Draw a Realistic Mushroom

Reference | Observation reference | A4

Use the supplied reference image of a single mushroom as your observation source. Look for the cap silhouette, the way the cap edge overlaps the stem, where light falls, and which areas sit in shadow. Describe these observations in words before drawing.



Keep this view beside your paper while you construct, shade and compare.

Draw a Realistic Mushroom

Reference I Three-stage construction I A4

1 Observe



2 Construct



3 Shade



Building the form

Begin with a light construction: an oval or dome for the cap and a tapered column for the stem. Keep the construction lines faint so they can be absorbed into shading. Establish the cap-to-stem overlap early, because that overlap is what creates the sense of depth.

Shading for texture and depth

Build graphite tone in layers, starting light and darkening gradually. Use short directional strokes on the cap to suggest surface texture, and use smoother, longer strokes on the stem. Deepen the shadow where the cap meets the stem and along the underside edge to separate the two forms.

Draw a Realistic Mushroom

Reference | Worked graphite study | A4

Original prompt

Worked example: shade a single mushroom from the reference, comparing cap texture and stem depth.



Answer

A correct worked example shows a mushroom with a domed cap whose edge clearly overlaps the stem, layered graphite tone that darkens toward the cap underside and stem base, short directional strokes describing cap texture, and smoother stem shading. The cap and stem read as separate volumes because the overlap shadow is present.

Reasoning

The example succeeds because observation drove the construction, the overlap was established before shading, and tone was built in layers rather than applied in one pass.

Check

Check by asking whether the cap edge visibly overlaps the stem, whether the darkest tone sits at the cap-stem junction, and whether cap strokes differ in direction from stem strokes.