



# Value Scale and Shading

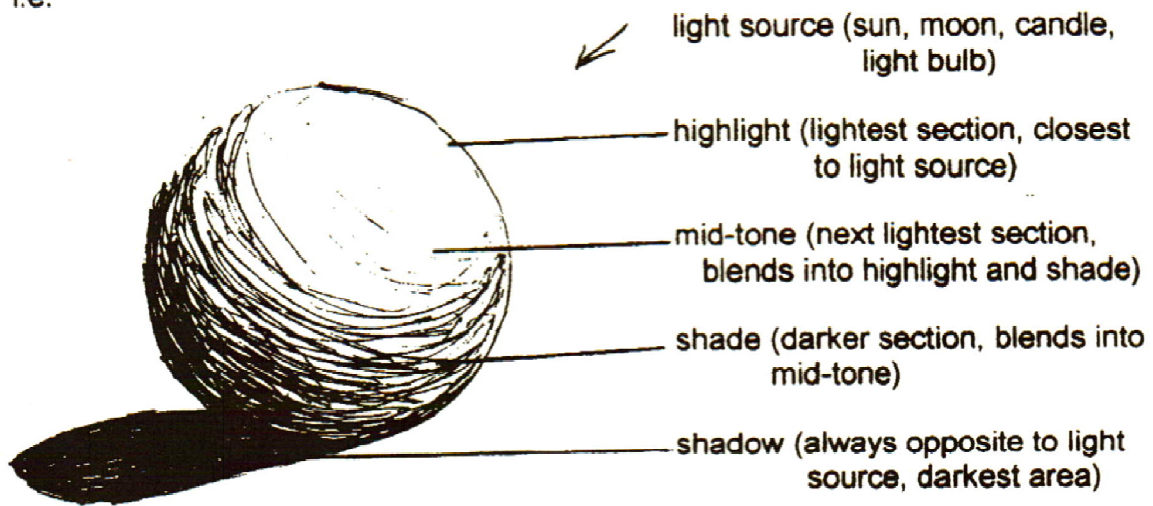
**VALUE SCALE**

- used by artists to determine which tones they will use for highlights, mid-tones, shades and shadows
- looks like a strip taking off a rounded shaded object
- i.e.

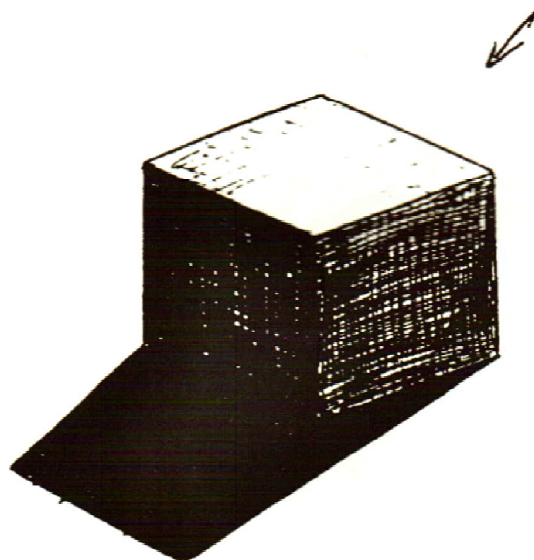
white	very light grey	light grey	grey	darker grey	very dark grey	black
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**VALUE SCALE APPLIED TO SHADED OBJECTS:**

i.e.



**NOTE!** If you are shading a curved object, shading lines must follow same curve (gradual tone). When shading a flat-sided object, then each side is a solid tone (not gradual).



