

Practice: mushroom form and light

1. Construct two ellipses of different depths. Add a narrow thickness arc to one and check shared side endpoints.

2. Attach a stem to the underside ellipse. Find and erase only the covered arc; aim three gills towards the attachment.

Arcs are aligned, the stem has no seam and gills stop at the attachment.

Your drawing and a new application

3. Draw your own mushroom using one route. For the third, begin with pale tone, deepen the right own shadow and add an attached cast shadow.

4. Choose a lower view, rim-level view or upper-right light. Construct new supports, choose curves or tones yourself and check the new decision.

Explain the new condition; show the changed ellipse or light direction and repair one incorrect section.