



## Value

### ? What are we covering today?

Yesterday, we learned that hatching and cross hatching can be used in a line drawing to develop the illusion of light and form. We also saw how cross contour lines play a role in determining the directional stroking that is used with hatching and cross hatching.

Today, we'll begin our look at the element of art referred to as value and how we can create smooth transitions of value in a drawing.

#### What is Value?

We'll begin by first defining the word value as it applies to visual art. In terms of art, **value** is the darkness or lightness of a color.

Value is the element of shadow and when someone refers to the act of shading a drawing, they are simply describing the process of developing value.

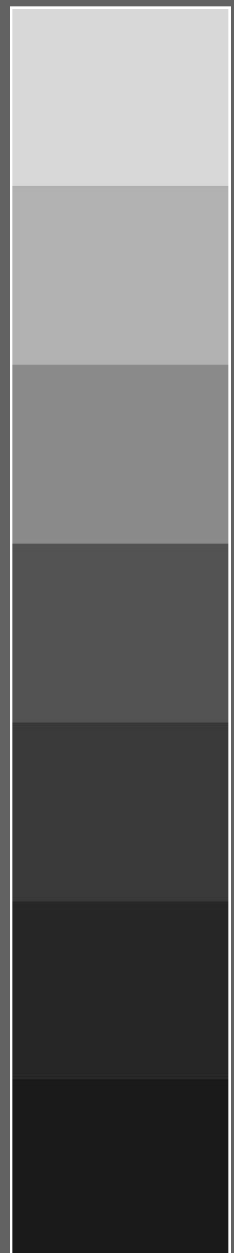
Tone is simply another term for value. So, when we hear the word, "tone", we know that it can be used interchangeably with the word, "value".

We've already established that drawing is about seeing. Therefore, in order to draw well, we must also understand how we see and understand the world around us.

We see because of light. Light reflects off of the objects around us and as we see the light that is reflected back, we understand the form and texture of those objects.

Value describes the light and how it is reflected back to us. Lighter and darker values work together to inform our minds of the objects and space around us.

By understanding this, we see just how important value is to our success when creating drawings. We must capture the light within the scene in order to communicate it effectively in a drawing.



## ! Today's Mindset

Today's mindset...

“Value is the darkness or lightness of a color and is perhaps, the most important element of art that you'll ever use in your drawings.”

We'll be exploring value and its use in drawings over the next few days. Today, we'll learn the terminology associated with value and take a look at a few techniques for blending smooth transitions of value in a drawing.

## / Drawing Exercise #1

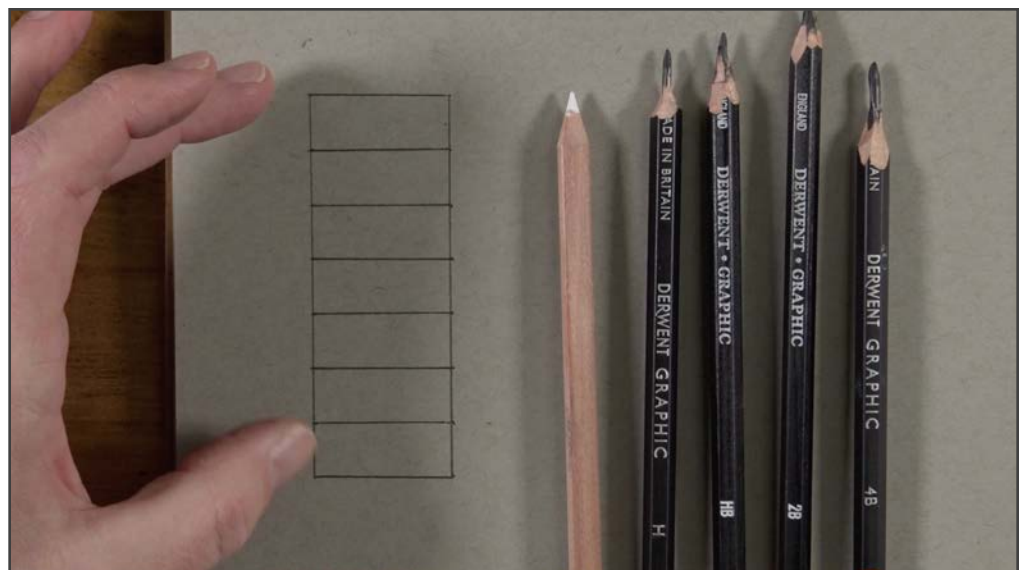
Value can be measured. Since drawing is about making visual comparisons, the measurability of value is well, valuable.

Value is measured through the use of a value scale which features a range of tones from dark to light.

A value scale then is a tool that can be used to make comparisons between the subjects that we draw and the drawing that we are developing.

