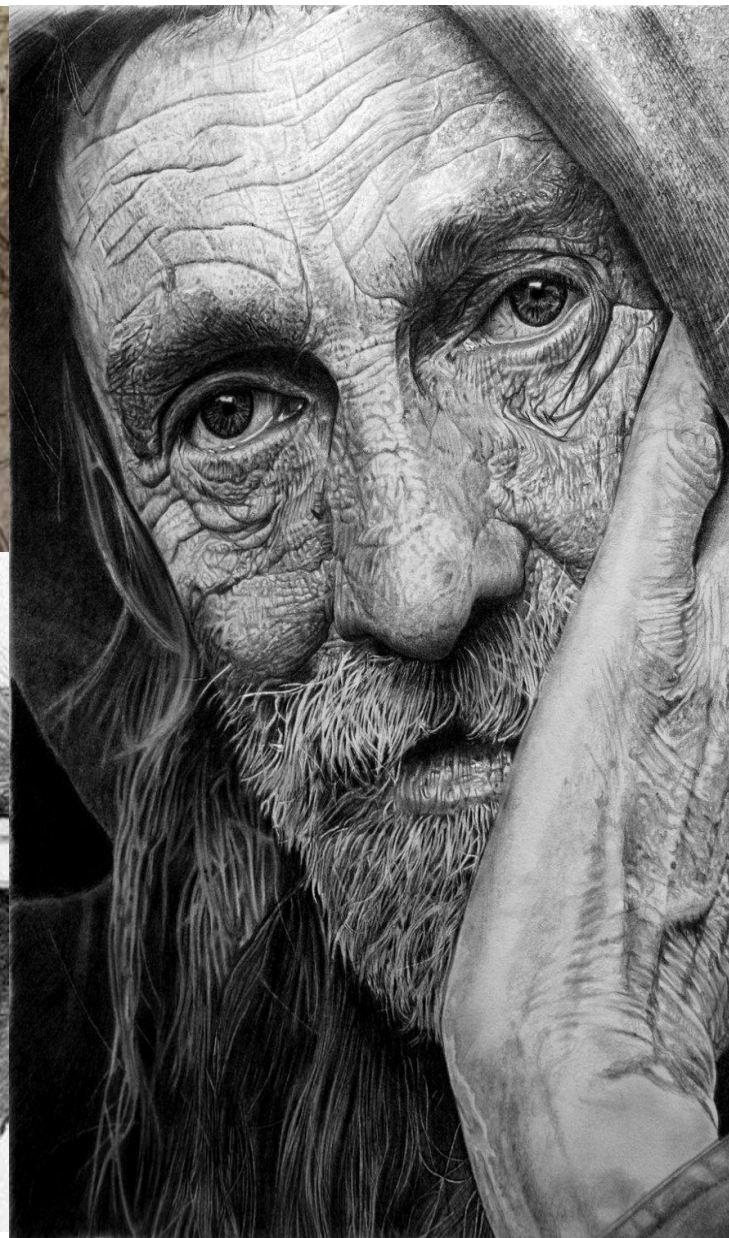


# ELEMENT-VALUE

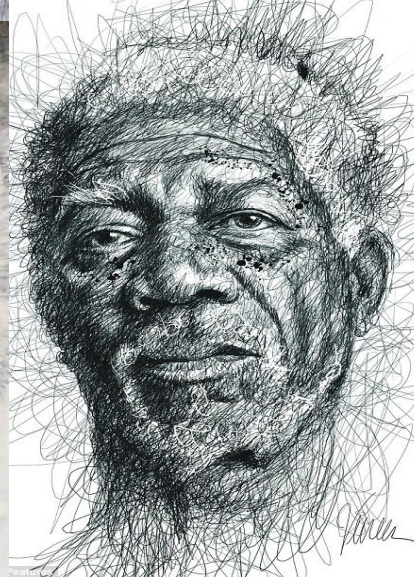




