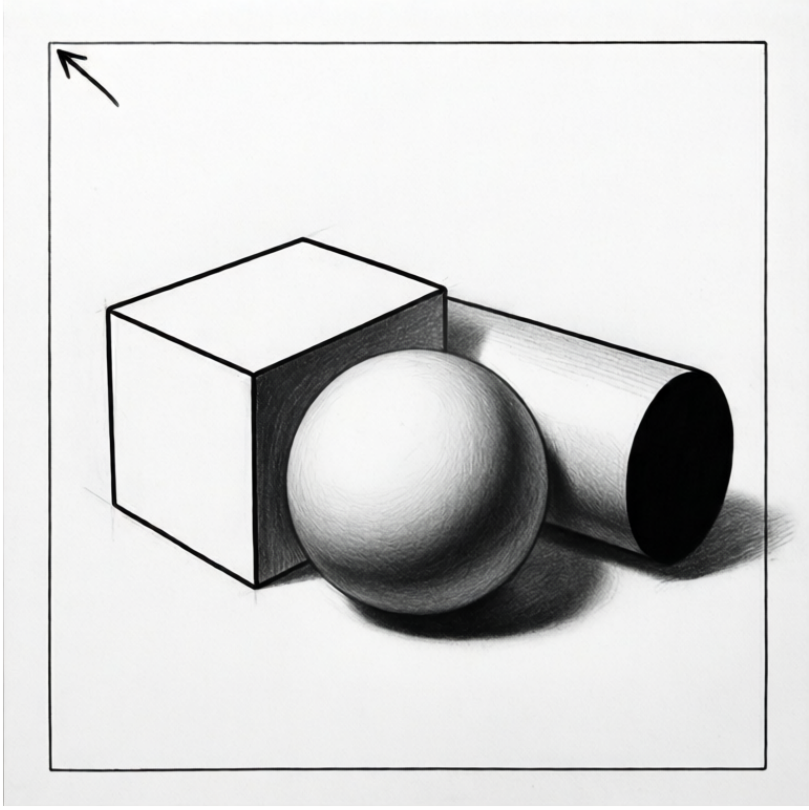
Shaded Solid Drawing: Cube, Sphere, and Cylinder

Ordinary topic reference / separately checked pixels



Shaded Solid Drawing: Cube, Sphere, and Cylinder

Original worked example / unchanged complete key

Prompt: A student draws a cube with the light arrow pointing from the upper right. The front face is lightest, the left side face is middle, and the top face is darkest. A cast shadow extends to the lower left. Is the shading consistent? Explain one fix if needed.

Answer: The shading is not consistent. With light from the upper right, the top face should be lightest because it faces the light most directly, the front face should be middle, and the left side face should be darkest because it turns most away from the light. The cast shadow extending to the lower left is correct. Fix by lightening the top face and darkening the left side face so the tones agree with the arrow.