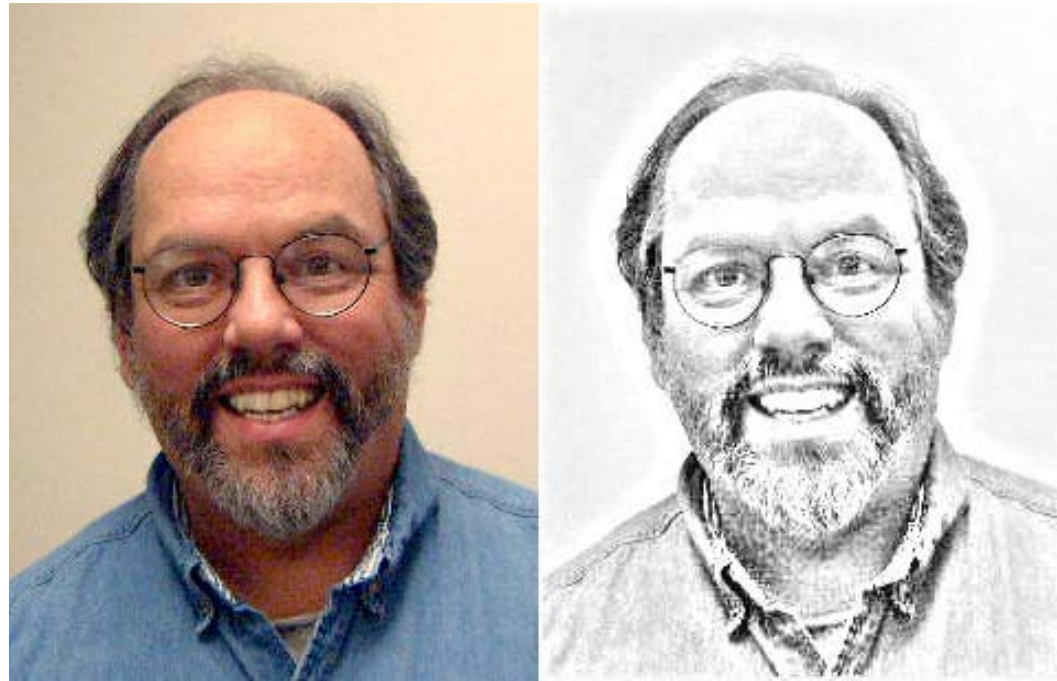


Drawing 101

2. Adding Value, Shading, and Highlights

Seeing values is key to
drawing in the third
dimension.

Translating **values you see** into **values you draw**



Almost everything has more than one value. Depending on the light source, most things have some areas that are very light and others that are quite dark.

Translating **values you see** into **values you draw**

When you can see a range of different values you can draw your subject in the third dimension.



Some Examples...

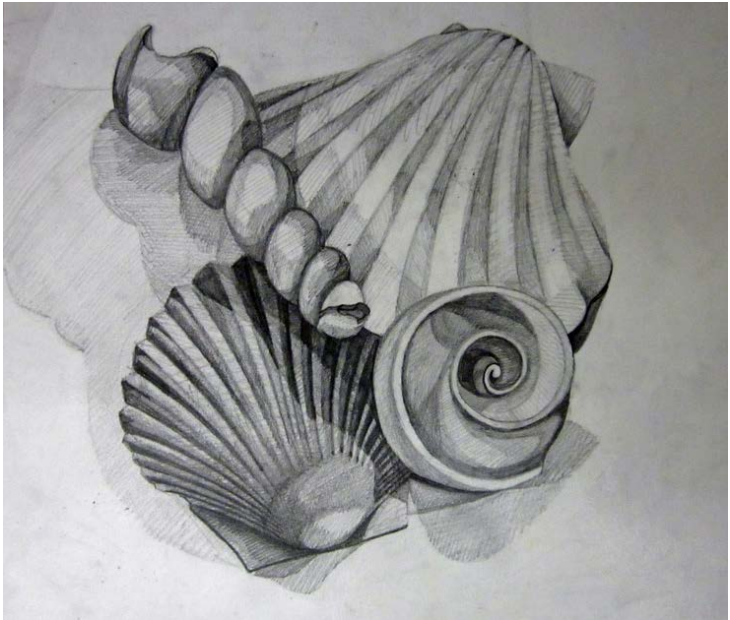
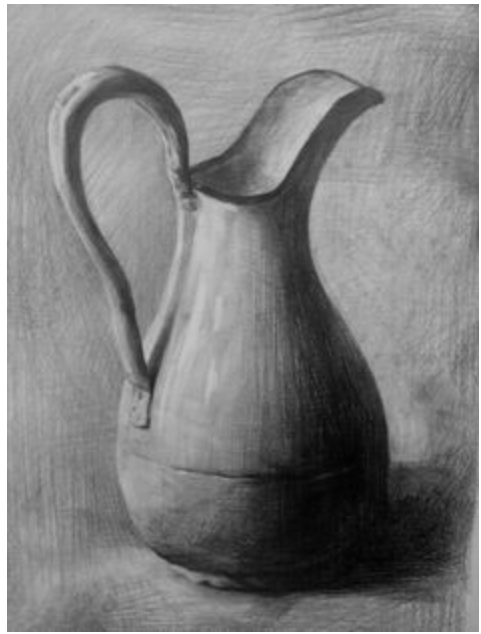
- If you look closely at a mound of dark earth, you notice that it has several different values.
- If a fresh layer of snow covered this mound of earth, there would still be lots of values.