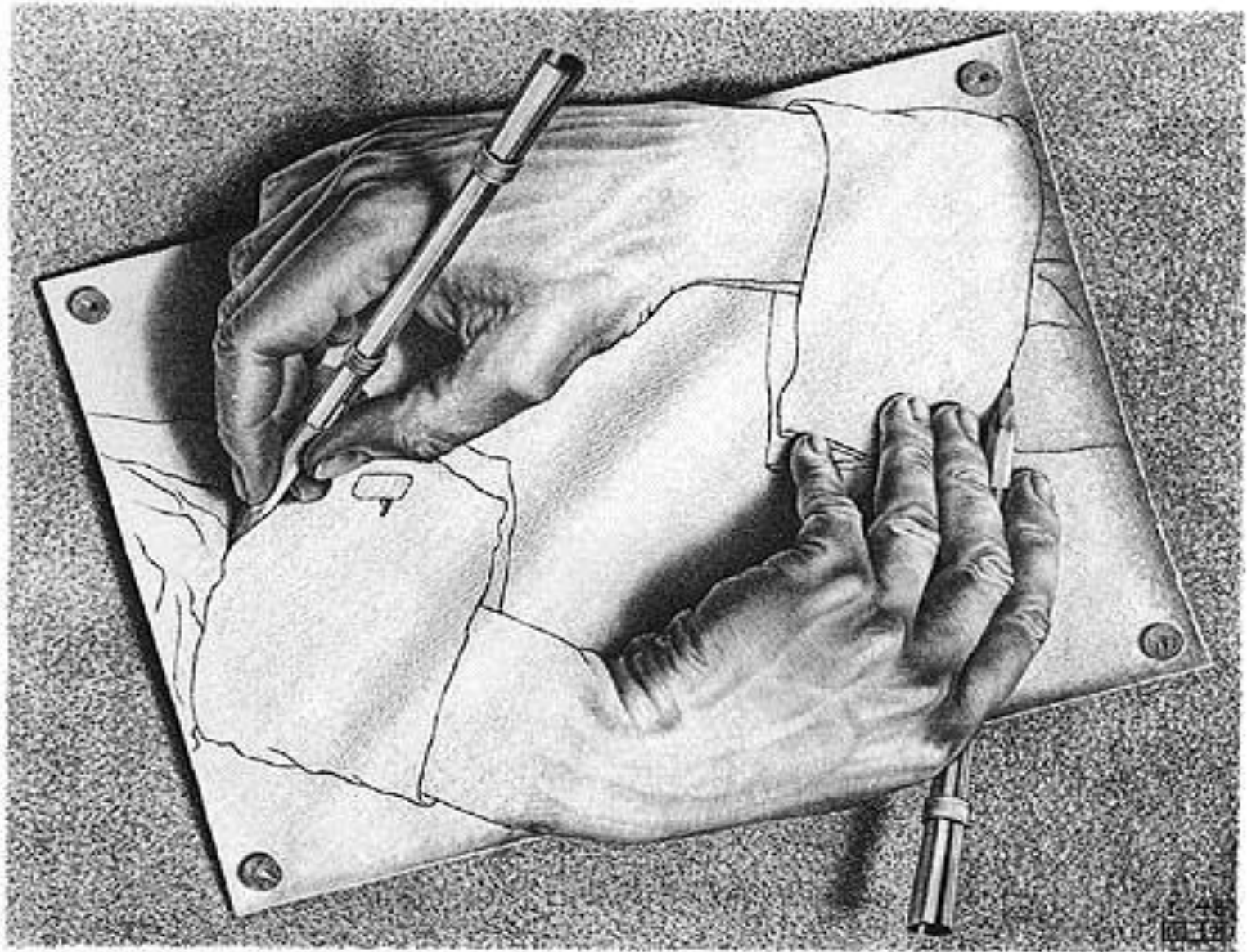
# WHAT IS VALUE-THE LIGHTNESS OR DARKNESS OF A SURFACE



