Value: Light and Shadow

Local Color Tone / Value – Overall grey tone that a color translates into



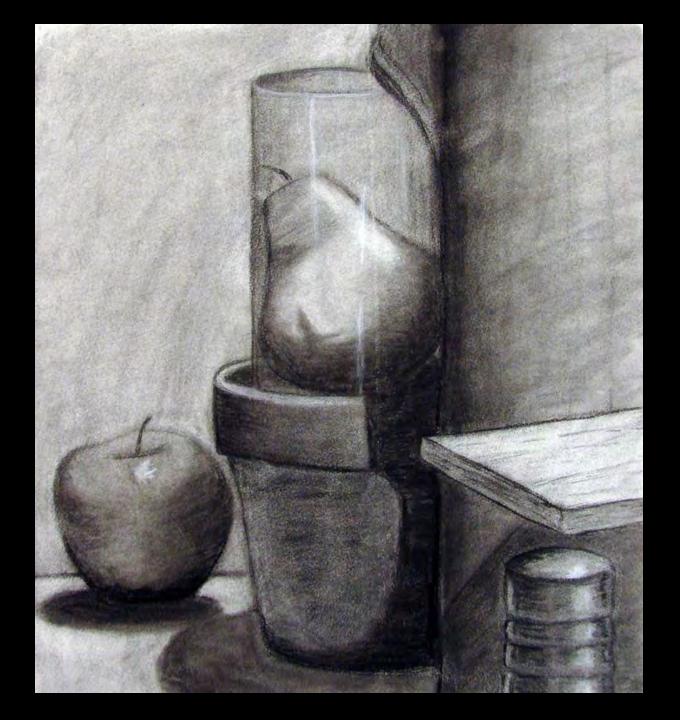








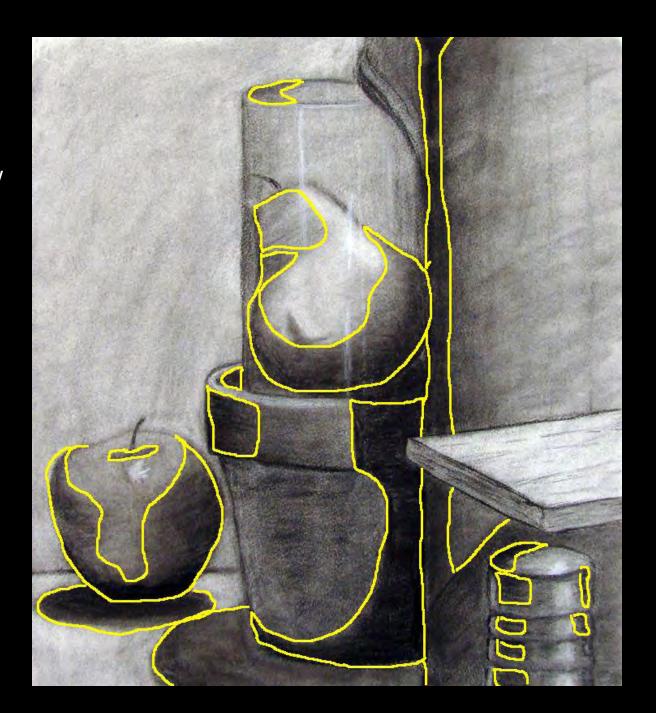






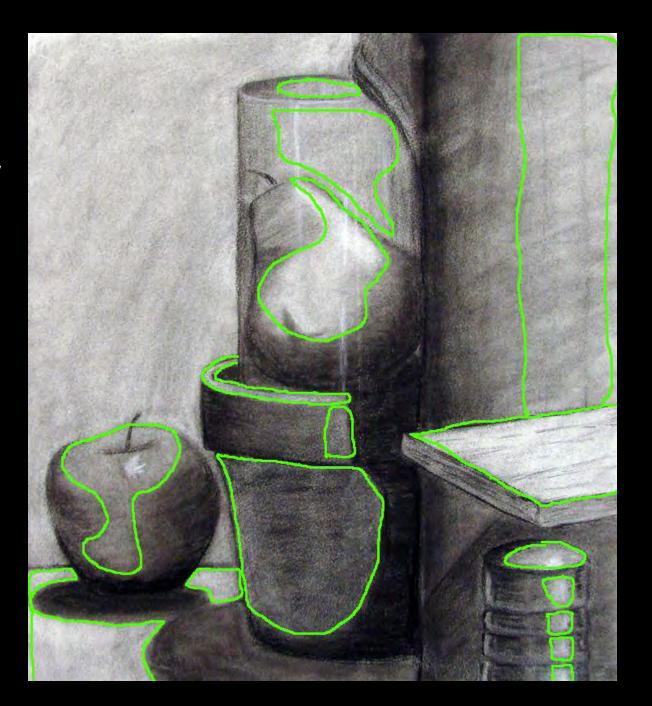
Value Shapes

- General shape of shadow or particular tone