Adding **Value** to your drawings helps you...

- to learn to control your pencil
- to train your brain to perform automatically
- to see subtle changes in values or tone

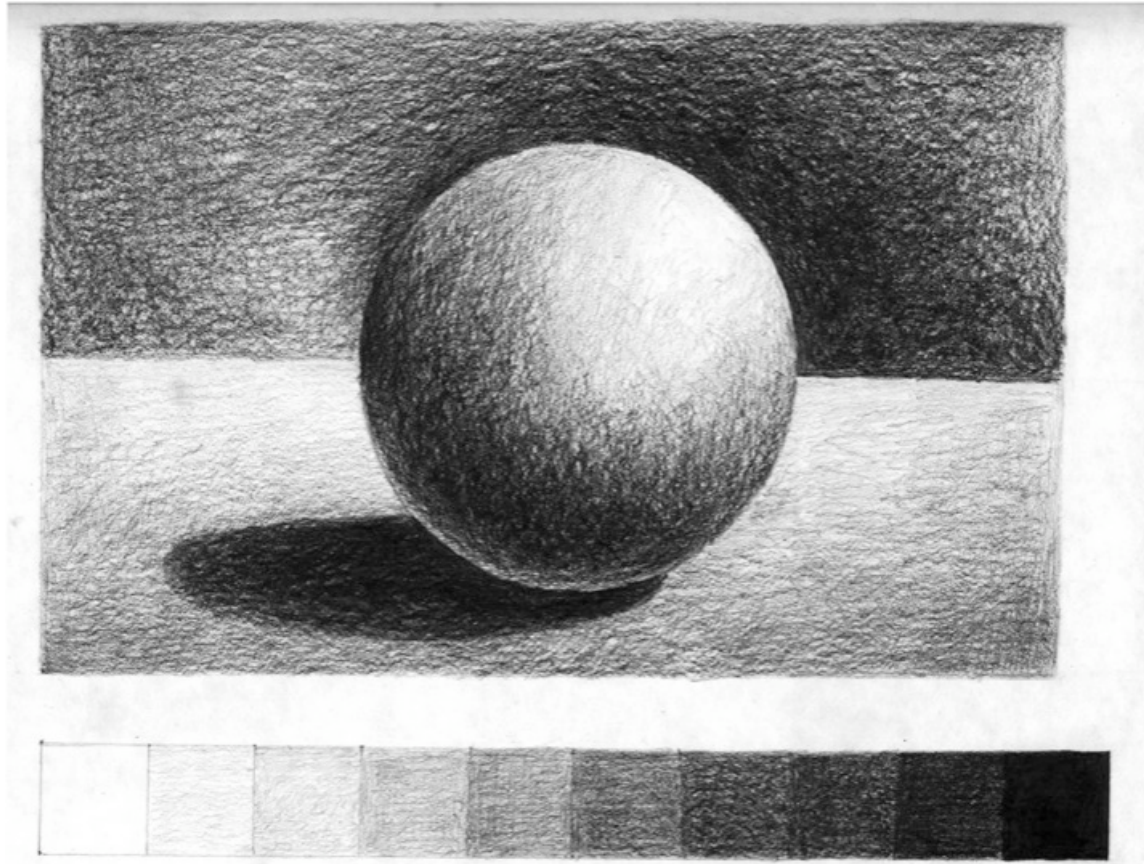
- **....and ultimately, your drawings will have the illusion of 3 dimensions, thus making them much more realistic.**



