Realistic Seashell Drawing: Ridge Shading and Surface Texture

Original tasks 1, 2 / independent work

Task 1

A shell drawing has an x-height of 25 mm. You plan ridge spacing at one-fifth of x-height. What is the spacing in millimeters? If the shell is 100 mm wide, about how many ridges fit across the widest part?

Task 2

Light comes from the upper right. Describe which side of each ridge should be light and which should be dark. Then explain where the darkest tone goes.

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Original tasks 3, 4 / independent work

Task 3

Your shell looks flat even though you shaded it. List two changes that would make the ridges read as raised.

Task 4

You added texture marks in all directions across the shell. Explain why this weakens the drawing and describe a better approach.