



8 Different Shading Techniques – Practice Sheet

Shading brings drawings to life by showing how light, shadow, and texture interact on a surface. It helps create the illusion of depth and three-dimensional form, making flat shapes look real and expressive. Through shading, we can suggest weight, distance, and emotion, while capturing how light reflects, fades, or softens across different textures.



1. Hatching

Drawing **parallel lines** in one direction to build tone. The closer the lines, the darker the shade appears.



2. Cross-Hatching

Using **intersecting sets of lines** (crisscross) to create depth and texture. Common in pen-and-ink work for strong tonal contrast.



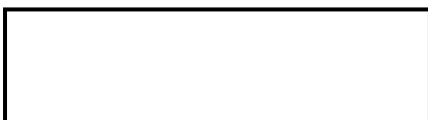
3. Stippling

Creating tone and texture using **small dots**. The denser the dots, the darker the area. Great for detailed or delicate shading.



4. Scribbling (or Scumbling)

Using **loose, circular or random lines** to build up texture and value. Often used in expressive or intuitive drawing.



5. Blending (or Smudging)

Softly **blending graphite, charcoal, or pastel** with a finger, tissue, or blending stump to create smooth, gradual transitions between light and shadow.



6. Contour Shading

Following the **shape or curve** of the object with your shading lines to enhance its three-dimensional form.



7. Circulum

Using **small overlapping circular motions** to create smooth, realistic shading—often used for skin tones in portrait work.



8. Tonal Shading (Gradient Shading)

Gradually changing the **pressure or density** of marks to form a smooth gradient from light to dark, emphasizing light sources and volume.