Tips, Tricks & Practice Exercises

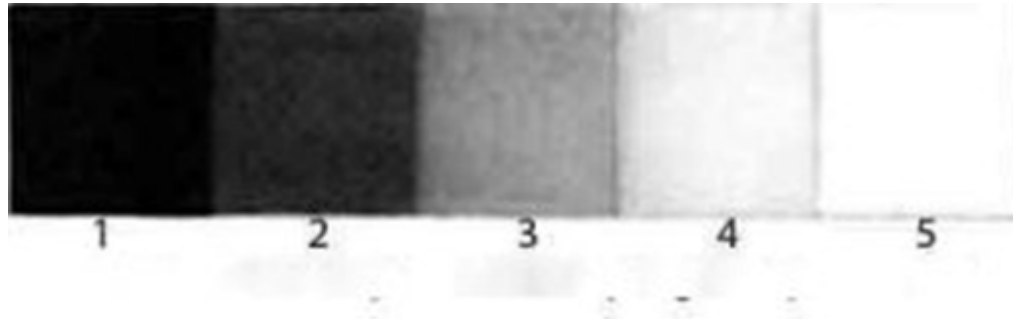
1. Create a Value Scale
2. Shape + Value = Form
3. Start with simple forms
4. Squint your eyes to see values and simple shapes
5. Squint to turn colors into values

1. Create a Value Scale



Value scales represent the amounts of lights and darks that might be in your drawing.

Here's an example...



Here is a 5-value value scale

The 5 values represent the 5 types of shadows that a drawing might have in it.

The 5 values represent the 5 types of shadows that a drawing might have in it.

1. The Cast Shadow

This is the darkest dark. It is the shadow that is cast by an object on a surface that it is laying on. The cast shadow is the darkest where the object and surface touch, and will get lighter as it gets farther away from the object.



2. Shadow Edge

This value is on the opposite side of the *light source*. It is not the edge of the object.



3. Mid-Tone

This is what the actual color of the object is, without any effects from light or shadow.



4. *Reflected Light*

This is the light that is seen around an object, usually between the cast shadow and the shadow edge. It's the light that is bouncing off of the surfaces around the object. This value is never bright white. When drawing in color the reflected light will contain the color of the object or surface closest to the object your drawing.



