

Representing Light in your drawings using simple shadows

In your next studio review, you will be asked to show representations of the pool area and outdoor space that express light conditions at specific times of the day and year. To facilitate that representation, we will look at different ways of articulating the light conditions in a line drawing. Since your next review is schematic, this method is intended to be simple to produce, revealing the fall of light in the entire space.

Color Basics:

Use color complements to articulate light and shadow.
Yellow/Violet and Blue/Orange are good strong starting points.

Shadows vary across surfaces, especially at intersections and across large planes. The touch of the hand can enliven these shadows and add natural variation. Check your shadows to make sure they are varying naturally.

1. Leave the brightest areas the white of the page.
2. Next use a warm color to articulate areas of general shadow
3. Then use the cool complementary color to articulate areas of darker shadow.
4. Start with the darkest shadow areas and work back to the lightest areas. This will allow for a wider range of tones.

Photoshop commands

Cmd-delete to fill with the **background** color

Option-delete to fill with the **foreground** color

Image>Canvas Size to add canvas

Use Layer> New **Fill Layer** for greater control of gradient and body colors in your drawing

To delineate shapes in your drawing, use the angled lasso tool to move around your shape and then fill the selection with white on a new layer. Then you can add fill layers on top of that content layer as you wish.

1. Open your shadowed render from Sketchup (create it by following the tiff export directions below).
2. Determine a light color to put underneath the drawing to warm it up and act as the color of the lightest lights. Use a color that might be in a dominant material in the rendering.
3. Make a new layer and fill it with that color.
4. Use the layer mode '**multiply**' to layer these elements together.
5. Shadows: Use the **gradient tool** to fill large areas with shadow on a new fill layer in a complementary color.
6. **Merge layers** (cmd-E) down frequently to allow for burning and dodging the highlights with your stylus.

Use the shadow generation tools in Sketchup 6

Select Window>Model Info

and enter your location information

Then Select Window>Shadows and set time of day and season.

Creating High Resolution Tiff files

1. Set your view: (Camera>2 pt perspective). Move around the model to your desired position, keeping the view relatively consistent with a similar horizon line. Always correct your view to 2pt perspective before rendering out to avoid angled vertical lines.

1. Select File>Export
2. Choose TIFF and select Options
3. Choose 'anti-alias' and transparent background
4. Select resolution (300 dpi)
5. Choose export

