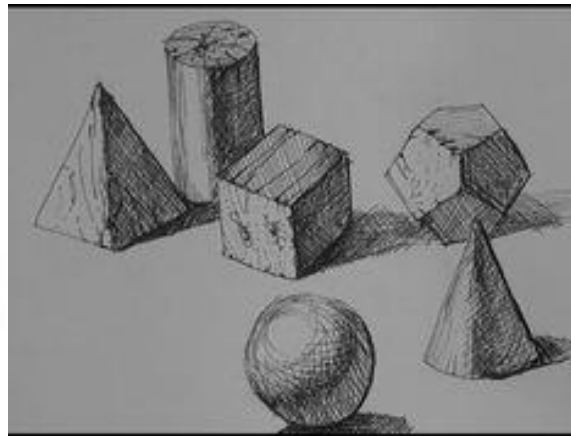
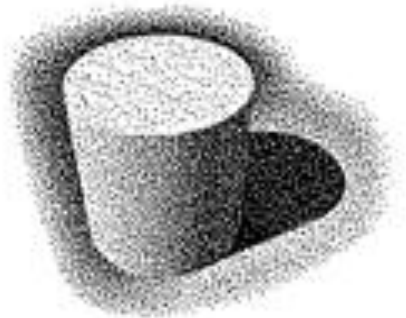
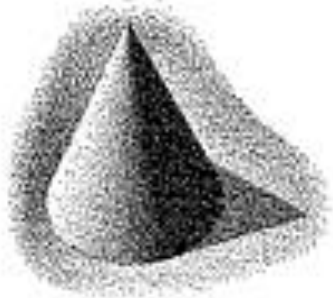
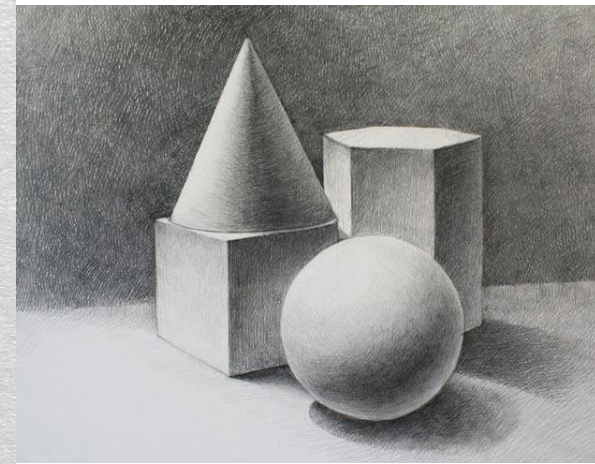
