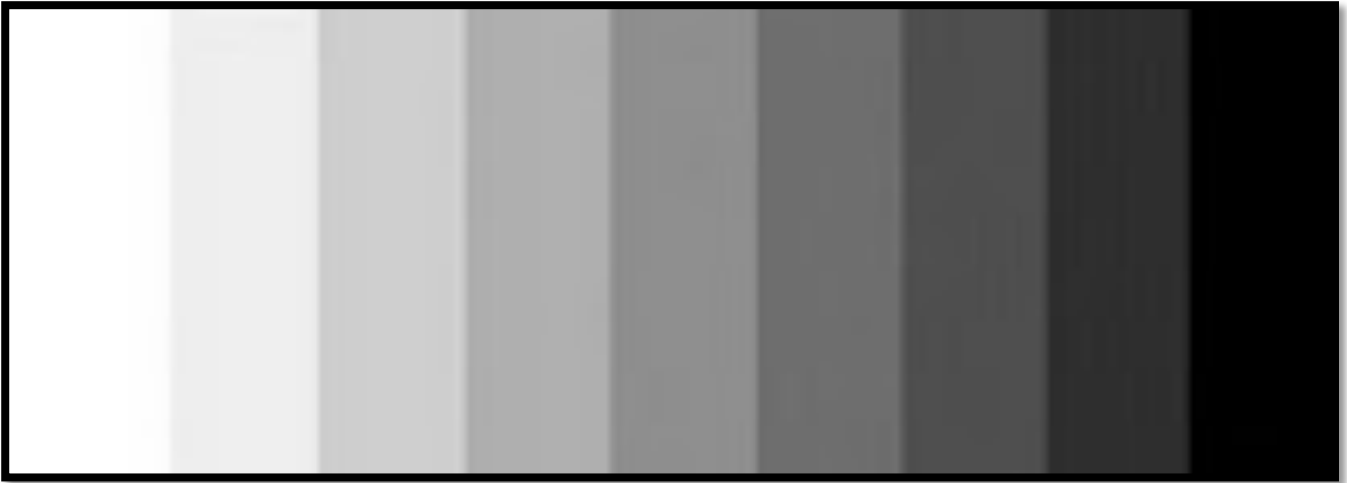


Name \_\_\_\_\_

# Value

Sarah Knill; Resource: *Drawing Essentials* by Deborah Rockman



## The 6 Divisions of Light and Dark

Direct Light: 1. \_\_\_\_\_ 2. \_\_\_\_\_

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Indirect Light: 3. \_\_\_\_\_ 4. \_\_\_\_\_

5. \_\_\_\_\_ 6. \_\_\_\_\_

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## General to Specific

Work on the entire page.

Step 1: \_\_\_\_\_

Step 2: \_\_\_\_\_

Step 3: \_\_\_\_\_

Step 4: \_\_\_\_\_

## Options with Value

Chiaroscuro

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Tenebrism

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Plastic Value

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Low-Key Value

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Middle-Key Value

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High-Key Value

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## Things to Look For

The Light Source – Identify your Light Source!

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

## **(Things to Look For Continued)**

The Shape of Areas of Shadow and Light

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

Variations of Value within Larger Shapes of Value

1: \_\_\_\_\_

2: \_\_\_\_\_

Edge Quality of Shapes of Value

1: \_\_\_\_\_

2: \_\_\_\_\_

## **Methods for Applying Value**

Things to consider

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

**(Methods for Applying Value Continued)**

Continuous Tone

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Hatching (Parallel, Contour, Cross-Hatching)

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Stippling

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Mark Making

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Subtractive Drawing

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