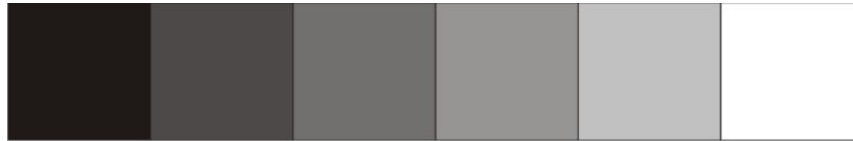# Creating a Value Scale

In this lesson, you create a six tone value scale, and a graduated value scale. As you draw, refer to the example value scale process.

Vocabulary:

Value – The relative lightness or darkness of a hue
Flat Tone – An application of value that is consistent, with no lighter or darker areas present.
Graduated Tone – An application of value or color that shows a range from light to dark.

Objectives:

- To practice and master pencil control and pressure.
- Learning to distinguish subtle changes in value.
- Blending smoothly and professionally between value transitions.

1) Draw a rectangle shape on your paper. Make the dimensions **9 inches long, and 1.5 inches wide**.

2) Measure out **6 individual squares**. Each square is **1.5 x 1.5 inches.**
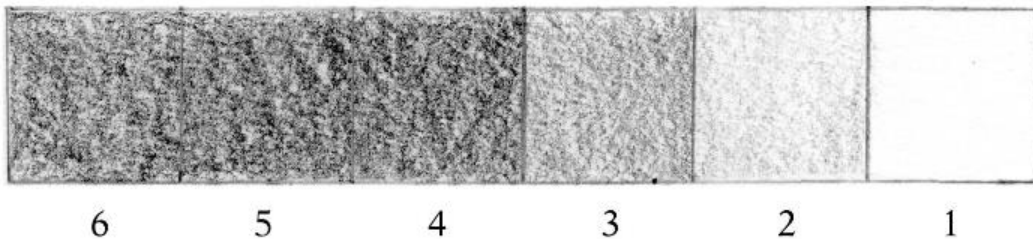
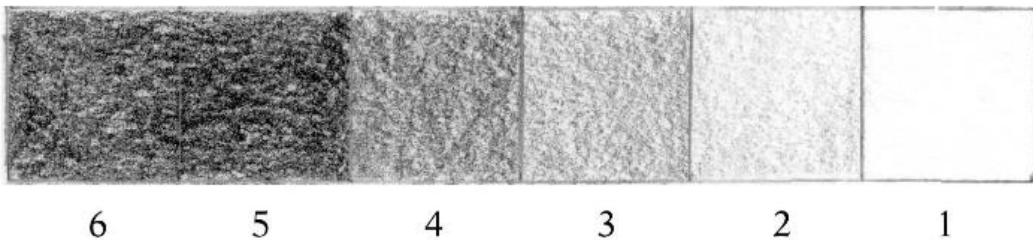3) Start by gently and **evenly** shading at a level 2 value.
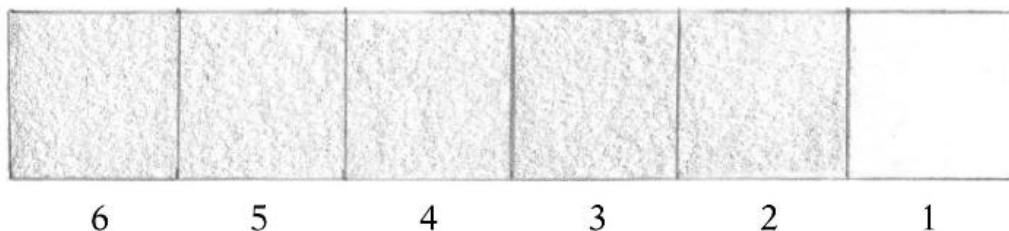
4) Next, gently increase the pressure of your pencil and fill in squares 3-6 at a level 3 value.

6	5	4	3	2	1
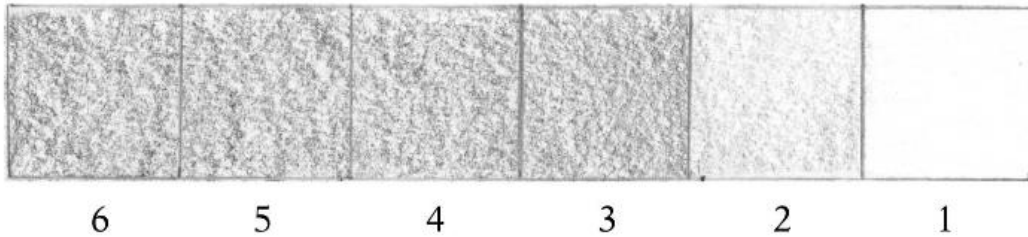
5) Again, gently increase pressure and fill in squares 4-6 with a darker shade of value.

6	5	4	3	2	1

6) Increase pressure and evenly darken the last two squares.

6	5	4	3	2	1

7) The last square is very dark, all the way to black.

6	5	4	3	2	1
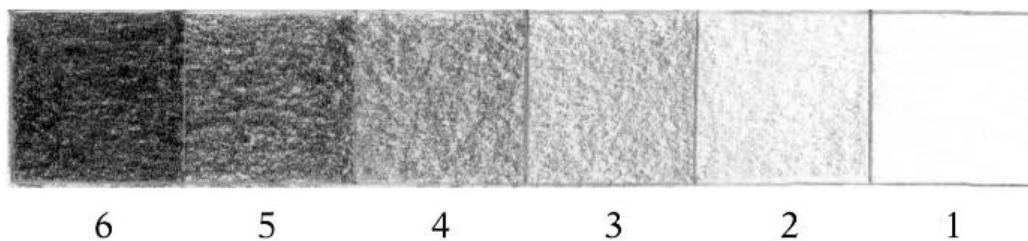
Graduated Value Scale

On the same page, draw a rectangle **9 x 1.5** inches. <u>Do not divide it into squares.</u>

You will create a graduated value scale that gradually and smoothly transitions from white, to complete black.

This is more challenging!! You are expected to accurately and neatly create a smoothly shaded work that continuously goes from light to dark.

Do NOT get sloppy. Look for areas that stand out as not being consistent. Look for areas that appear to be the same value for long spaces.

Blur your eyes up slightly to see small imperfections or irregularities in your shading.

Smooth Shading

Black ⟵——————————— Mid-tone ⟵——————————— White

Complete both value scales completely and professionally.

<u>Neatly label each one: Value Scale</u>
<u>Tonal Scale</u>

Make sure that your work is neat and labeled!!!

Apply your shading techniques practically.

1) Create a circle on the back of your paper using a compass

2) The arrow indicates the light source

3) Where light strikes the sphere, it is completely white. Gently use your pencil in a semi-circular motion that matches the arc of the circle to go from light to dark

4) At the very bottom edge of the sphere, it gets slightly lighter due to reflected light from the ground

5) Create a cast shadow that "attaches" the object to the ground

Light Source