Andy Buck

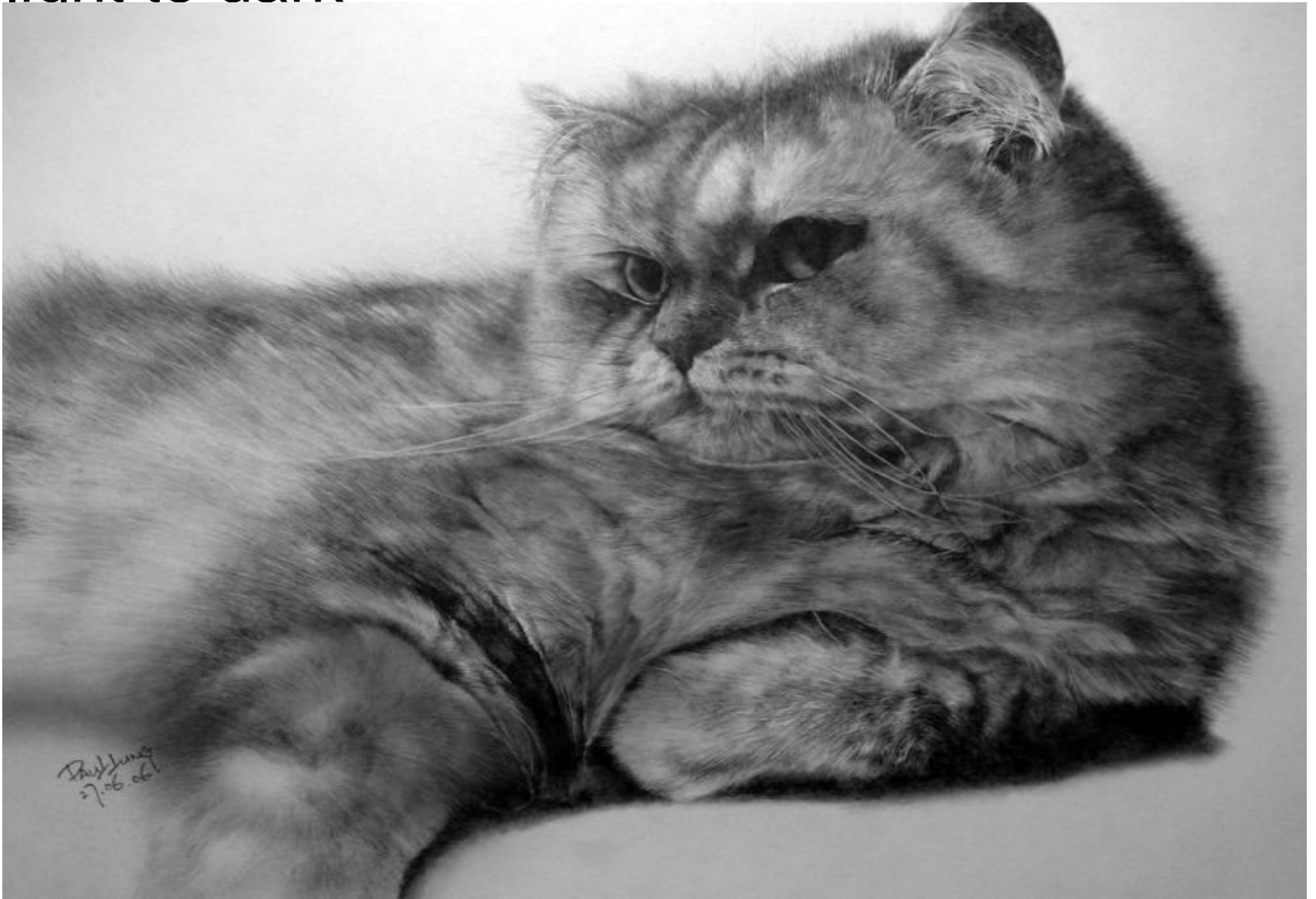


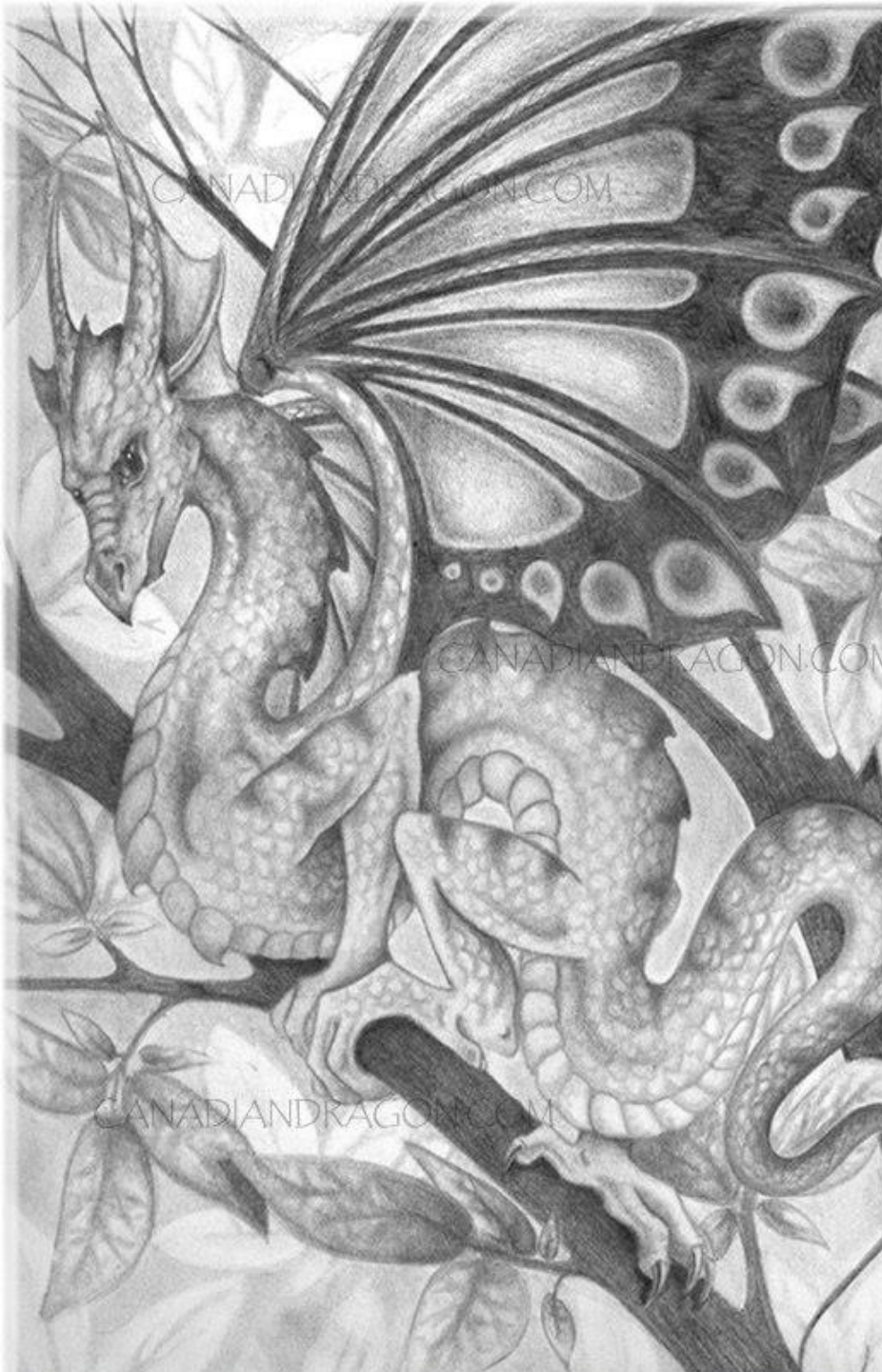
# LIGHT AND SHADOW





**GRADATION-** gradual value/shade from light to dark