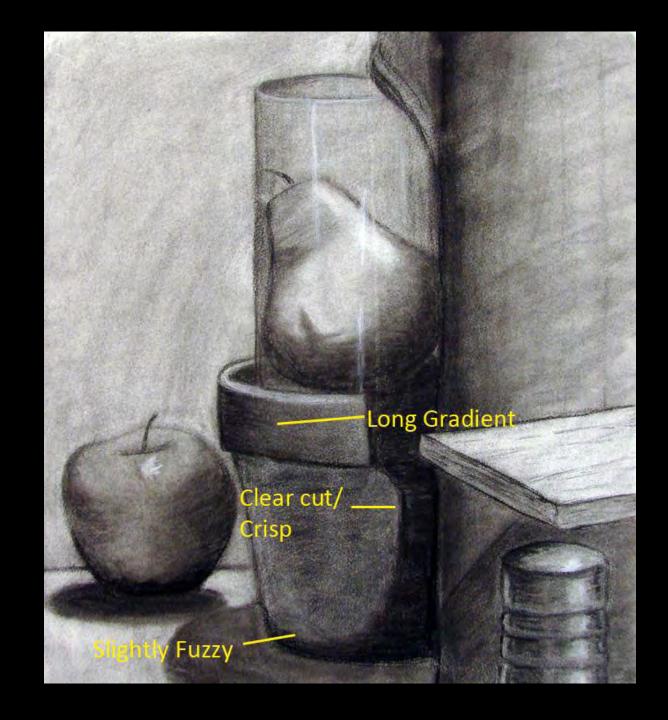
Value Shapes

- General shape of shadow or particular tone



Tonal Edges

- -Transition from one tone to another
- -- Use your kneaded eraser & pressure of your hand to blend tones together and create fuzzy edges or gradients



