cylinders

**Cast Shadows:**

* Shadows created on another surface by the object.
* Example: tree casting shadow on the ground; an apple casting shadow on a table

|  |  |
| --- | --- |
| Circle 2-D | Problems:  Flat spots  Bumpy spots  Pointy spots |
| SPHERE 3-D | SPHERE 3-D |
| TRIANGLE 2-D  Square/Rectangle 2-D  (X marks the spot) Axis of symmetry | CONE 3-D  Cylinder 3-D |
| Trapezoid 2-D  Horizon line Vanishing point  (Converging lines) | CANS of TUNA  HL |

Rectangular prisms 3-D above HL and below HL

HL

Rectangular prism ON HL

HL

NOTE: Any paper/canvas is divided into three areas:

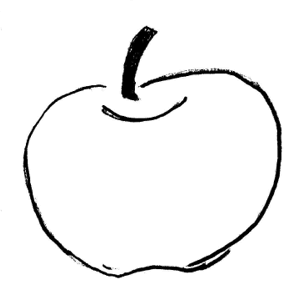
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PORTRAIT LANDSCAPE



SWEET SPOTS 

Remember:

**In a piece of artwork,**

* **Use WHOLE objects**
* **Use PARTIAL objects**
* **NEVER, EVER place the EDGE of the object on the EDGE on the paper or canvas**

**Perspective:**

Creating the illusion of a 3-D object on a 2-D surface

**Three important things used to create perspective:**

* Horizon line
* Vanishing point(s)
* Converging lines