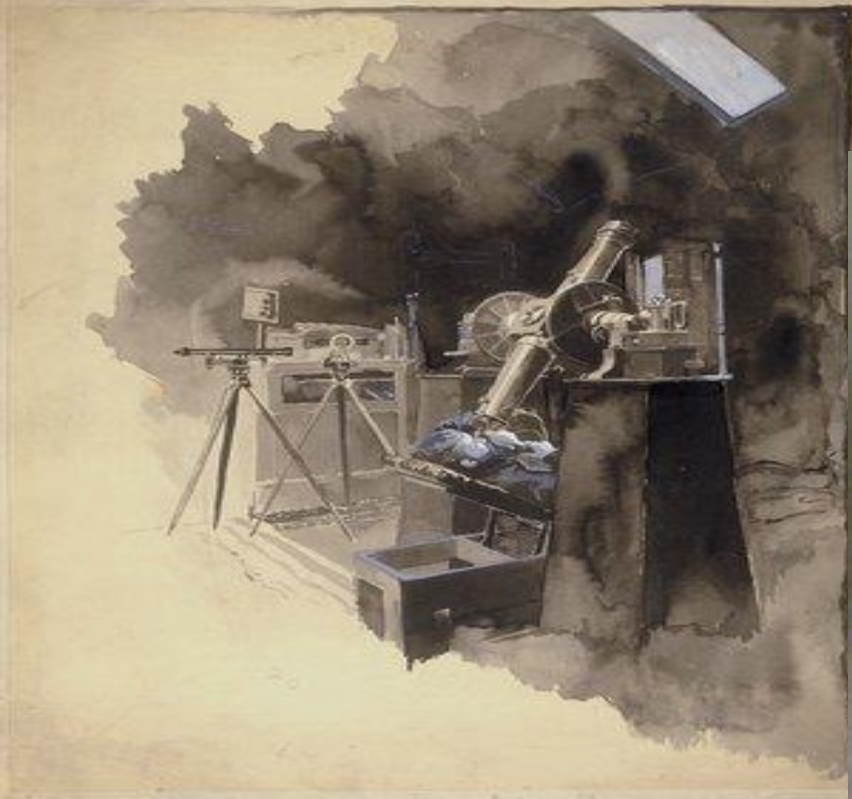








*Handwritten signature or inscription.*



# ART TERMS FOR SHADING



**GRADATION**-gradual change in value/shading

## SHADING TECHNIQUES

