# Negative-Space Planet Silhouettes: Drawing by Shading the Surround

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.

# Negative-Space Planet Silhouettes: Drawing by Shading the Surround

Worked example / complete source key

A planet has a radius of 20 mm. You want a gap of 2 mm between the planet limb and the inner ring edge, and a ring band 8 mm wide. Where do the inner and outer ring edges sit, and what is the total outer radius?

Answer: Inner ring edge: 20 + 2 = 22 mm from the center. Outer ring edge: 22 + 8 = 30 mm from the center. Total outer radius: 30 mm. Keep the planet disc, the 2 mm gap channel, and the 8 mm ring band unshaded; shade the surround outside 30 mm and the channel only if you are shading between shapes, but leave the gap itself unshaded.