Practice: form and pencil shading

1. Construct two nested ellipses on one axis and a handle with two curves; erase its covered trial tip.

2. Try three pencil tones. On a cylinder retain the bright left face, add light and denser layers on the right and place shadow at the base.

Ellipses agree; bright area and shadow differ, and the covered edge is erased.

Your drawing and a new application

3. Draw your own mug with your chosen route; check the rim and handle. In the detailed route choose upper-left light.

4. Change the viewing height or move light to the upper right. Decide the new ellipse, bright area and ground-shadow placement.

Explain the changed view or light and check your new construction.