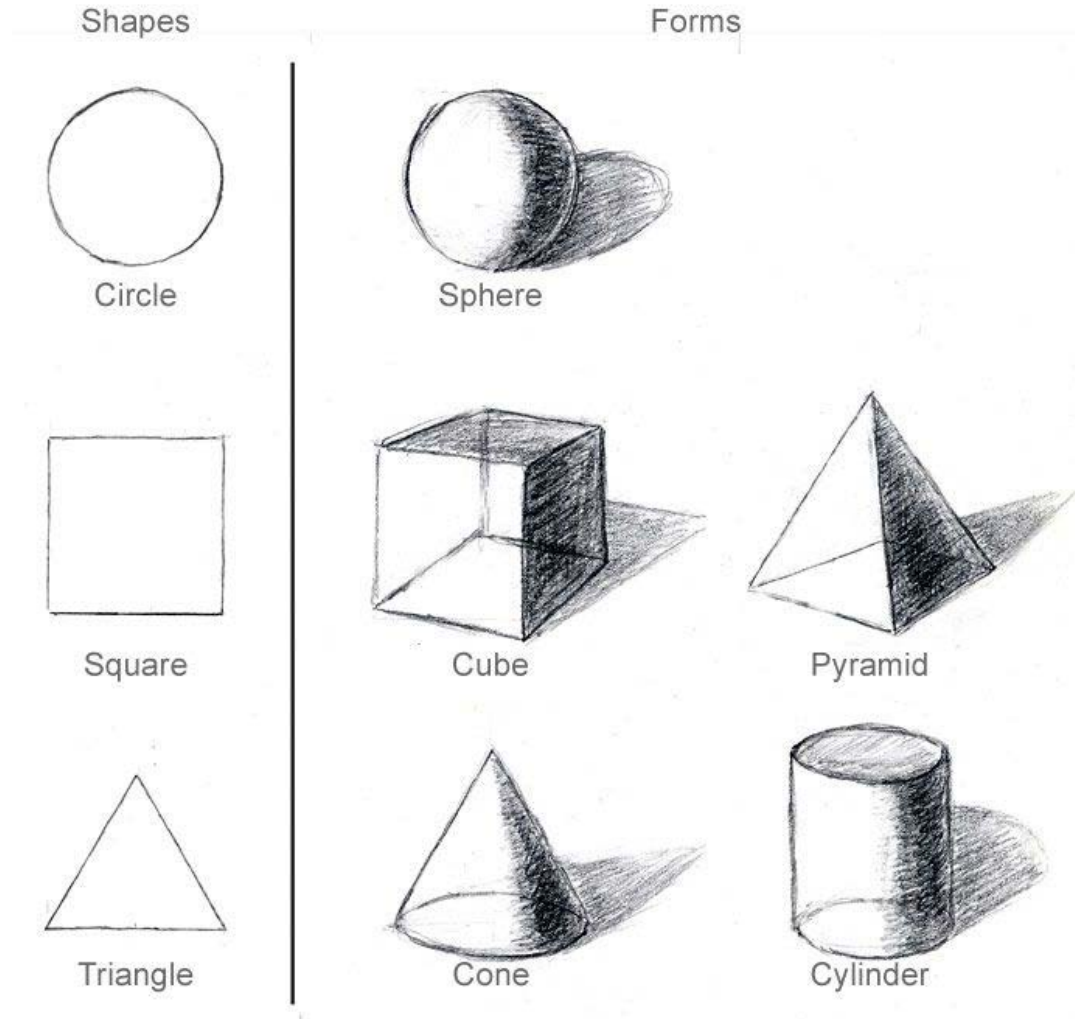
5. Full Light/Highlight

This is where the light source hits the object at full strength. It is usually shown by the white of the paper. All the areas of gray around the full light should be blended so that there is a smooth, gradual transition between them.