Let's create a value scale consisting of 7 different values.

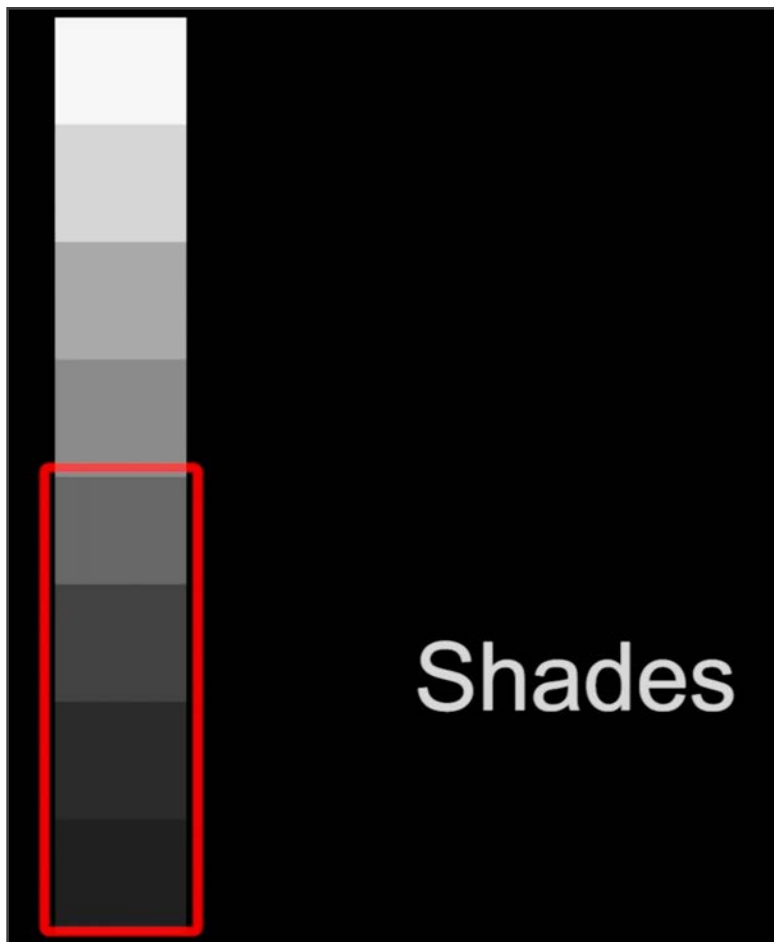
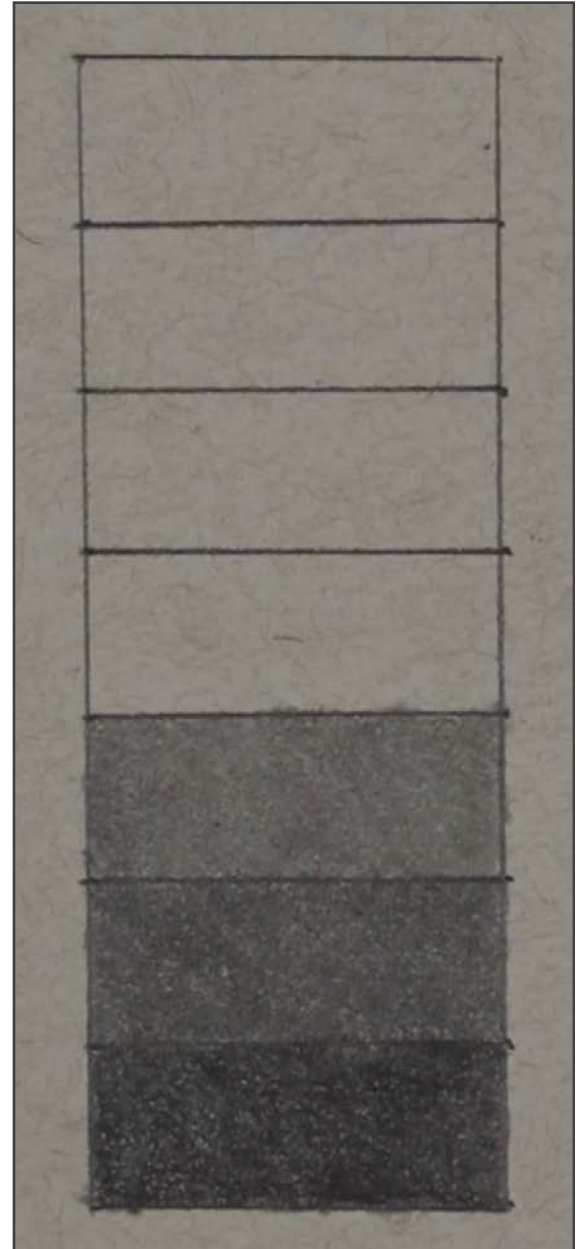
We'll first section off our value scale so that we have seven spaces. In this case, each section measures 1" by 1/2". Our value scale is created on gray paper since we'll use dark and light drawing media. We'll use graphite pencils H, HB, 2B, and 4B. For the lighter sections, we'll use a white charcoal pencil. We'll blend applications with a blending stump.



