

# Value

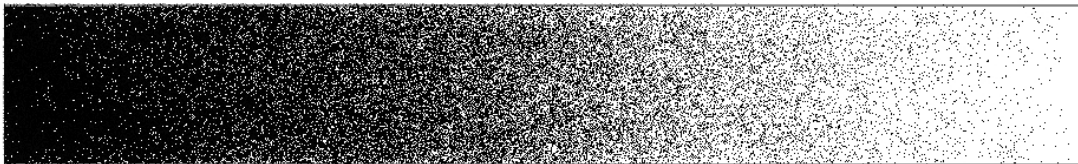
## Skills Assignment #1

This assignment calls for you to incorporate the concepts of **SHAPE**, **FORM**, and **VALUE** together using a pointillist technique.

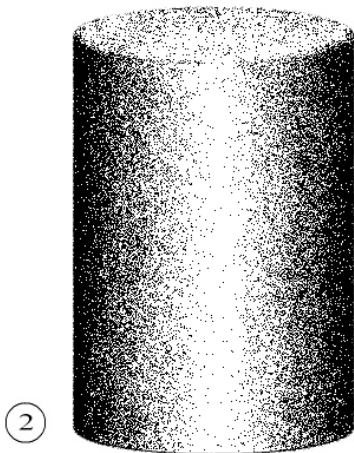
Refer to the directions and examples below to successfully complete the three different tasks required of you using the **Airbrush** tool in Painter 9.

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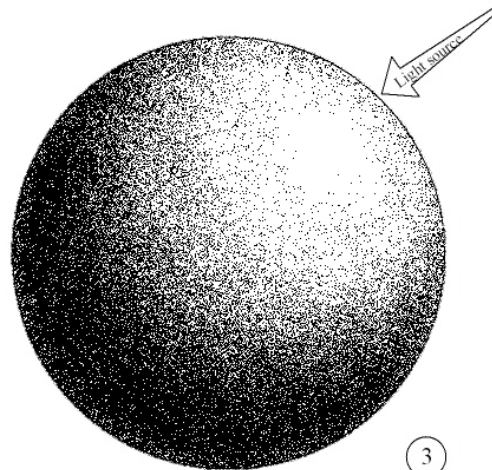
- 1) Open Painter 9
- 2) Browse to the *Lessons > Pointillism* folder. There you will find a JPG file called **Value Skills**. Open this in your Painter program.
- 3) There are three tasks outlined on this file. Carefully read the directions typed next to each section, and refer to the example in order to get a clear idea as to how you are to shade each shape in order to achieve the desired effect.
- 4) Concentrate on SMOOTH transitions!!! Use the airbrush tool to make the jumps from dark to light as SEAMLESS as possible.
- 5) Incorporate the use of **masks** in order to keep the dots inside the shape or section you are working on. This will be a key skill to have when moving on to the advanced level of this section.



- ① Using a Pointillistic technique, neatly and accurately create a Tonal Scale within the boundaries of the rectangle above.



- ② Using what you have learned about light, shadow, and brush settings, create your own light source and accurately recreate the correct shading for the above cylinder.



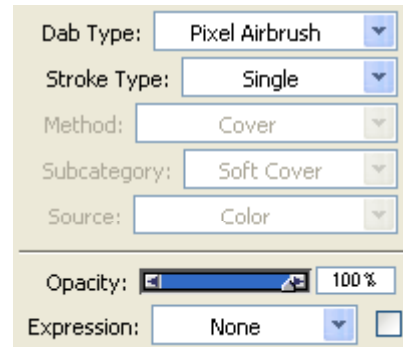
- ③ Using the indicated light source, use Pointillism to accurately re-create the light and shadow in order for the shape (circle) to become a form (sphere).

## How to Construct a Pointillism Brush

Follow these guidelines **EXACTLY** in order to make a manageable brush that fulfills the guidelines of the assignments.

- 1) Open the Brush Creator by hitting **Ctrl + B**
- 2) Choose the **Airbrush** and **Coarse Spray**
- 3) Under **General**, make these settings:

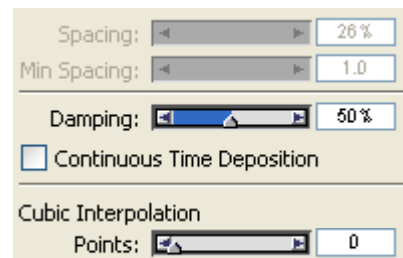
\*Dab Type – Pixel Airbrush  
\*Stroke Type – Single  
\*Opacity – 100%



**ALWAYS KEEP OPACITY AT 100%!!!! ALWAYS ALWAYS!!!!!!!!!!!!**  
**NO EXCEPTIONS!!!!**

- a. Under **Spacing**, make these settings:  
Damping – 50%

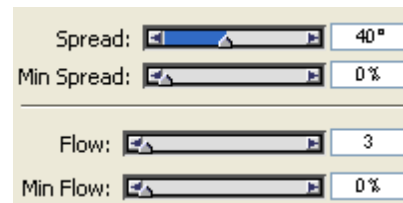
**UNCLICK** *Continuous Time Deposition* Box (or it will spray dots constantly as long as you hold the mouse button. Not good for detail work.)  
Cubic Interpolation – 0 or 1



- b. Under **Airbrush** make these settings:  
Spread – 40 degrees  
Min Spread – 0  
Min Flow – 0



**Flow** – **0 –5** (this determines the “flow” of pixel dots onto the page. The higher the setting, the greater the flow.)



Test your settings in the available preview box. Adjust the **SIZE** of your brush to get a heavier dose of pixels.

Reducing the Opacity creates “gray” dots that end up hurting more than helping. Use the **DENSITY** of dots to determine the relative lightness or darkness of an area. **Keep Opacity at 100% at all times.**