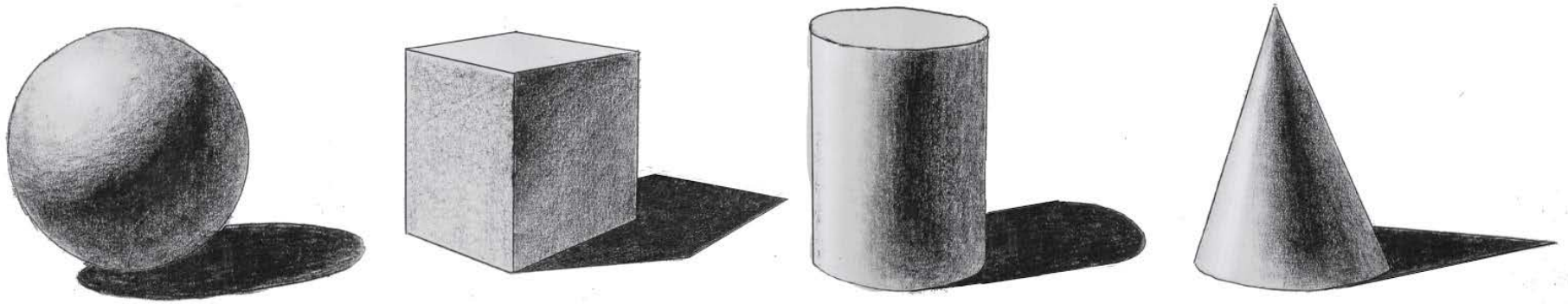


2. Shape + Value = Form

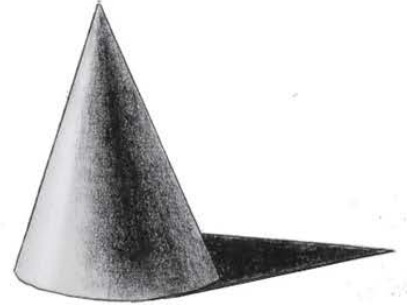
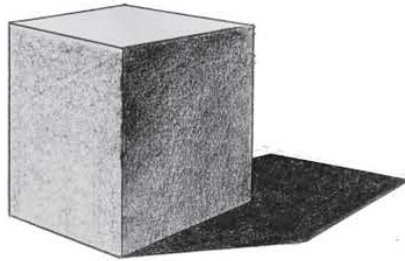
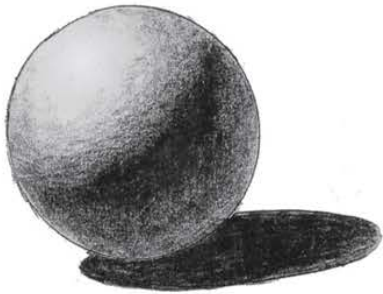
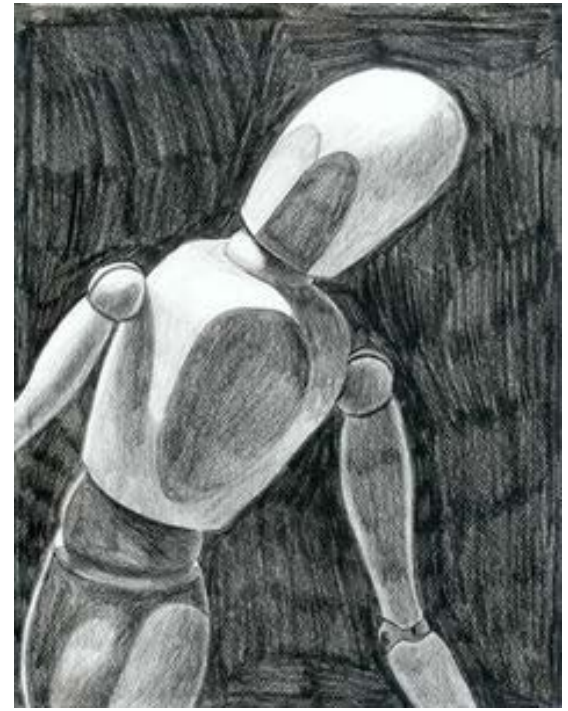
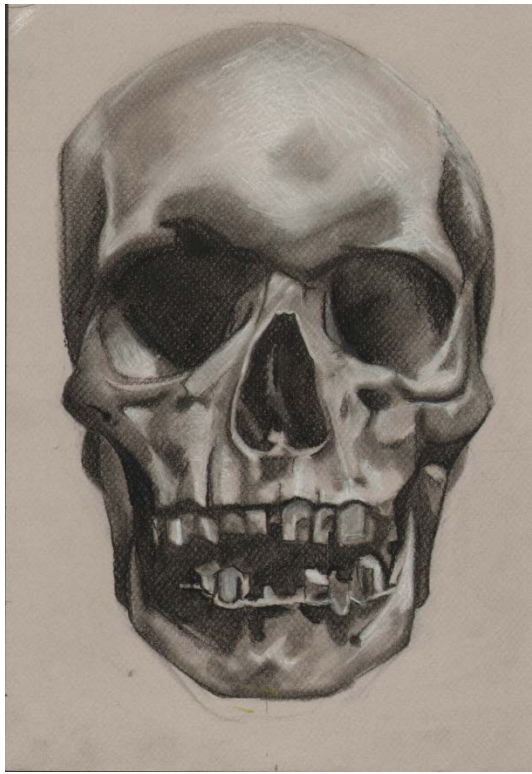
- Start with light pencil lines and draw a shape
- Adding value to this shape will create the illusion of a 3-D form



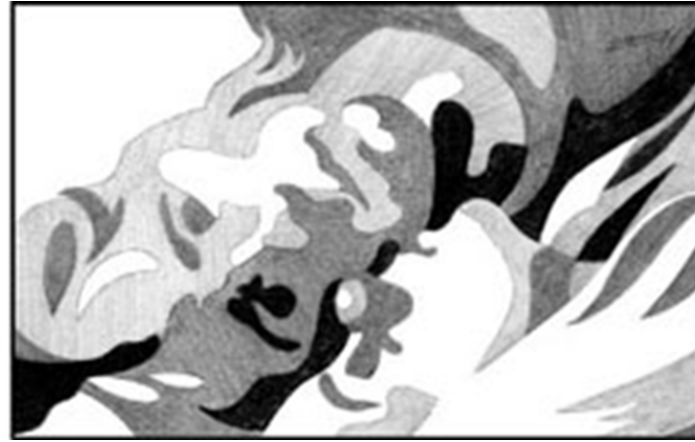
3. Start with Simple Forms



- A tried and true method of practicing your value exercise is to draw and shade a sphere, cone, cylinder and cube.
- **Many of the things that you draw will include these basic shapes.**



4. *Squint* your eyes to see values and simple shapes



- Many artists can visually simplify complex drawing subjects by simply squinting their eyes.
- Squinting helps you screen out details and see simple values and shapes.
- When you can see the shapes created by different values, you can draw your subject more accurately.

5. *Squint* to turn colors into values

Try to look around you at different objects. Focus on only the light and dark areas and not the actual colors. Concentrate on the light and shadows. Then squint your eyes until you see the values of that object.



- If your subject has, for example, light-pink and dark-red stripes, seeing two different values in the two colors is easy. You simply draw the dark red as a dark value and the pink as a light value.
- But, some objects have colors that seem to be the same in value. When this is the case, you simply have to rely on your own discretion to decide which colors should be drawn lighter or darker than others.