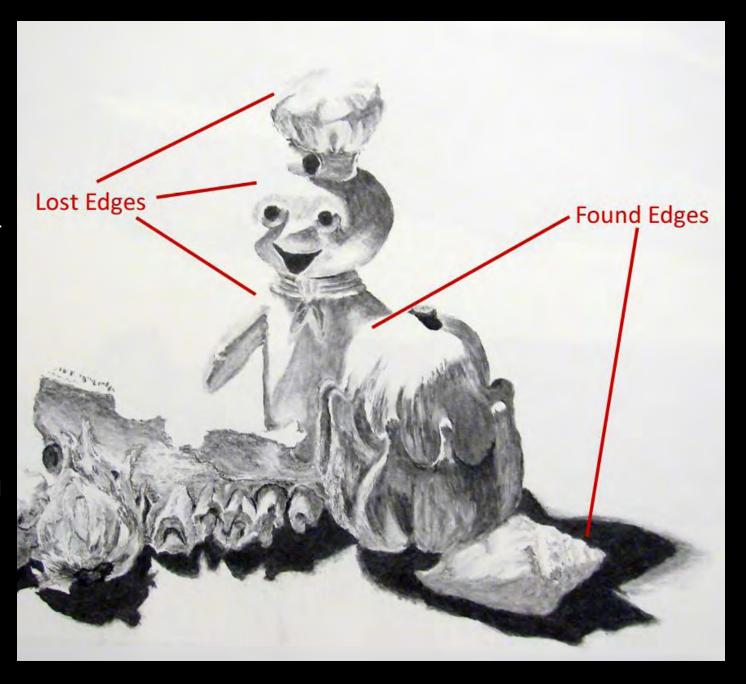
Lost Edge

-Tone along the edge of a form is the same as the surface it is against or the same as the tone on your paper

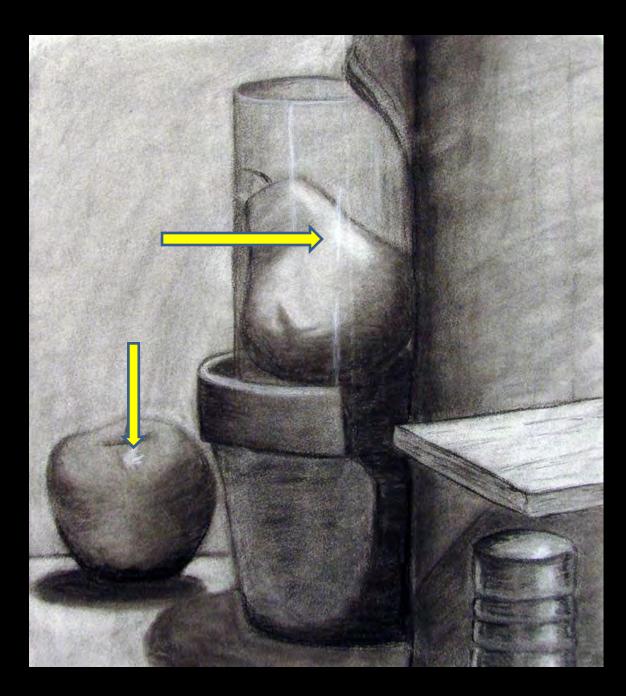
-Found Edge

-- Using the tone next to an object to find an edge of that object

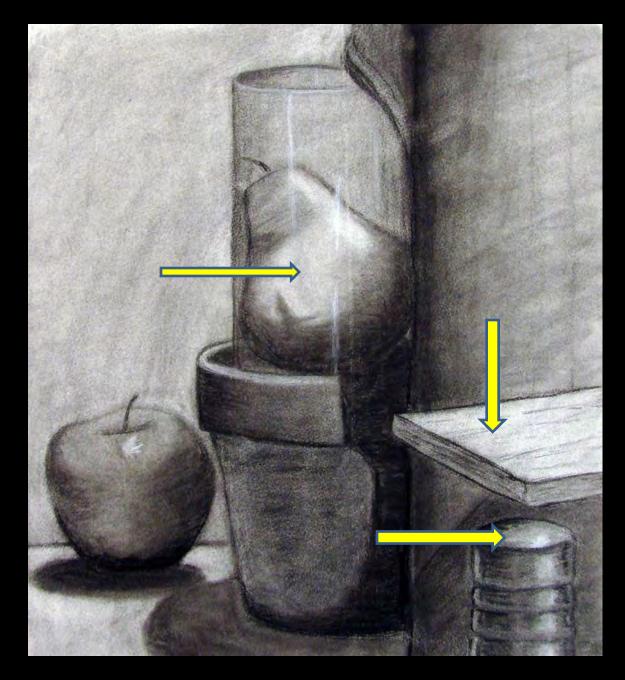
-In reality, there are no lines around edges of objects – only tone



