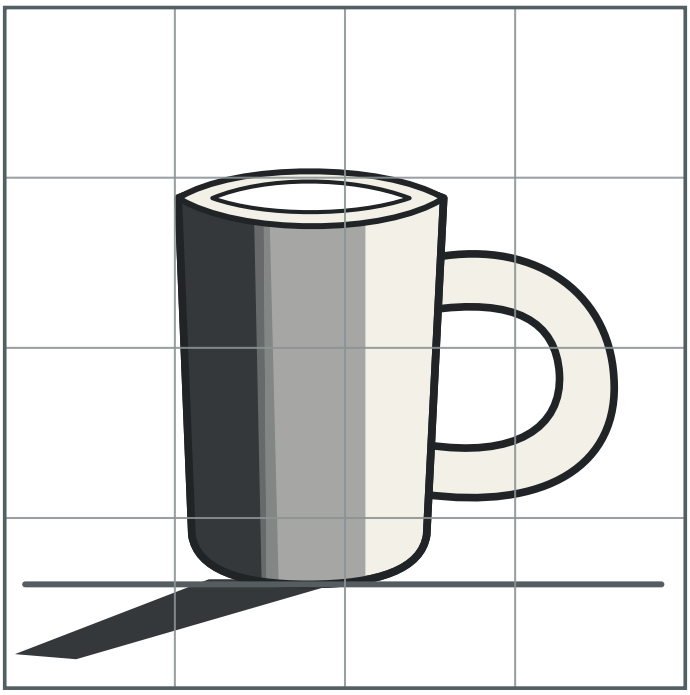
Grid Drawing with Shading

Chosen gridded reference · 4 × 4 equal squares

Reference image



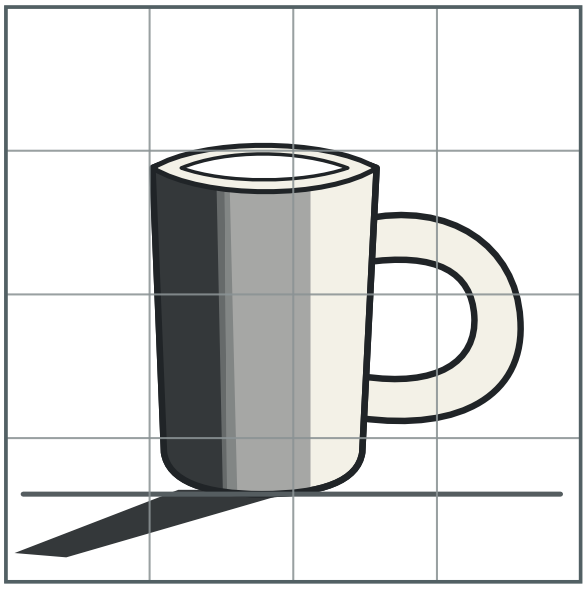
The chosen light direction is upper-right. The left body and cast shadow are the dark group; the right upper rim and body stay light.

Grid Drawing with Shading

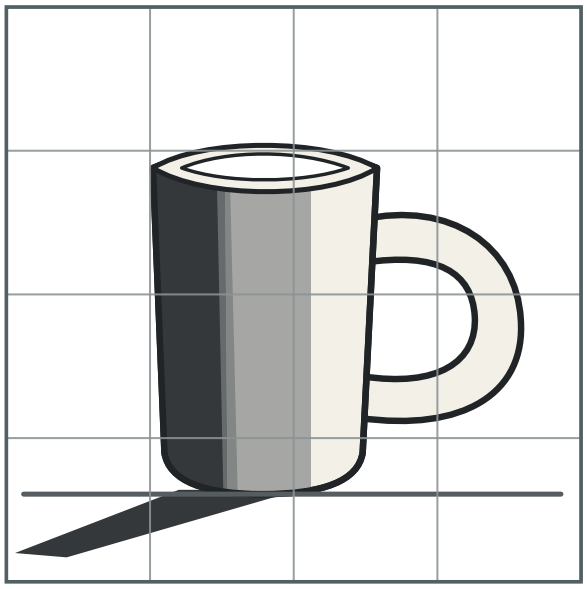
Worked transfer and value check

Worked example: transfer and shade a simple still-life object (a mug) from a gridded reference.

Gridded source



Transferred and refined



Answer

The reference is a mug on a table, shown on a 4 by 4 grid. On the matching grid, the mug's rim sits in the upper-middle squares, the handle crosses the right-hand squares, and the shadow falls to the lower left. The outlines are transferred square by square, then the mug body is blocked in as middle value, the lit side as light, the shadow side and cast shadow as dark, and the edges are refined. The final check compares each square to the reference and confirms the light and dark pattern matches.

Reasoning

The grid makes placement measurable by eye, and the value blocking keeps the shading simple and checkable. The squint check confirms the overall light-and-dark pattern before details are added.

Check

Squint at the reference and the drawing; the light and dark areas should occupy the same squares.