Halos

A halo is the subtle light separation, which is necessary to create the illusion of distance / separation both in light and shadow.

"Halo 1. In light"

Halo's helps to define distance between top and bottom parts of close related items in your planed picture.

The trick was to sharpen the edge of the top item to lift it above the Halo therefore moving the back item back and away. This is a very important part of the **"Aerial Perspective"** that makes a picture read true to your viewer.

Your part in this process is to reduce the tone as well as the detail of the back item somewhat in order to assist the Halo effect making your picture move toward 3D.

Paying attention to the cartoon and how you have laid out parts of the plant before you start will help you plan for Halo's just like you would highlights.
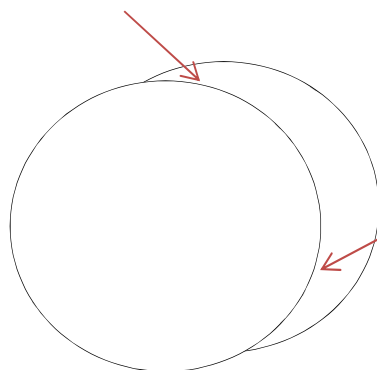
"Halo 2: In Shadow"

The toning process in your picture will help you see the problem of delivering believable readable work far in advance of a need to erase.

The second Halo that must become a part of your plan is the **Halo in Shadow**. I find myself dealing with this Halo in "Cast Shadows" within every rendering that includes total plant structure.

This second style of Halo is found against the darker side of an object. Never have I had a white Halo in this position, but a toned Halo that offers a quick read to the fact that something is back of the lead item thus some tone. Be careful not to lighten this beyond a believable tone.

Two balls offer us a great learning platform. I've indicated where Halos would be found to help the 3D read of these two balls. Remember this because you will be dealing with both 1 & 2 in every picture you try to build.

1. Halo 1: In Light.

2. Halo in shadows