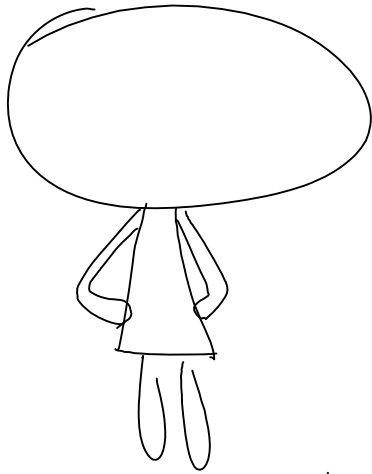


# shading flat objects

Tuesday, July 01, 2008  
5:29 PM



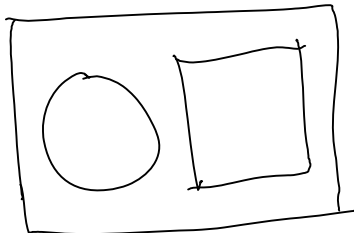
Flat shaded characters  
are fine...



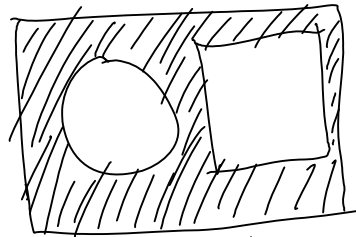
...but some shading might  
make it look more compelling

Shading each part is time consuming and the shading  
changes depending on where the light is.  
Here's a possible, adjustable way to shade things.

Take for example



Duplicate layer and shift  
it towards the light



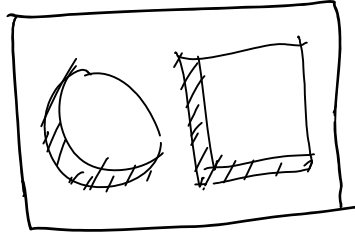
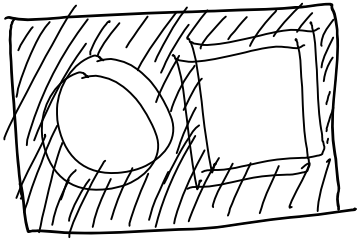
composite duplicated layer  
on black background

Composite both



Use original layer to mask  
the duplicated layer





Instant Shedding!



45  
45