Zentangle Class - Shading (Advanced) 2/21/2025

**RECAP SHADING BASICS - 2D**

1. Zentangle Method - has **NO** light source
    a. Within a tangle/within a string
    b. Foreground/Background (Front/Behind)
    c. Dimension - Shape, Roundness, Curves
    d. Lines - Convergence, Distance & Shape between
    e. Drop Shadow
    f. Highlight - white space, white graphite, white gel pen, sparkle

**MY TOOLS**

1. Micron Pen PN
2. Graphite - black mini and extra black 555
3. Charcoal - white mini
4. Gelly Roll White pen
5. Tortillions
6. Nail file
7. Mono Zero Elastomer Eraser
8. Pencil Sharpener

**TECHNIQUE - Micron Pen & Graphite Pencils on White Tile**

1. Graphite Pencil - Sharp point - Gives better control vs muddy results
2. Micron Pen - Thin yield more realistic & delicate results; thick more cartoonish
3. Sharp Blending stumps (Tortillions) - Clean with nail file as needed
4. Mono Zero Eraser - Recapture white space on white tiles
5. Values - light vs dark
6. To Shade, hold graphite in palm on side; use light diagonal lines or circles to define shading area
7. Shade in LAYERS - Move tortillion tip in opposite direction across diagonal lines/circles or perpendicular to line edge; blend to fade out, REPEAT to gradually build up darker areas as many times as necessary
8. To Blend, hold tortillions in palm on side; use circular motion to fade out; always use some kind of transition
9. Faintly mark position of light source on tile so know light direction regardless of rotating tile

**ADVANCED SHADING - ILLUSION OF IMAGINARY LIGHT OVER A 3D OBJECT - Eni Oken, CZT**

1. Determine Direction of Light Source; lightly mark on tile so know light direction regardless of tile rotation
2. Determine Foreground/Middleground/Background
3. ”Model” Shading to create 3D shape; usually soft & blended
4. Cast & Drop Shadow; opposite to light; cast on other objects or background; thinner shade on top closer to light & darker/thicker farther away from light

**SHADING VS SHADOWS - Both Use Layers to Darken**

1. Highlights
    a. Represents the brightness spot
    b. Paper left white or use white pencil/gel pen
    c. Directly facing the light
    d. Inside the outline of the object
    e. Small and concentrated
    f. Can be achieved as negative space in black/dark context (sparkle)
2. Model Shading - Go from 2D to 3D
    a. Models and Shapes the object
    b. Follows the contours of the object
    c. Soft and blended pencil shading
    d.
    e. Heavier opposite to the light
    f. Thinner Inside the outline of the object
3. Shadows - As many as possible to look 3D
    a. Shadows are cast by objects
    b. Are cast on to the background or on to other surrounding objects
    c. Mimic the object shape (mostly)
    d. Heavier opposite to the light
    e. Outside of the outline of casting object
    f. Dark next to the object edge & blended out
    g. Crevices, super dark

**SUMMARY**

1. Your Personal Practice to shade as little or as much as is your style
2. Use 2D, use 3D or use hybrid of both
3. Enjoy the Journey