Realistic Seashell Drawing: Ridge Shading and Surface Texture

Topic reference / ordinary illustration



Ordinary topic reference. Hypothetical dimensions in the four tasks are supplied in their own text; this illustration is not their measured answer.

Realistic Seashell Drawing: Ridge Shading and Surface Texture

Worked example / complete source key

Draw a scallop-like shell with five visible ridges. Use an x-height of 30 mm and ridge spacing of 6 mm. Light comes from the upper left. Show ridge shading and light texture.

Answer: The shell outline is about 90 mm wide. Five ridge lines are spaced 6 mm apart across the widest part. Each ridge has a light upper-left side and a darker lower-right side. Crevices between ridges are darkest. Texture consists of short curved marks following the ridges, mostly in shadow areas. The outer edge is soft on the upper left and slightly darker on the lower right. A thin shadow under the lip shows thickness.