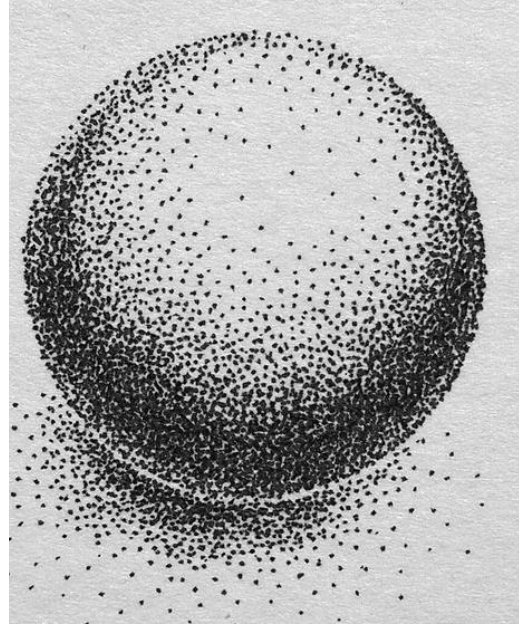
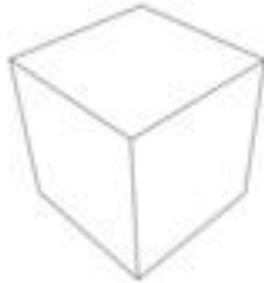
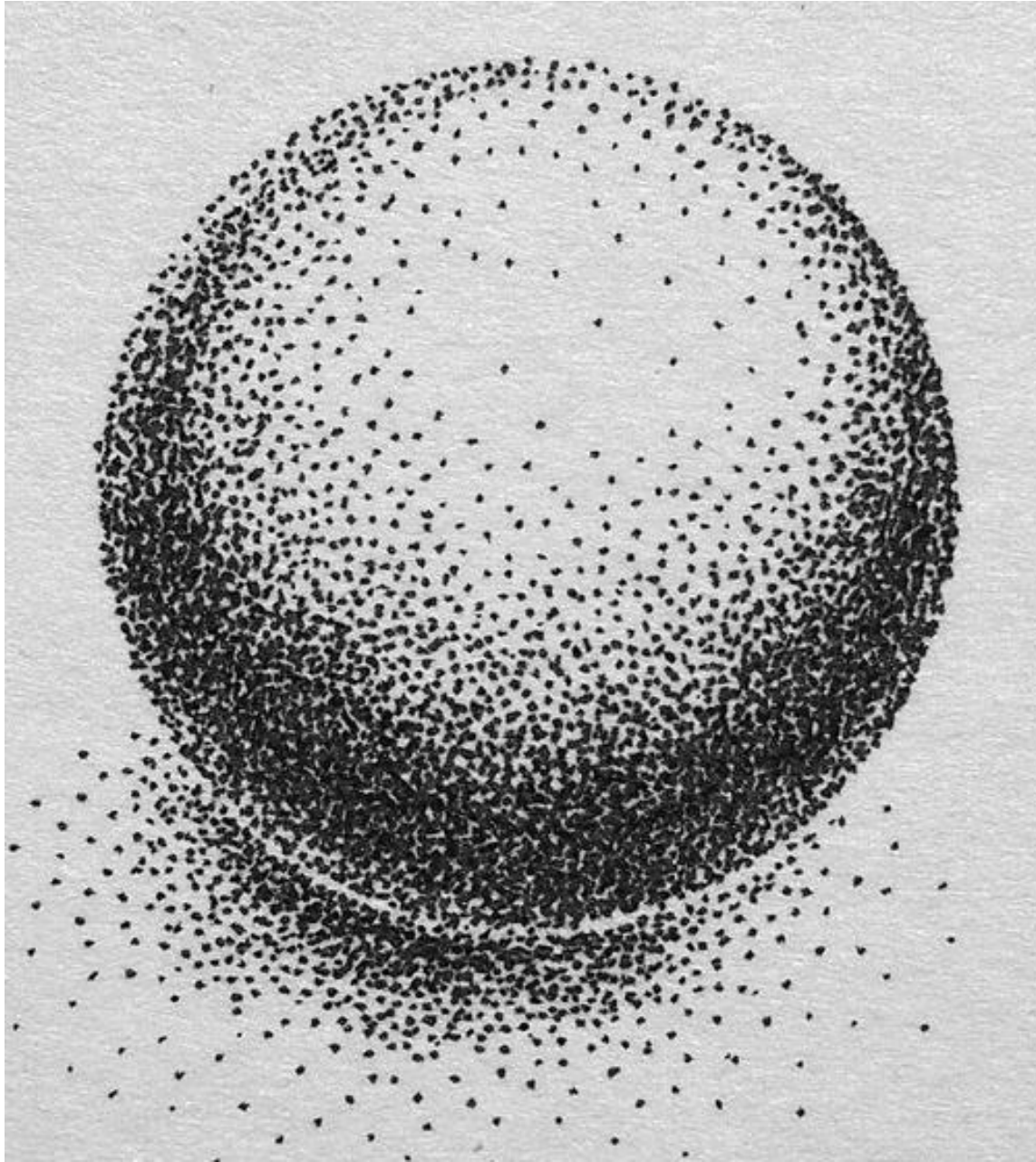


