

# Value and Shading

1- Shade the graduated and graduated value scales in pencil. Create smooth even values.

DO NOT use blender, tissue, fingers, or any other method to smudge your values.

Do it with your pencil; soft pencil for darker values and harder pencil for lighter values.

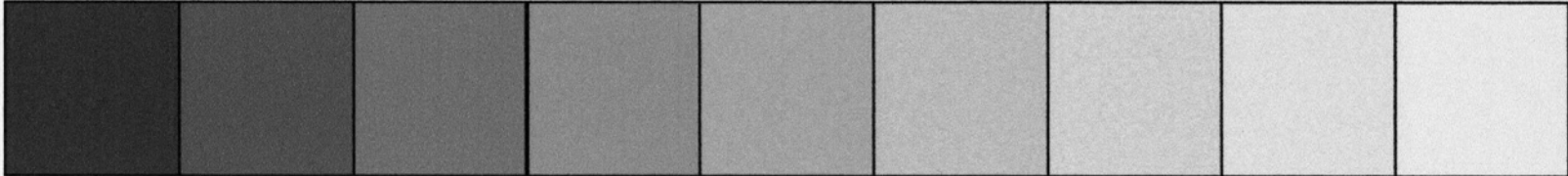
2- Shade and label the 5 types of light on the “Orb O Value” Use your pencil to create smooth values and transitions-Tiny Circles. Use the broken lines to indicate areas of blending. They are NOT hard edges -it is NOT a Pokemon ball.

3- Use a fine tipped pen to shade the value scales using the appropriate method; hatching, cross-hatching, stippling, and patterns.

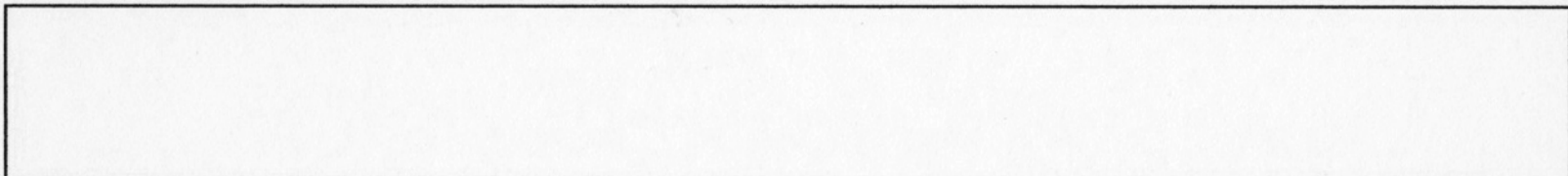
4- Use pencil and fine tipped sharpie to replicate the textures on the texture worksheet.

5- On a piece of 18x12 paper, draw the picture of the apples. Build a good structure drawing with lines before you begin shading. Use rules for drawing to help draw the structure. The better your structure drawing, the better your shading and overall drawing will be.

