Realistic Sun Sketch: Disc, Rays, and Shading

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a sun with a 5 cm disc and 8 rays. Use a short-long repeating pattern. Check spacing at the edge.

Answer: A centered 5 cm disc with 8 rays starting at the edge, alternating short and long, with roughly equal gaps between ray bases.

Reason: Eight rays divide the circle into 8 sectors; alternating lengths create variation while even gaps keep the construction clear.

Check: Measure the disc radius in four directions and compare gaps between neighboring ray bases; they should be similar.

Task 2

Draw a sun with a 7 cm disc and 12 stylized rays. Shade the center third brightest and the outer third subtly dimmer. Describe your zone boundaries.

Answer: A 7 cm disc with 12 rays and three soft shading zones: center third brightest, middle third a gentle mid-tone, and outer third subtly dimmer. Boundaries are gradual, with no hard rim.

Reason: The zones provide a simple value guide for the center-bright disk and subtle limb darkening; the radiating rays are an illustration convention.

Check: Measure one-third and two-thirds distances from center to edge; confirm the center is brightest, the limb only subtly dimmer, and transitions are soft without a hard ring.

Task 3

Draw a sun with a 6 cm disc and 10 rays. Use a repeating pattern of short, medium, long, medium, short, medium, long, medium, short, medium. Check that no rays cross.

Answer: A 6 cm disc with 10 rays following the given pattern, evenly spaced at the edge, with no intersections.

Reason: The pattern repeats every four rays and ends with a partial repeat; even spacing prevents crossings and keeps the ray field balanced.

Check: Trace each ray from the disc edge outward and confirm no two lines meet; measure gaps at the edge for similarity.

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Original tasks 4 / complete keys

Task 4

Draw a sun with an 8 cm disc and 16 rays. Use a short-medium-long-medium pattern and shade with four zones instead of three. Explain how you checked the zones.

Answer: An 8 cm disc with 16 stylized rays in the repeating pattern and four concentric value zones from brightest center to a subtly dimmer outer limb, with soft transitions.

Reason: More rays require finer spacing; four zones add shading control while keeping a soft center-to-limb value change.

Check: Mark quarter-radius distances from the center and confirm each zone transitions softly; check that the center is brightest, the outer limb subtly dimmer, and ray gaps remain even.

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Source rubric / reflection

- [ ] Disc is circular and centered, with radius checks in four directions.
- [ ] The chosen number of rays begins at the disc edge, is evenly spaced, and has no crossings; use the count named by the prompt (12 in the worked example).
- [ ] Ray length follows an intentional repeating pattern.
- [ ] Shading has a brightest center, a gentle middle value, and a subtly dimmer limb with soft transitions and no hard dark ring.
- [ ] Edges between shading zones are blended softly.
- [ ] Valid alternatives are accepted if spacing, pattern, and zone logic are clear.

Reflection: What did you check, what did you change, and what will you try next?