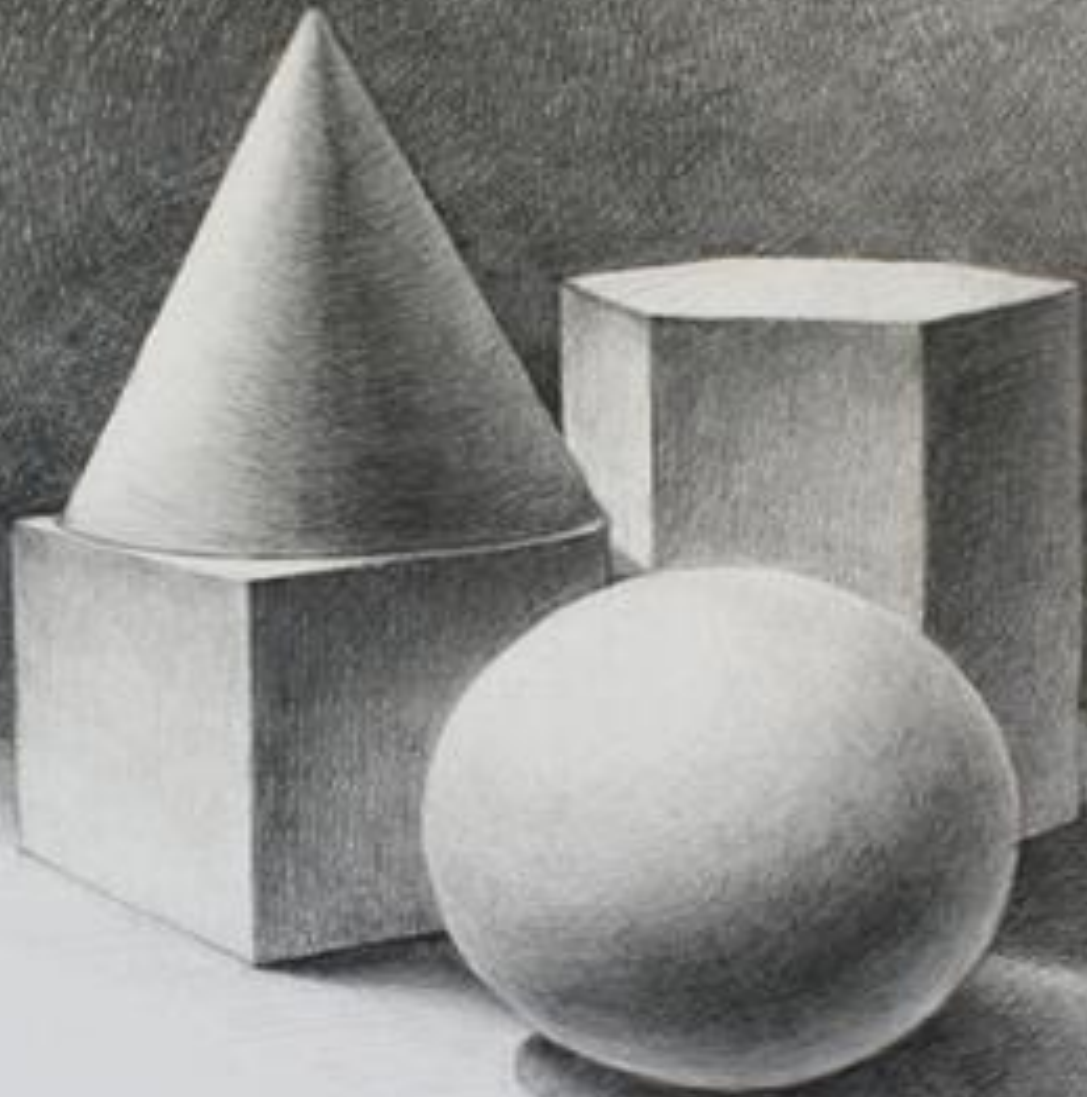
# FINAL SHADE PROJECT



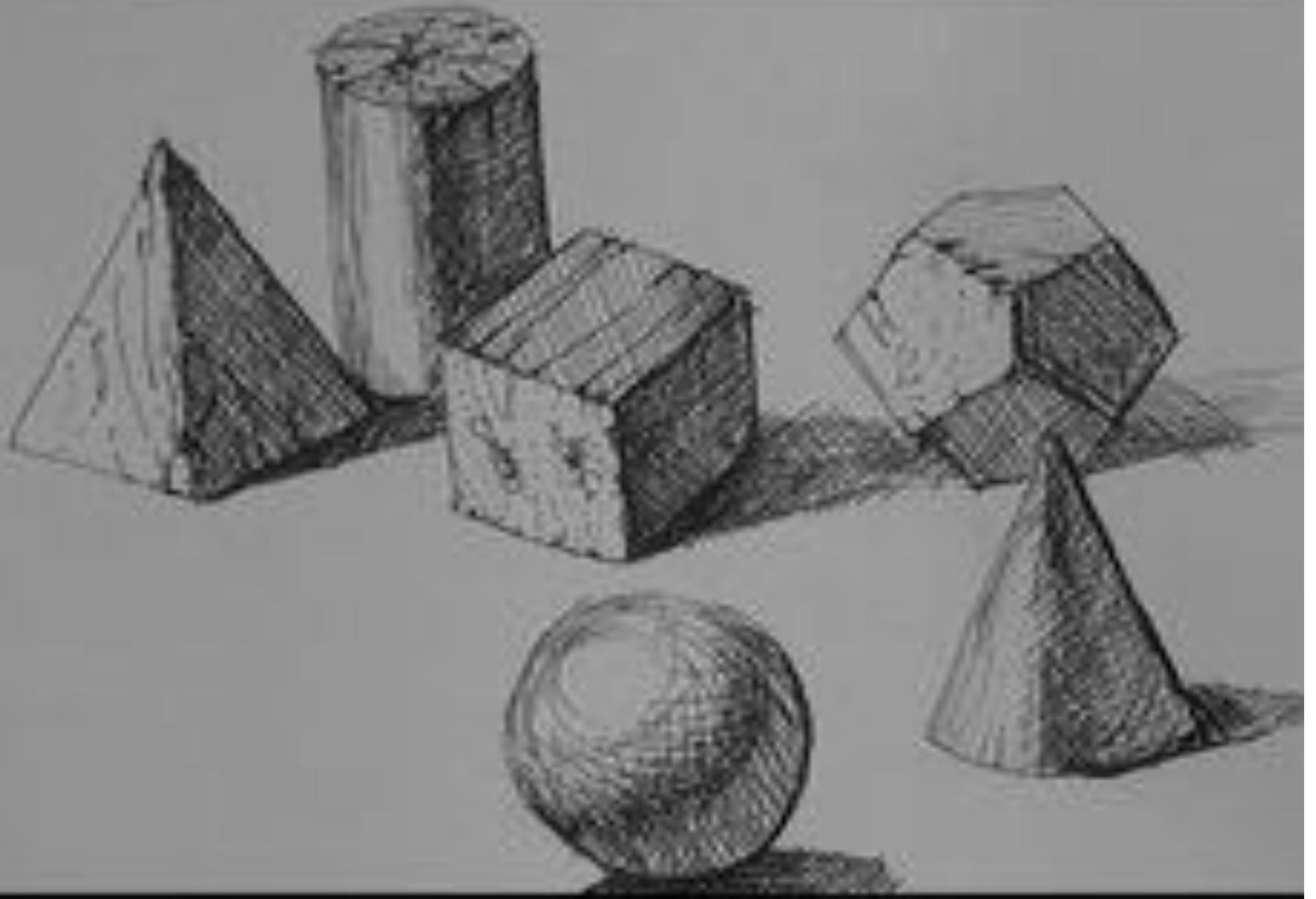
# STIPPLING



# CROSS HATCHING



# HATCHING

