

## light and shadow

foundational in life  
and art

**Light** brings our drawings to life. Even in simple drawings, the slightest indication of light can really make a piece.

Light also gives us **shadow**, where we really have the opportunity to show the forms of objects. Really, these two things form the same idea of **values**, which is where we pay attention to how bright or dark something is.

It's **April!** The year's going by fast. But there's always time to play with the foundations of light. Whether you're learning shading from scratch or want to re-visit it in something new, this is an area to try some fresh ideas.

You can also try re-shading **past art pieces!** Got some old art you never shaded? Try it! Play with different colors of shadows and lights. Go beyond what you think you know.

Light can be tricky if you're just starting out, but I think it's one of the coolest areas of art. Give it a try!

**Like the prompt?**  
Draw it and check  it off.

**Not feeling it?**  
Draw what you want and write it in the blank space.

**This calendar is yours.**  
Miss a day? Drew the wrong thing? That's OK! We're all human. Let yourself make mistakes.

# Daily Art Calendar

# April 2026

MON	TUE	WED	THU	FRI	SAT	SUN
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
		<input type="checkbox"/> <b>Shaded Spheres</b> <input type="checkbox"/> _____ A solid foundational exercise: smooth-shade a sphere. Note the different kinds of shadows.	<input type="checkbox"/> <b>Flashlight</b> <input type="checkbox"/> _____ Shine a flashlight on something near you. Try drawing it with different values.	<input type="checkbox"/> <b>Freebie Friday</b> <input type="checkbox"/> _____ Maybe it's light themed, maybe not. Draw anything from this calendar, or past ones.	<input type="checkbox"/> <b>Sunny Day</b> <input type="checkbox"/> _____ A bright cozy day in the cafe, or in the park, or on the beach. How does it look?	<input type="checkbox"/> <b>Shaded Boxes</b> <input type="checkbox"/> _____ Like shading spheres, but... different. Sometimes tricky! Look at references.
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<input type="checkbox"/> <b>Harsh Lights</b> <input type="checkbox"/> _____ Draw a scene with super bright lights. How strong are the shadows?	<input type="checkbox"/> <b>Light on Pens</b> <input type="checkbox"/> _____ Your pen, your stylus, whatever you're using. How does the light hit it?	<input type="checkbox"/> <b>Comfort Character</b> <input type="checkbox"/> _____ It's that day: draw your favorite character, in light or not.	<input type="checkbox"/> <b>Value Scale</b> <input type="checkbox"/> _____ Light to dark, 0 to 100. How smooth of a gradient can you make with just a pencil/brush?	<input type="checkbox"/> <b>Freebie Friday</b> <input type="checkbox"/> _____ Another Friday! More light? More shadow? Your choice.	<input type="checkbox"/> <b>Marbles</b> <input type="checkbox"/> _____ Marbles have all sorts of fun light effects. What can you make out?	<input type="checkbox"/> <b>Two Lights</b> <input type="checkbox"/> _____ What do shadows look like if there are two lights from different directions?
<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>
<input type="checkbox"/> <b>Two-color Lights</b> <input type="checkbox"/> _____ Yesterday was two lights. What if they were now different colors? What colors are the shadows?	<input type="checkbox"/> <b>Bioluminescence</b> <input type="checkbox"/> _____ Find some cool plants or creatures that emit light. What kind of effect does it have?	<input type="checkbox"/> <b>Sunglasses</b> <input type="checkbox"/> _____ Put some cool shades on a character.	<input type="checkbox"/> <b>Explosive Personality</b> <input type="checkbox"/> _____ Draw a character walking away from a bright explosion. How much contrast is there?	<input type="checkbox"/> <b>Freebie Friday</b> <input type="checkbox"/> _____ You know the drill by now.	<input type="checkbox"/> <b>Underwater Sun</b> <input type="checkbox"/> _____ Light does really cool things underwater. Find some pictures and see how it works.	<input type="checkbox"/> <b>Fire</b> <input type="checkbox"/> _____ Fire has super fun properties of light! Find a photo of some and pay attention to the colors.
<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>
<input type="checkbox"/> <b>Ambient Light</b> <input type="checkbox"/> _____ Ambient light can make scenes look flat, but there's detail in the mud. Where is it?	<input type="checkbox"/> <b>Sunbeams</b> <input type="checkbox"/> _____ Sunbeams, god rays, whatever you call them: the sun peeking through a misty morning.	<input type="checkbox"/> <b>Rim Light</b> <input type="checkbox"/> _____ Imagine a character lit only from behind. Can you still make out details?	<input type="checkbox"/> <b>Sharp and Soft Light</b> <input type="checkbox"/> _____ Some lights are focused, some are broad. How do they affect characters and objects?	<input type="checkbox"/> <b>Freebie Friday</b> <input type="checkbox"/> _____ Gosh, one more Friday! Another! Can you believe it?	<input type="checkbox"/> <b>Reflections</b> <input type="checkbox"/> _____ How does light reflect off of something shiny, like a window or a lake?	<input type="checkbox"/> <b>The Stars</b> <input type="checkbox"/> _____ How would you draw a starry sky? What detail and lighting can you add?
<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>			
<input type="checkbox"/> <b>Comfort Character</b> <input type="checkbox"/> _____ Another comfort character day! Up to you: light, shadow, fanart or your own character.	<input type="checkbox"/> <b>Flashy Fanart</b> <input type="checkbox"/> _____ What popular character do you like? Find a scene with them in interesting light.	<input type="checkbox"/> <b>Glow in the Dark</b> <input type="checkbox"/> _____ When something glows in the dark, does it glow brightly enough to light up others?	<input type="checkbox"/> <b>Bubbles</b> <input type="checkbox"/> _____ Bubbles reflect light in interesting ways if you look closely.			