We'll begin filling in the darkest values first starting with the section at the bottom of the value scale. We'll begin with our softest and darkest graphite pencil (4B), filling in the section completely. With a blending stump, we can go over this application, working the graphite into the tooth or texture of the paper.

We'll next work our way up to the next section of the value scale and use a slighter lighter pencil (2B). Again, we'll fill in the box completely and blend the application with a blending stump.

This process is repeated for our third section, but this time, we'll use the slightly lighter HB graphite pencil.

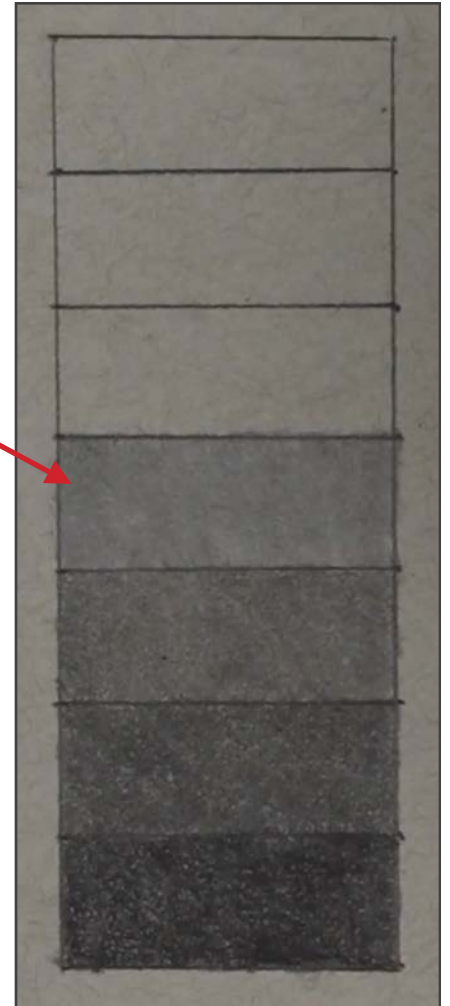
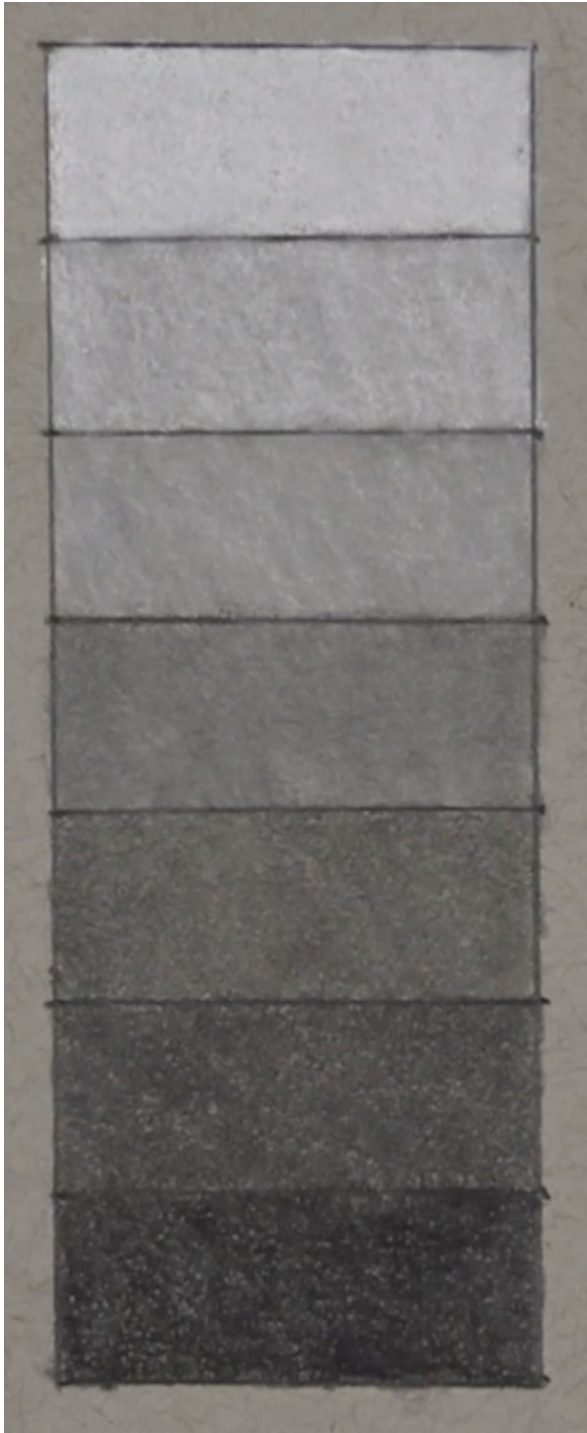


Values on a value scale have specific names that describe the darkness or lightness of the tone.

