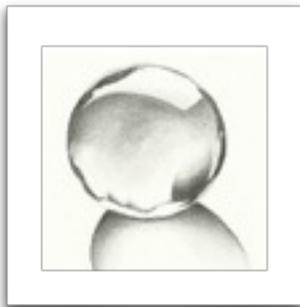


Homework Sheet | How to Draw Glass

Drawing glass objects can be a very technical process. There's very little room for errors as it can be easily ruin the effect. Once you get the technique down, it is incredibly easy, and lends itself to very realistic drawings.

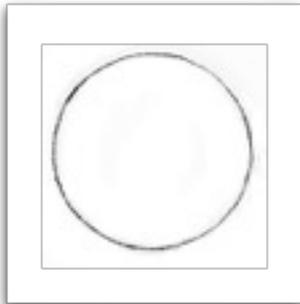
What You Need:

- Paper A3 or larger
- Graphite pencil 4H, 2H, Hb, 2B



The first step, as with any drawing, is to draw the basic outline of the object. For this tutorial, we use a simple glass ball, so the outline is going to be a plain circle.

Next, you will need to outline the highlights and reflections of your object. Glass is clear so reflects light and leaves highlights on its surface. Pay close attention to how light is distorted within the glass, and try to replicate it as close as possible. This step may leave you with a drawing that looks like a confusing bunch of lines.



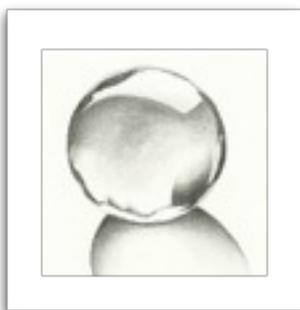
In this glass ball, we see a large highlight at the top, along with several dark reflections that run along the edge of the ball, with mostly empty space in the middle.

After you have the outlines drawn, you can begin shading and add volume to your glass object. This process depicts dark shades, next to almost stark white highlights which will give the effect of glass. It helps when drawing glass by filling in the darkest areas of the glass first. This keeps us from getting confused which areas are dark, and which are highlights. It also tells us how light the high key areas can be.



After you've gotten your dark areas filled in, you can fill in the base colour of your glass. Though glass is generally colourless, there is usually still a shade that fills in most of the object. For this glass ball, there is a shade of grey that starts darker at the top, and ends completely white at the bottom.

The most important part in this entire process is to try and draw every highlight, shadow, and reflection as close to reality as you can. Draw only what your eye sees. It might not make sense to your eyes at first, but the end result should be very realistic.



Keep your lines as clean and solid as possible to replicate the effect of glass.