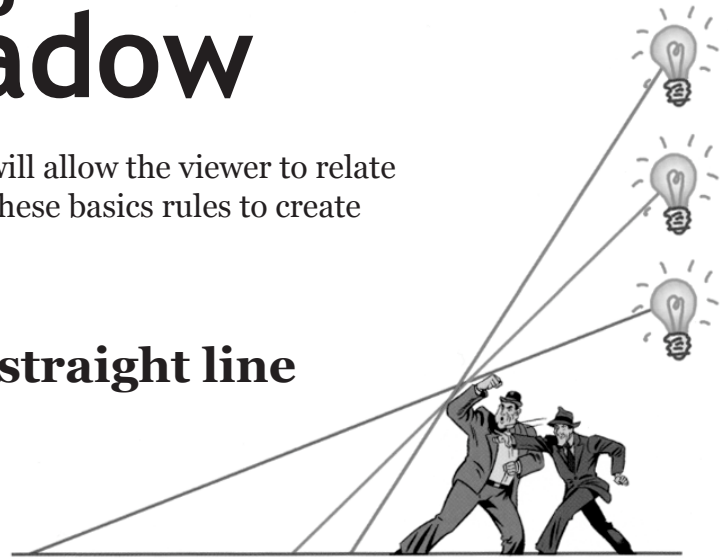


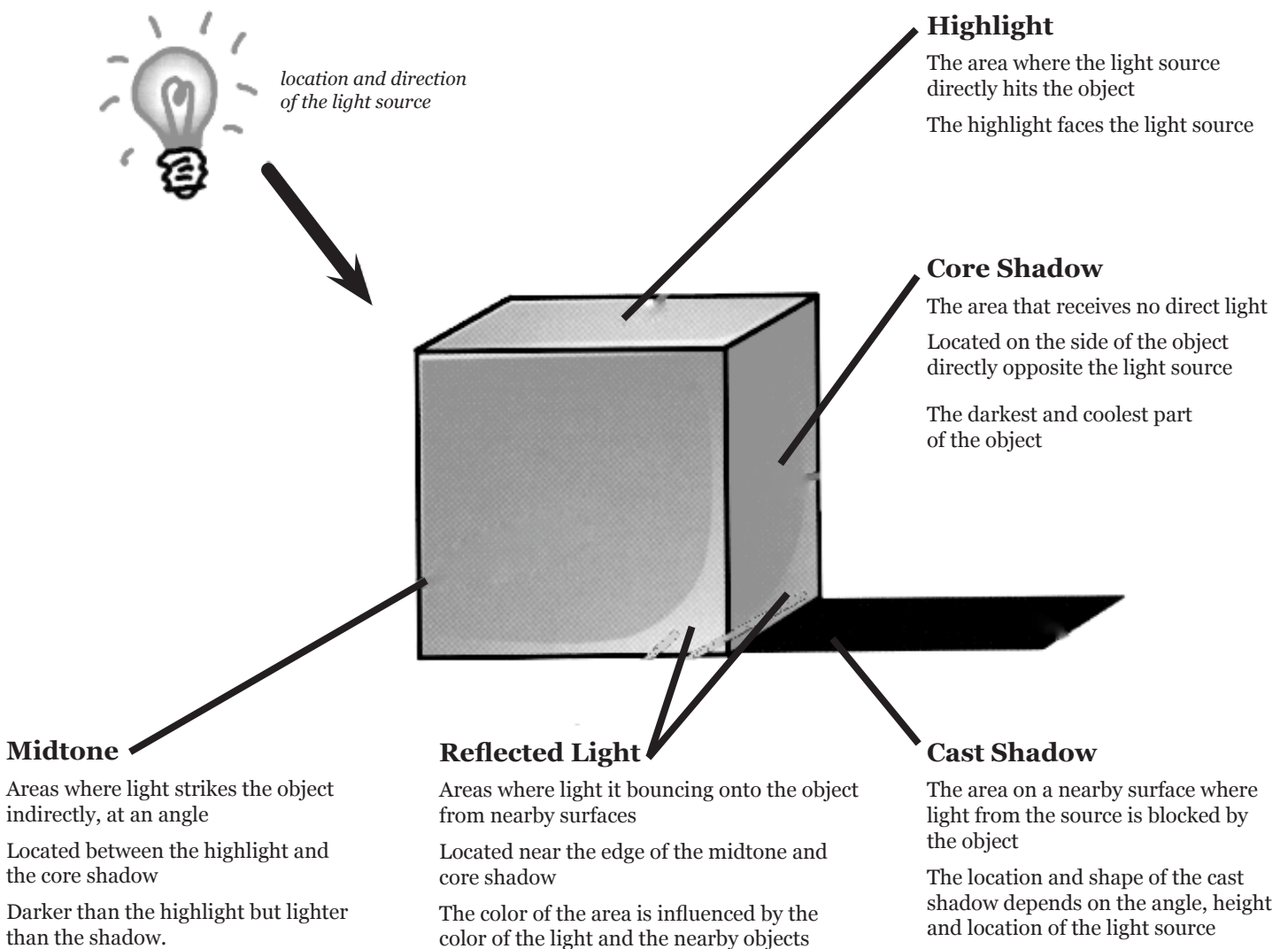
# Two Key Rules of Light and Shadow

Creating believable shadows in your illustrations will allow the viewer to relate to the scene in a more believable manner. Follow these basics rules to create the illusion of shape and form in your artwork.

## Rule #1: Light travels in a straight line



## Rule #2: Shadows have 5 parts to every object



# Cast Shadows

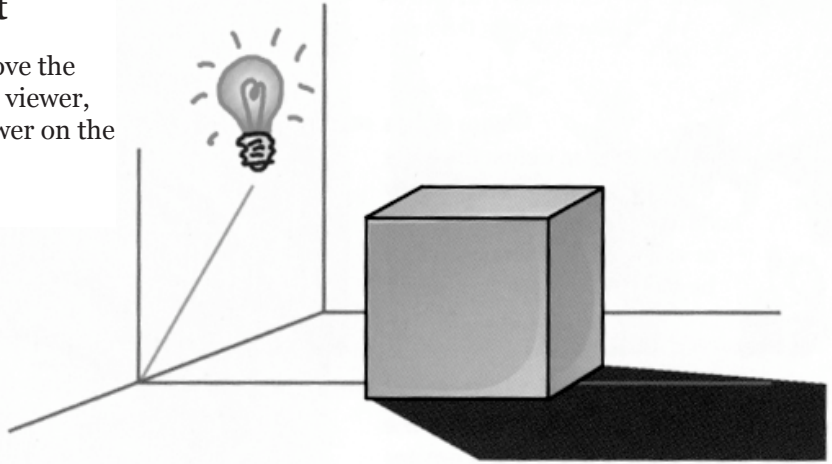
On this pages we have a box resting on a simple flat plane.

Use the examples below the visualize how the light source in a scene might affect the objects and figures in a given scene.

Remember, the light source can be outside the picture plane.