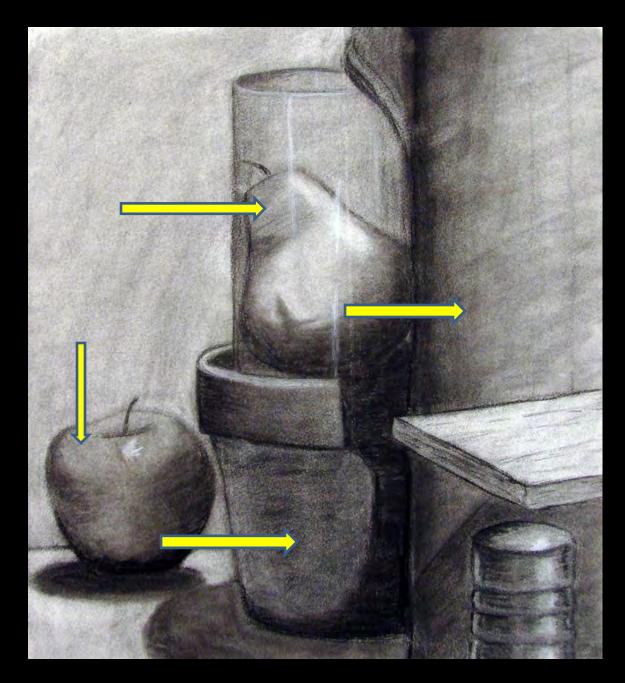
1. Highlight



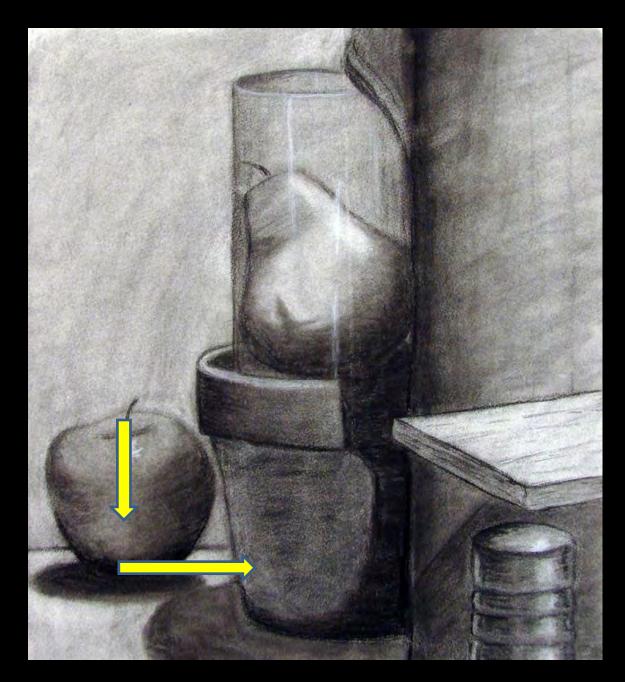
- 1. Highlight
- 2. Low light



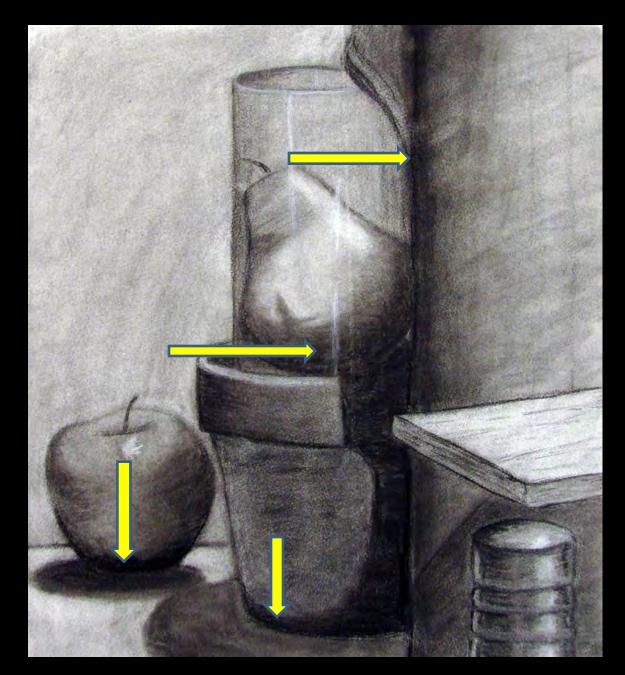
- 1. Highlight
- 2. Low light
- 3. Mid tone