**BLENDING**-smooth

**STIPPLING**-dots/dashes

**HATCHING**-lines

**CROSS HATCHING**-  
criss/cross lines



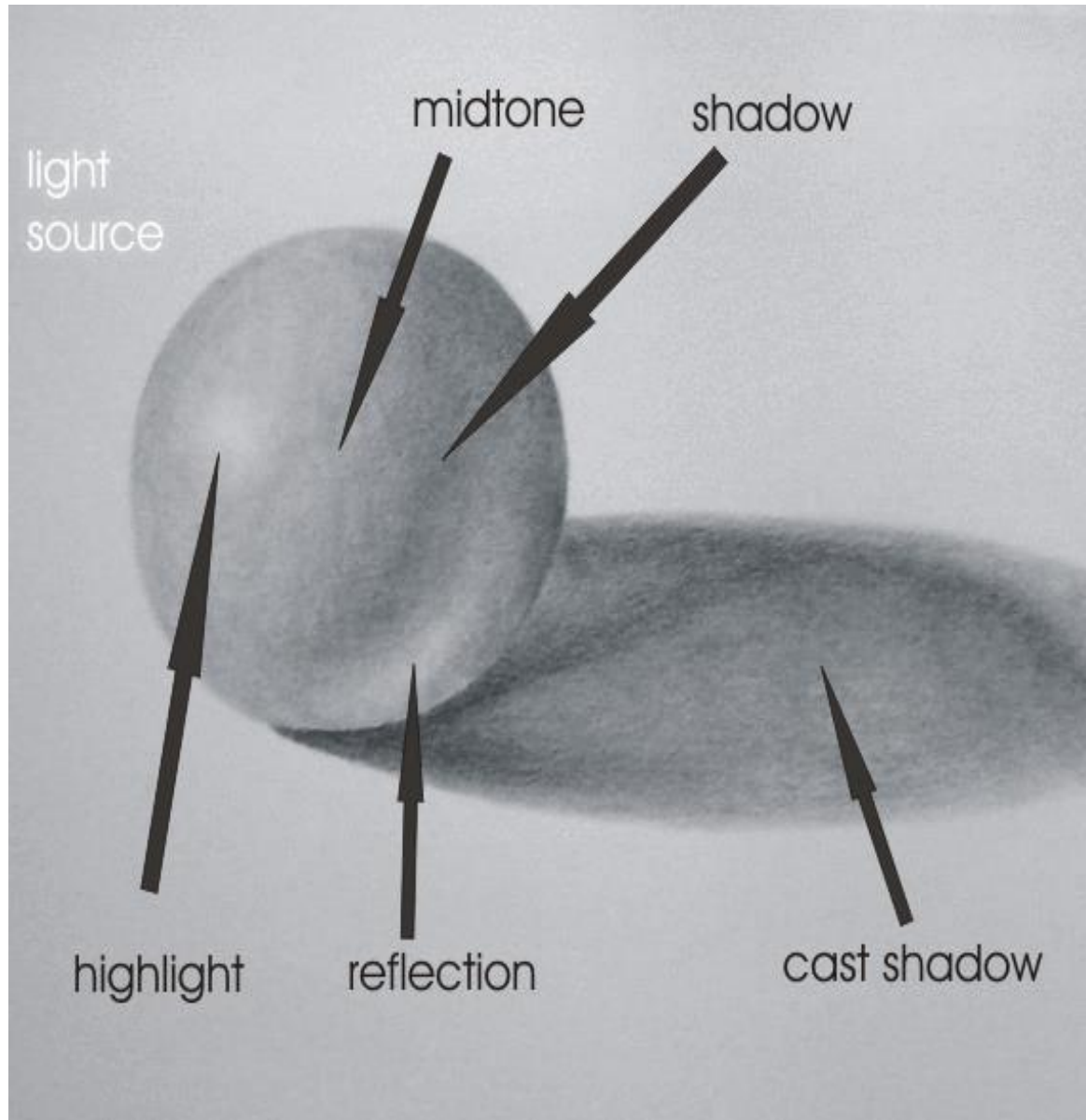
# WHICH IS WHICH?