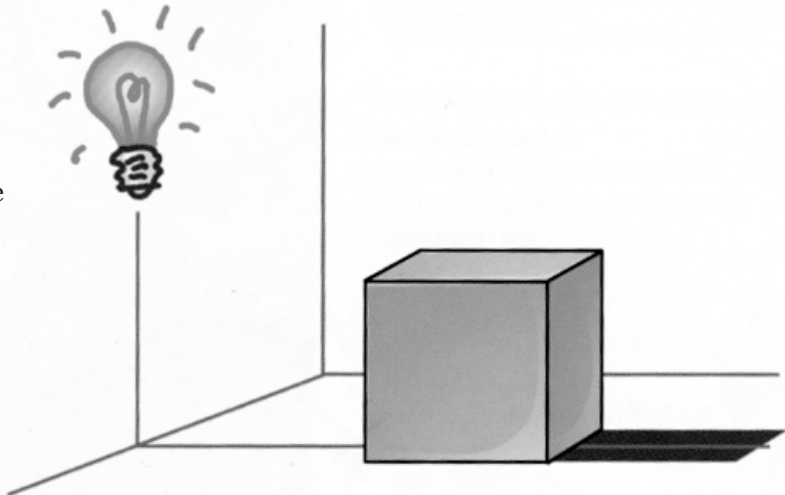
## Light From Behind The Subject

Here the light source is behind and slightly above the box, so the box casts a long shadow toward the viewer, giving the sense that the box is close to the viewer on the surface plane than the light source.



## Light At The Same Distance As Subject

In this example, the light source is above and parallel to the box on the surface plane, causing the box to cast a shadow parallel to the box.



## Light In Front Of The Subject

In this example, the light source is between the viewer and the box.

The box casts a shadow back into the surface plane, giving the impressions that the box is farther away from the viewer than the light source.