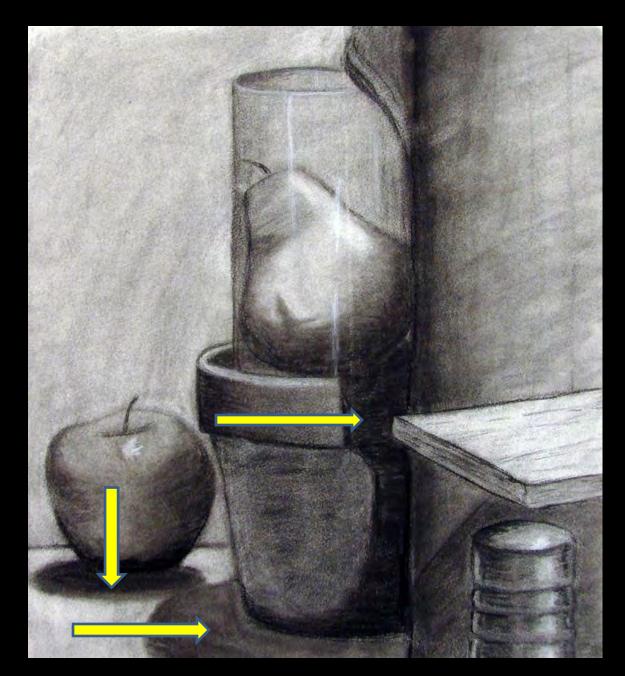
- 1. Highlight
- 2. Low light
- 3. Mid tone
- 4. Reflection



- 1. Highlight
- 2. Low light
- 3. Mid tone
- 4. Reflection
- 5. Base tone



- 1. Highlight
- 2. Low light
- 3. Mid tone
- 4. Reflection
- 5. Base tone
- 6. Cast shadow



Objective Subjective

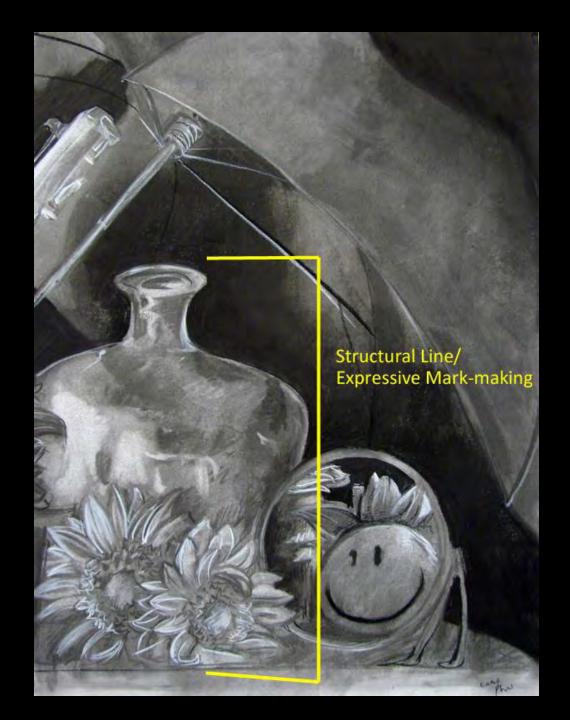




Subjective drawing

-Incorporates expressive markmaking - usually has an emotive quality

-- Uses some structural contour line on edges



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Project 1