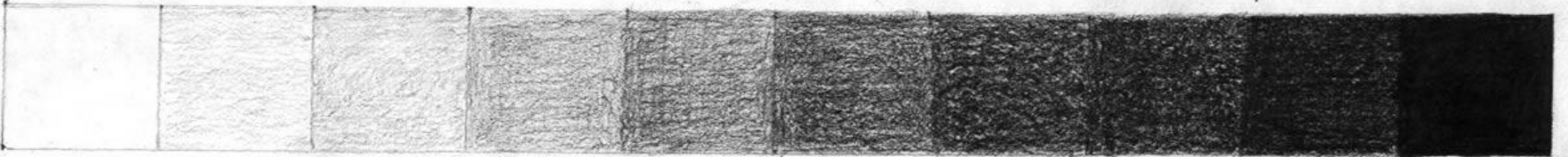
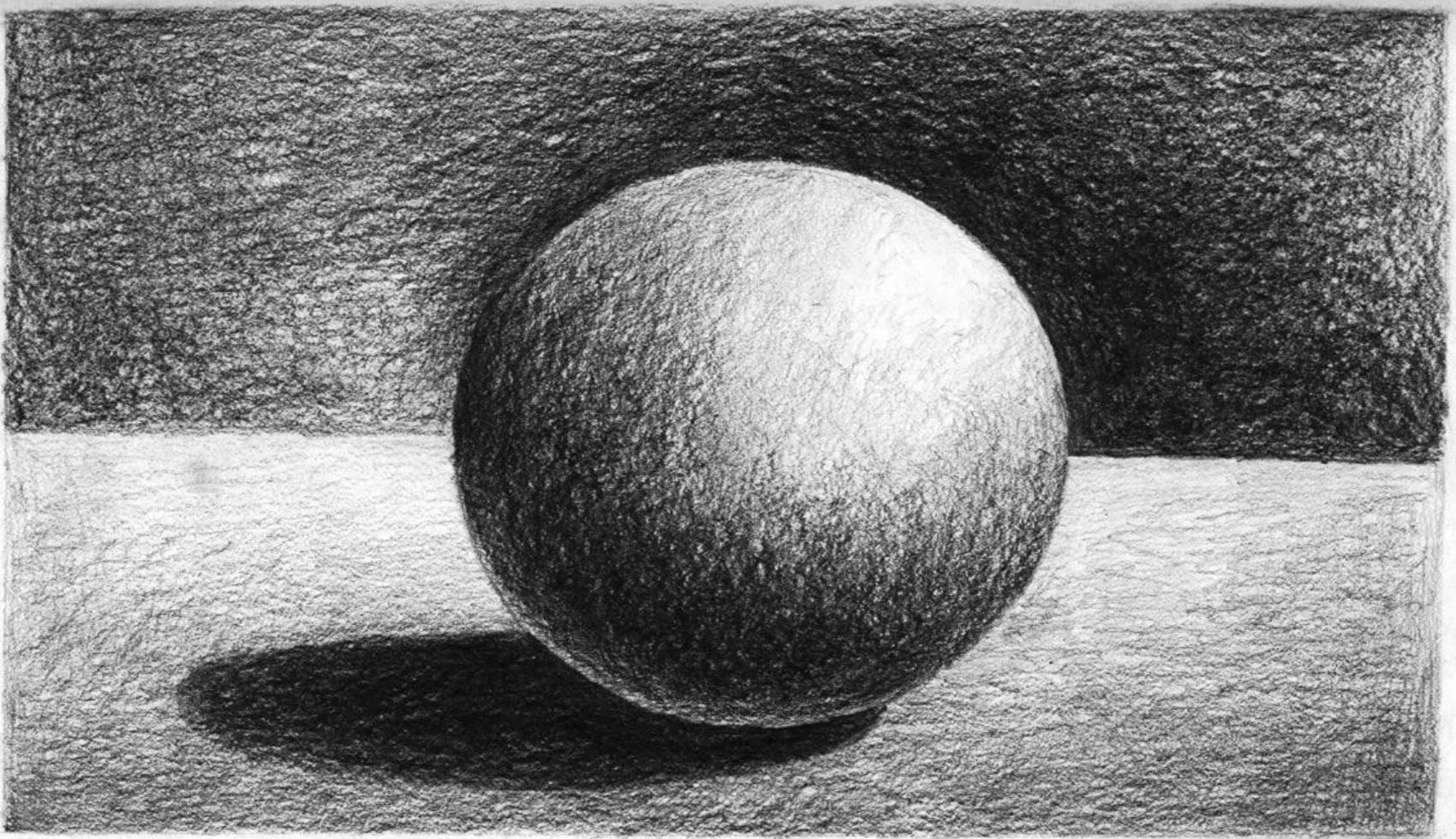


