

Value – design element sketch page

Objective: I can create the Values.

Supplies

Paper – in your sketch book.
Medium – pencil, marker, pen, colored pencil

Design elements:
Line, shape, texture, value, space, form, color.

sketch page

procedure

1. Draw a line at the half way mark in your sketchbook. This page is dedicated to the element of Value. The notes go on the bottom half and the Value illustration goes on the top half of the page.
2. Copy down the notes on Value in the bottom half of that page.
3. On the top half of the page:
 - A. Draw and shade a sphere with the five values of: highlight, cast shadow, body tone, body shadow and reflected light.
 - B. Draw a value scale with five values: White, Black and three shades of gray.

Notes: Value a design element.

Definition: Value is the relative degree of light or dark of a medium. (The lightness or darkness of a medium.)

1. High Key: The more light in a picture the lighter the value. The work is considered High Key.
2. Low Key: The less light in a picture the darker the values. The work is considered Low Key.
3. Colors have value: Yellow has a lighter value than blue.
4. Value is important: Why is value important? Value creates contrast.
 - A. Contrast leads the eye around the work.
 - B. Contrast shows the center of Interest in the work.
 - C. Without contrast in value, the words on this page could not be read.
 - D. Value contrast: This is light values placed next to dark values to create a strong difference. This strong difference creates the Center of Interest or most important part of the work. This strong value contrast says: "Hey I am important – look at me!"
 - E. Value scale: A chart that demonstrates the changing values of a tone from black to white.
 - F. Full range of value: Use a full range of light and dark values to create a successful piece of art. The least amount of values that are to be used is five. White, Black and three different grays.
5. Tint: Adding white to make a lighter value.
6. Shade: Adding Black to make a darker value.
7. Highlight: The areas on an object where the light is hitting. The highlights should be the whitest places on the picture.
8. Shadows: The areas on an object where light does not hit or is obstructed.
9. Light source: Where the light is coming from: the sun, a lamp, etc. (Limit the light source to one to simplify the information for the viewer.)
10. Value is used to show depth in a work: Atmospheric perspective uses value to create Depth where the foreground is darker and the background is lighter.