# Graduated Value Scale



# Gradated Value Scale



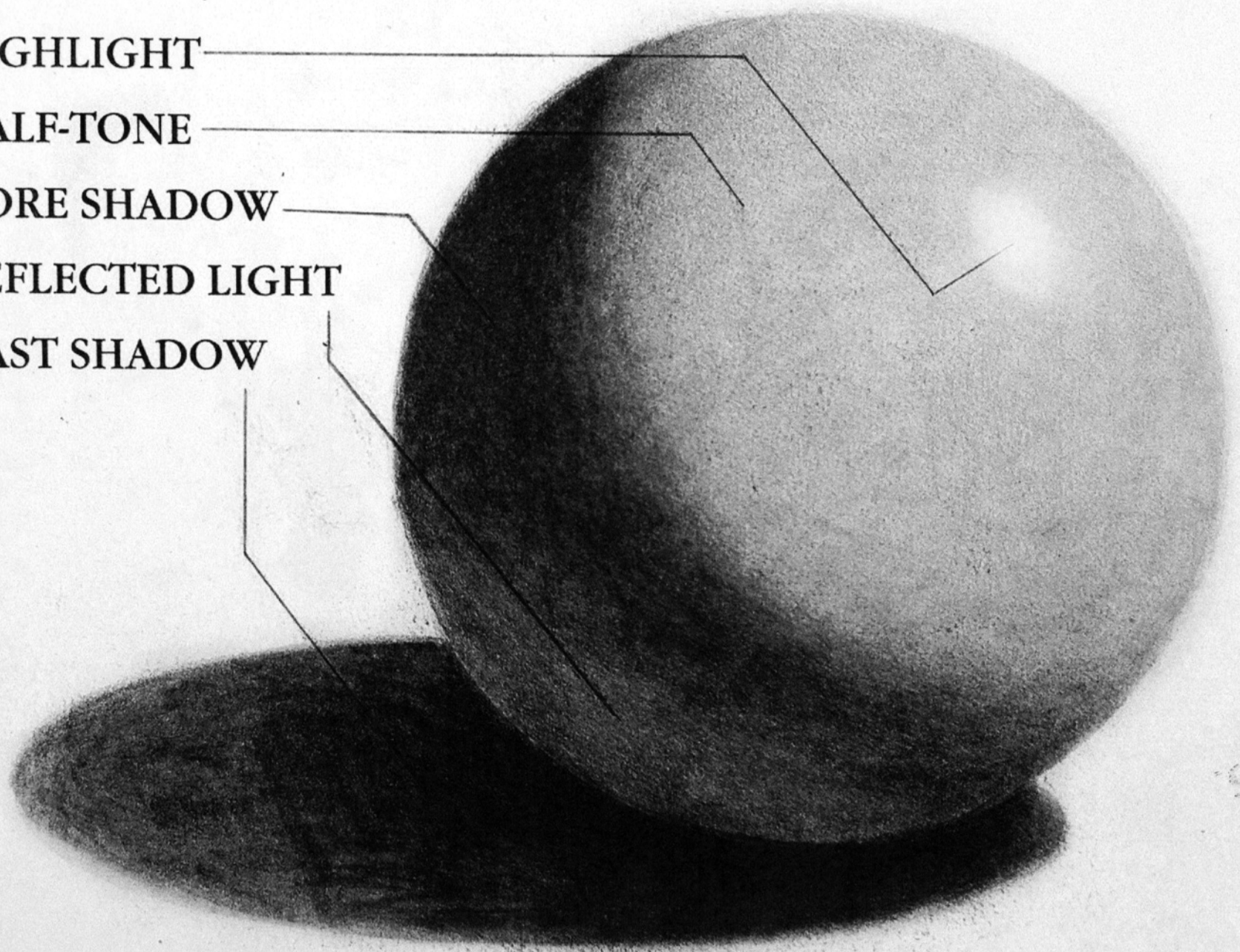
1. HIGHLIGHT

2. HALF-TONE

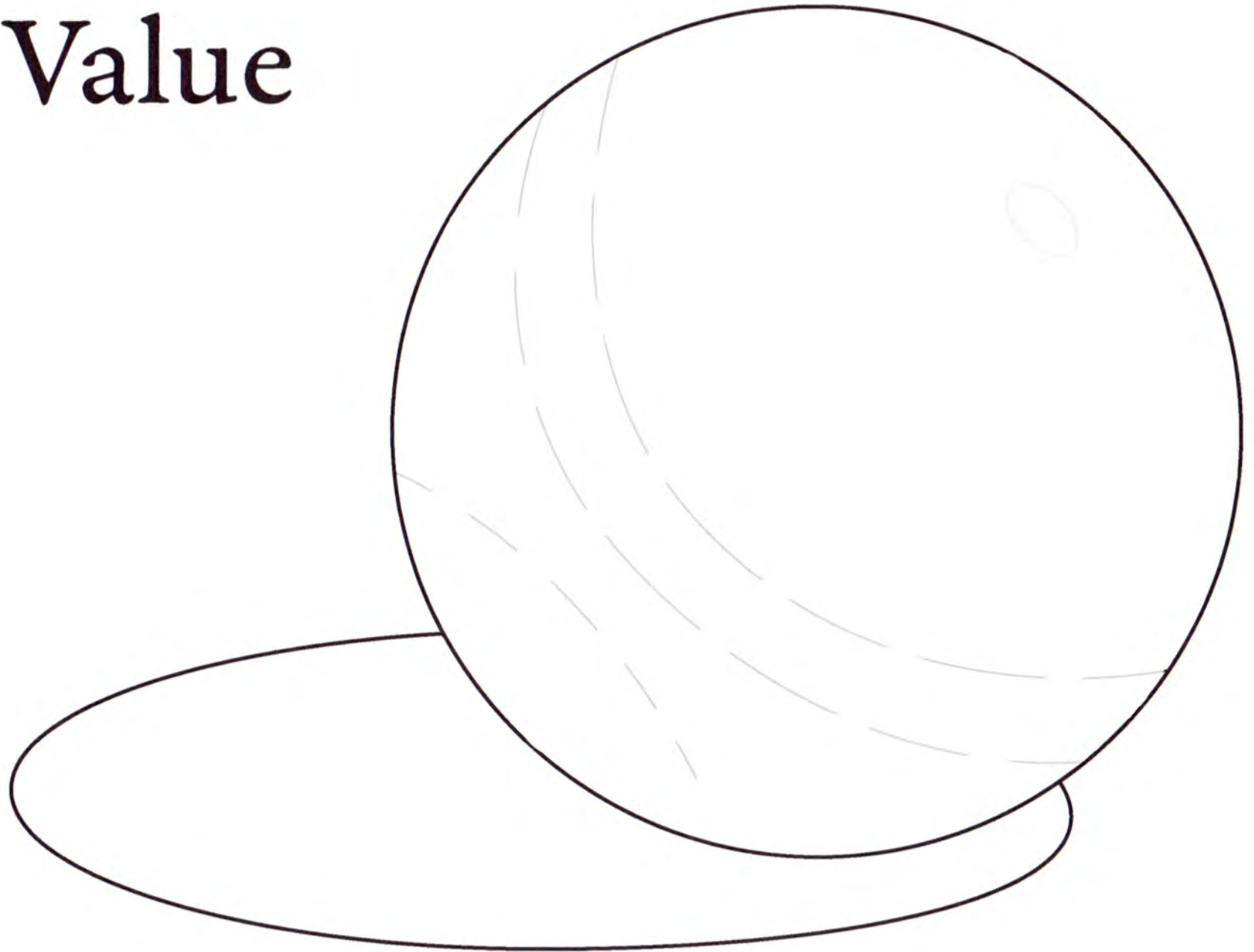
3. CORE SHADOW

4. REFLECTED LIGHT

5. CAST SHADOW



# Value



# Ink Value Scales and Texture

--	--	--	--	--	--	--	--	--

Hatching

--	--	--	--	--	--	--	--	--

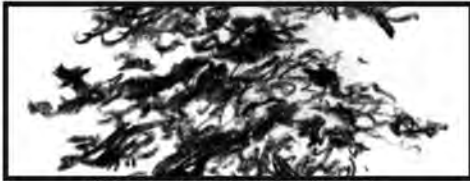
Cross-Hatching

--	--	--	--	--	--	--	--	--

Stippling

--	--	--	--	--	--	--	--	--

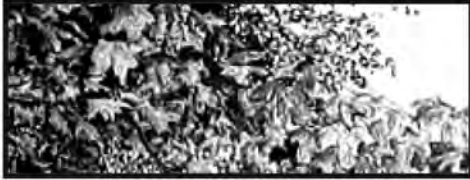
Patterns



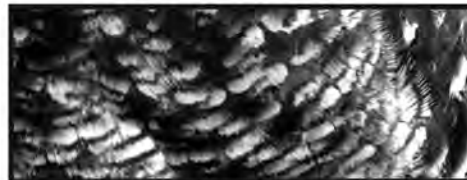
CONIFEROUS TREE



BIRD FEATHERS