# SHADING ORDER

- HIGH-LIGHT-L
- LIGHT-ML
- REFLECTED LIGHT-M
- CORE SHADOW-MD
- CAST SHADOW-D



# HOW TO SHADE FORM





# WHERE IS THE LIGHT?



# POINT OF VIEW

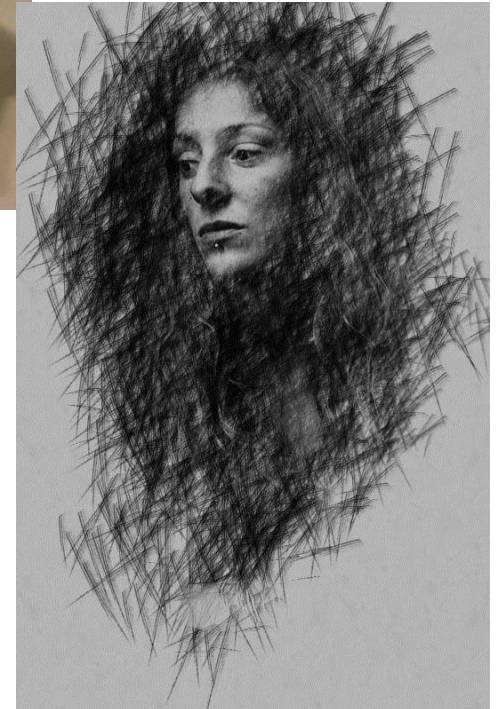
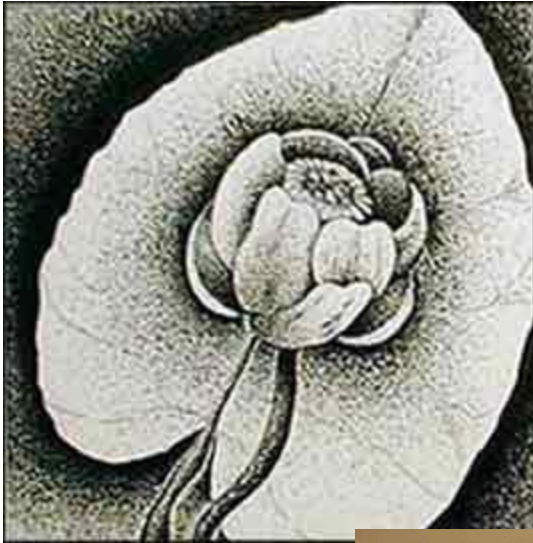




