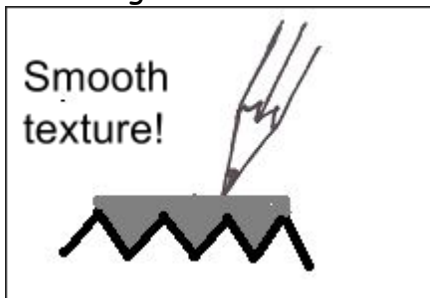


## Value Project Vocab

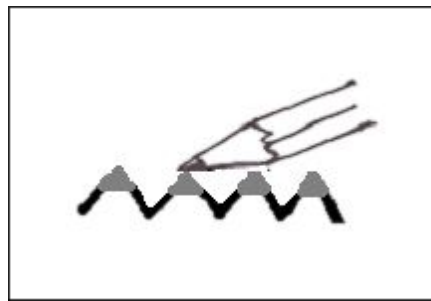
LEQ: Why is value needed in an artwork?

1. Value = the darkness or lightness of a hue
2. Value Scale or Grey Scale = the range of values that demonstrate individual steps.
3. Shade = to represent the effect of shadow. (you do it with your pencil)
4. Tint = a light value of a color/hue.
5. Shadow = a darkened portion created by the absence of light.
6. Render = to represent using art OR to depict using art.

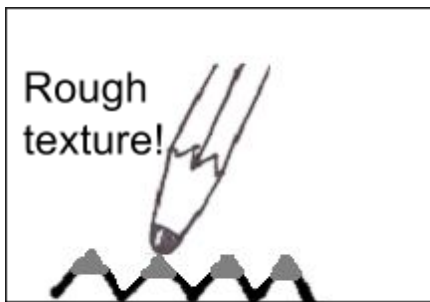
7. Shading with the POINT



8. Shading with the SIDE



9. Shading with a DULL pencil



10. Tooth = Paper texture \_\_\_\_\_



11. How to shade lightly without texture = hold the pencil closer to the eraser
12. Transitional or Gradation = smooth change in value from dark to light or light to dark.
13. Threshold = A change in value at the edge of a flat valued shape.