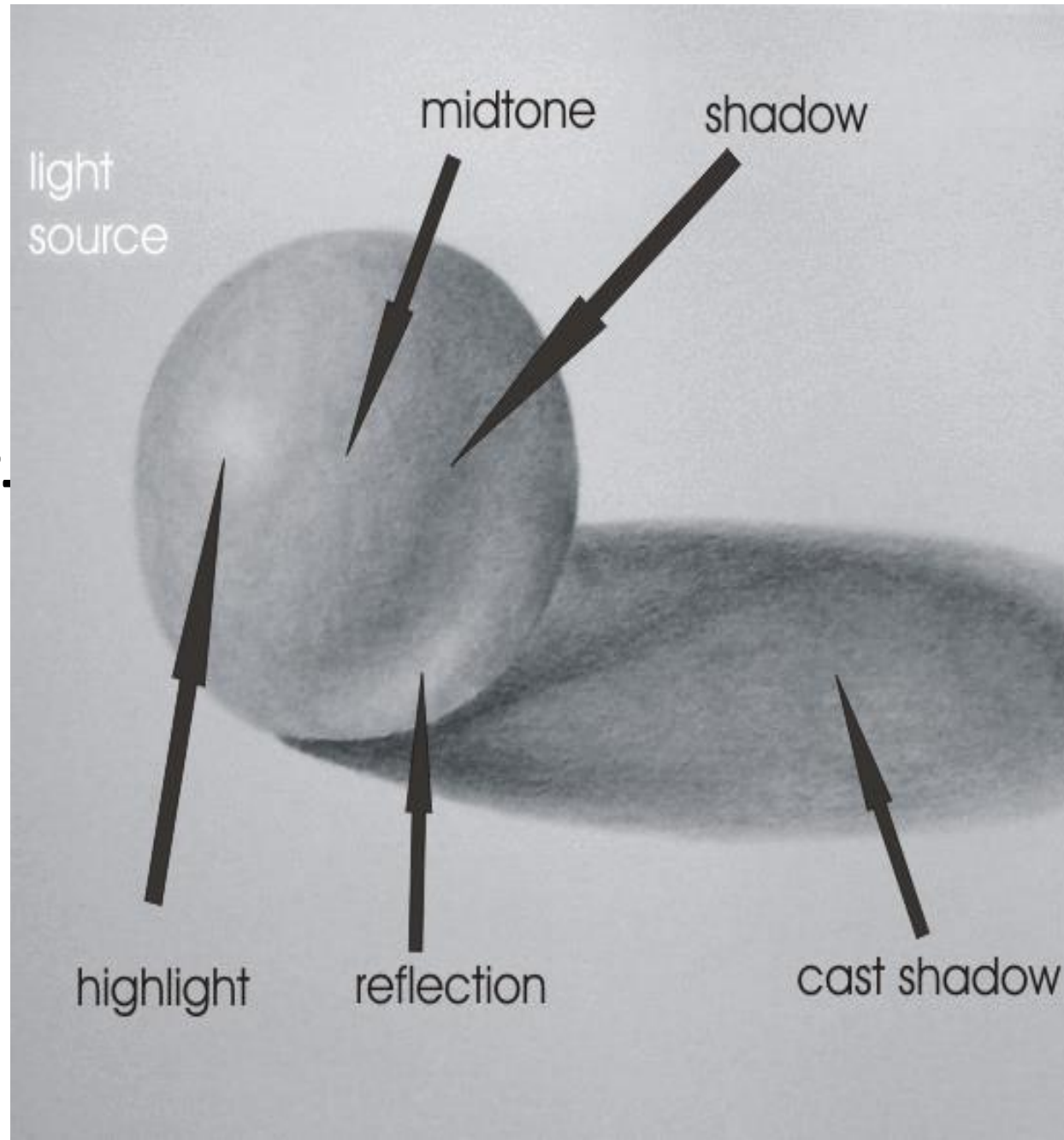


# PICK FORMS OR OBJECTS



# SHADING ORDER

- HIGH-LIGHT-L
- LIGHT-ML
- REFLECTED LIGHT-M
- CORE SHADOW-MD
- CAST SHADOW-D



# REQUIREMENTS

1. DRAW FORMS CORRECTLY
2. CORRECT SHADING TECHNIQUE
3. SHOWS  
GRADATION/CRAFTSMANSHIP
4. INCLUDES SHADOW AND  
BACKGROUND