# FORESHORTENING

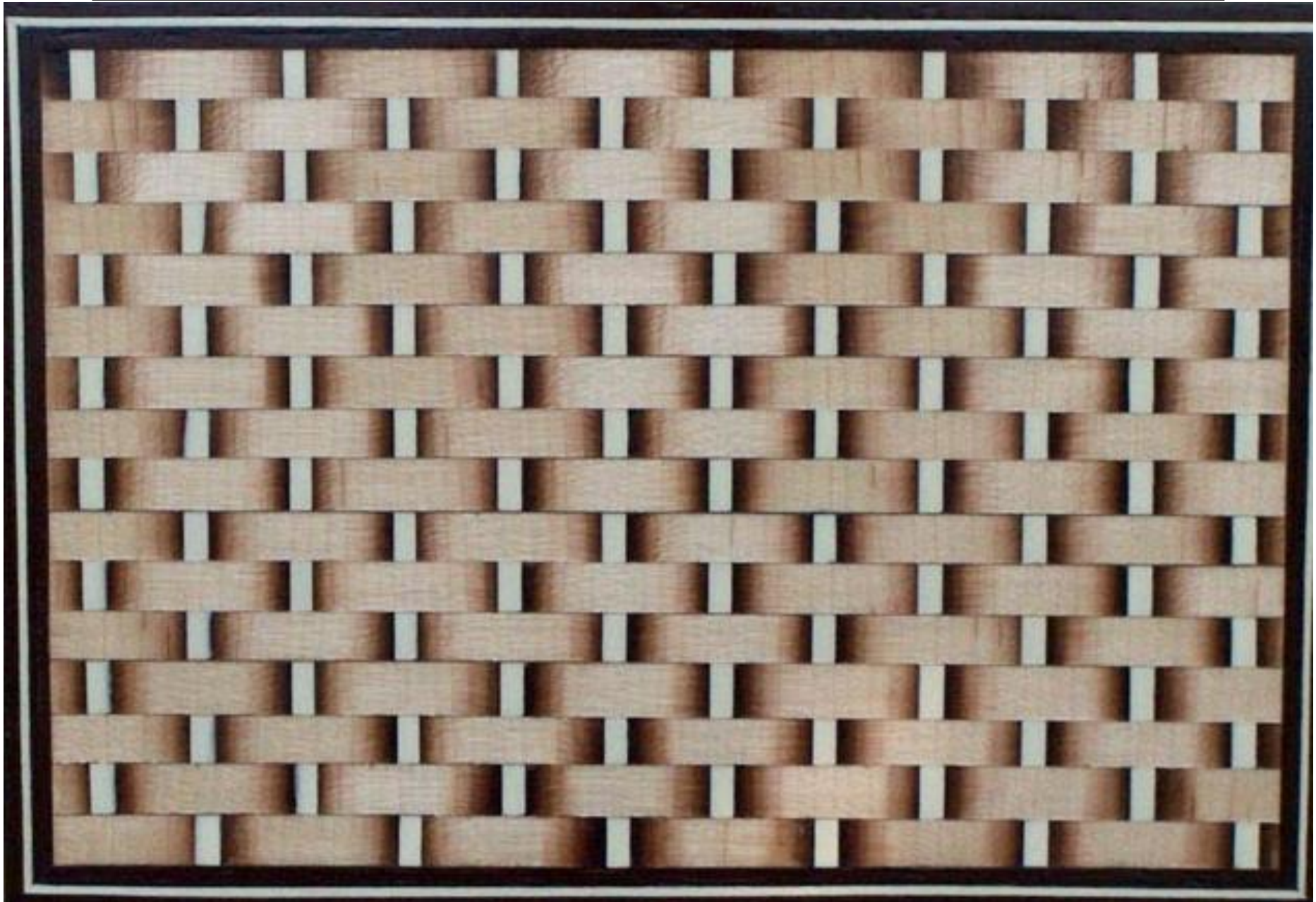


# TEST YOUR KNOWLEDGE





# WEAVE SHADING EXAMPLE



# NEGATIVE SPACE DRAWING