DECIDUOUS TREE



SMALL FEATHERS



GRASS



WING FEATHERS



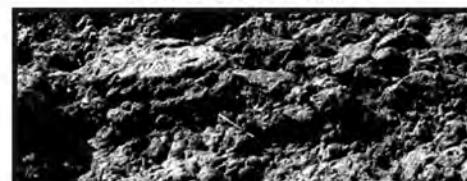
LEAFY PLANT



CRACKED MUD



ROCK



DIRT



FACETED ROCK



BRICK



NAME: \_\_\_\_\_

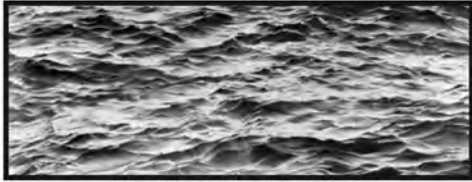
CLASS PERIOD: \_\_\_\_\_



PLACID WATER



SHORT HAIR/ LONG FUR



CHOPPY WATER



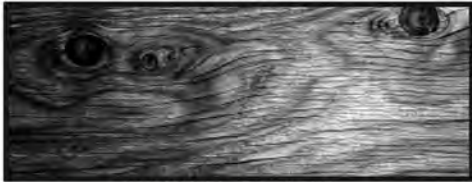
LONG STRAIGHT HAIR



WAVES



CURLY HAIR



WOOD GRAIN



WAVY HAIR



WOOD



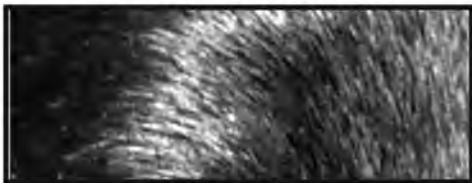
GATOR SCALES



WEATHERED WOOD



LIZARD SCALES



SHORT FUR



SNAKE/FISH SCALES