### SHAPE TO FORM (2D TO 3D)

Two Dimensional = flat on page; shape

Three Dimensional = illusion of depth on page; form; need light source to define the form

Light Source = sun, moon, candle, lightbulb

#### SHAPE



circle



square



triangle



rectangle



oval

#### FORM



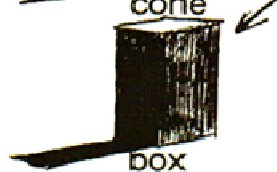
sphere



cube



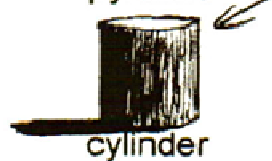
cone



box



pyramid



cylinder

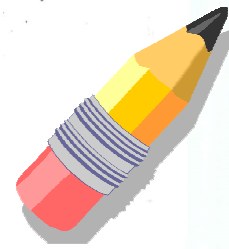


egg

**Geometric Forms (Cont'd)**

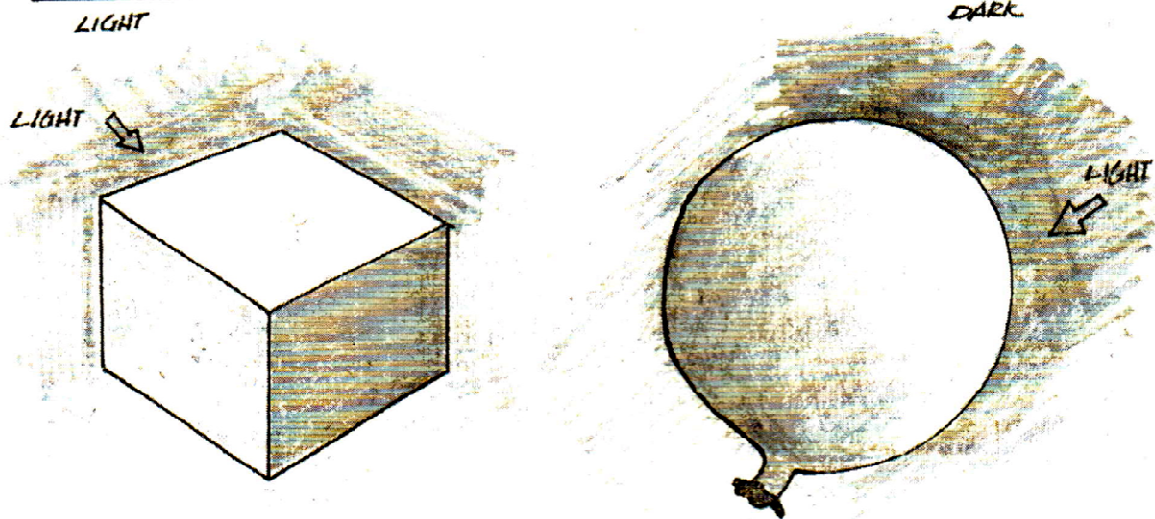
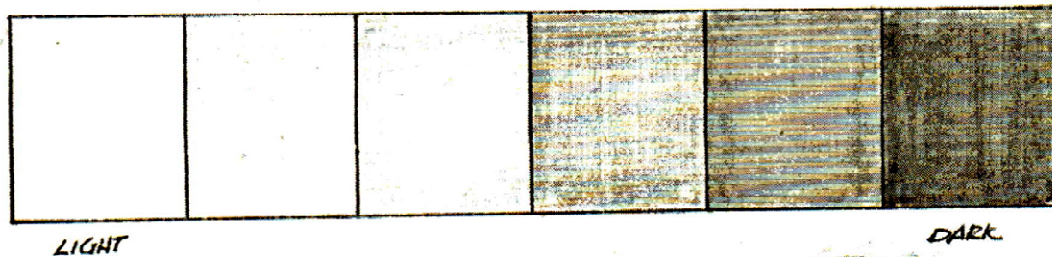
**Pencil Tips**

1. Use any pencil from HB to 9B for shading. Use HB for the original forms.
2. Do NOT blend with your fingers; instead use the side of the pencil.
3. Shade in TWO directions to blend tones gradually. Build the darker values by adding LAYERS of shading.
4. Use an eraser for reflections/highlights.





VALUE SCALE - CONCEPTS & SKILLS  
Value Scale - Black and White



INDIVIDUAL DRAWING





Ashworth, Elizabeth Auger. *Curriculum Studies 2, Junior/Intermediate - Visual Arts*. Boston: Pearson Custom Publishing, 2007.