The darkest values on a value scale are called shades.

Using a combination of the HB graphite pencil and the white charcoal pencil, we'll fill in the middle value on our value scale. Here again, this application is blended using a blending stump to create a smoother application.

This middle value is referred to as a midtone.



Now we can focus on developing the lighter values on the value scale.

We'll start with the section above the midtone. First, a light application of the white charcoal pencil is applied. Over the top, a light application of an H graphite pencil is applied. As we have before, we'll blend these applications with a blending tool.

We'll repeat this process for the next section above the last, allowing the white charcoal applications to dominate.

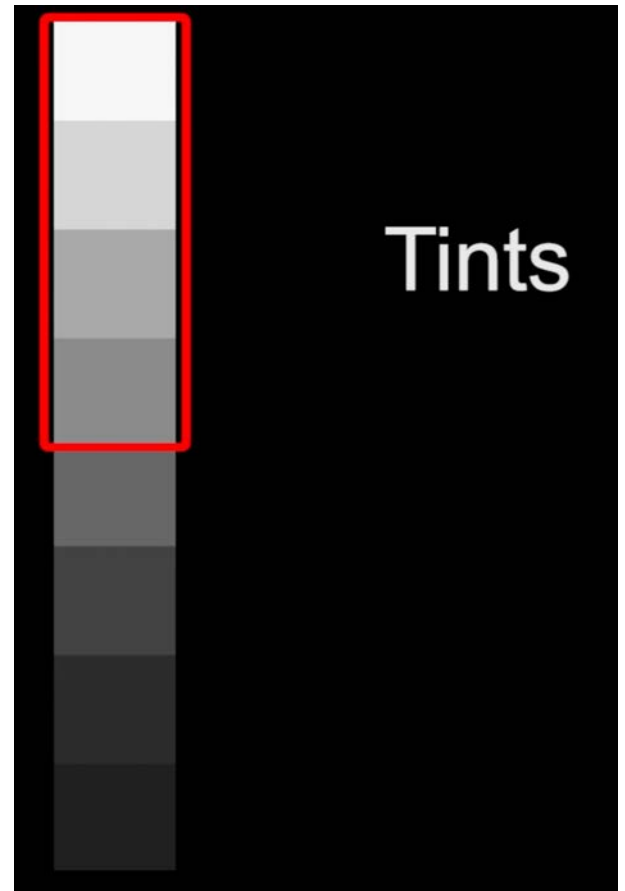
For our lightest value, we'll apply only the white charcoal pencil and blend with a blending stump.

The lighter values on a value scale are called tints.

By combining shades and tints, we can create a full range of value in a drawing.

Since we see the world around us as a full range of value, it makes sense to include a full range of value in our drawings.

In most circumstances, we should include the lightest tints, the darkest shades, and the variety of grays in between in our drawings.



## Drawing Exercise #2

In most circumstances, we should include the lightest tints, the darkest shades, and the variety of grays in between in our drawings.

Application of the drawing material is important as well. We should develop a level of control so that we can communicate the correct value and texture when needed.

Traditional drawing materials such as graphite and charcoal allow us to create smooth transitions of value from dark to light.

Let's next look at a couple of application techniques that can be used to ensure a smooth and even transition of tone from dark to light.

The two techniques we'll take a look at are called **circling** and **blending**.

## Circling

Circling is the process of adding the drawing material to the surface using small circular strokes. We are not making small circles, like you may expect if the tip of the pencil is used. Instead the side of the pencil is used, resulting in an even application of the material. The value is adjusted based on the pressure applied and the number of layers.



## Blending

Blending is the process of using a tool such as a blending stump to work the drawing medium into the texture or tooth of the paper. You may begin by applying the medium using circling and then apply the blending stump for an even smoother appearance.

While some mediums such as charcoal and pastel can be blended with a finger, it is advisable to use a blending tool for graphite. A blending stump prevents the oils from our fingers from mixing with the graphite and also leads to greater control.

Tomorrow, we'll continue our look at value and explore the important role that light plays in describing the form of an object in a drawing.