

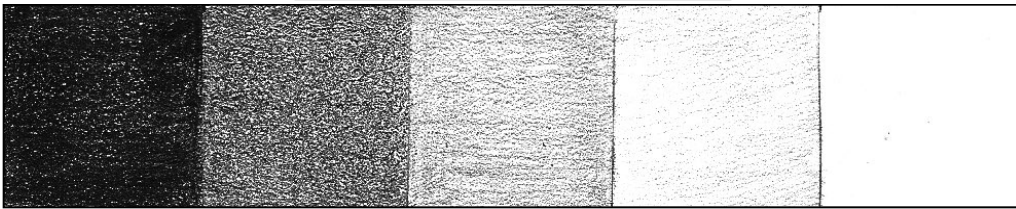
The value scale shows a range from white to black with gray values in between. The number of boxes in the scale can vary, but the grays should become lighter or darker in regular intervals.

★ In your sketchbook, using your drawing pencils, and a ruler,

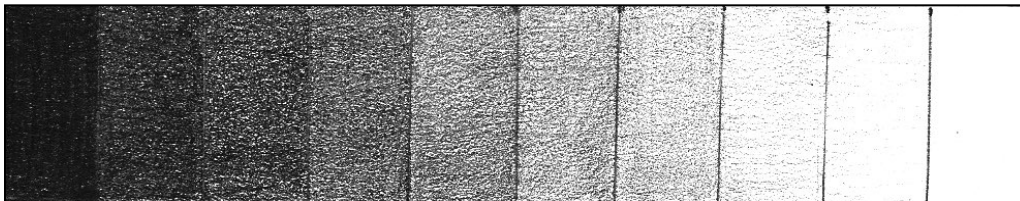
Draw TEN, 5-inch x 1-inch rectangles in your sketchbook.
Please label all of your boxes # 1–10

1. Divide the first rectangle into 1-inch boxes like the five-step value scale. Shade the boxes to match the five-step value scale. Notice in the boxes, you see black, dark gray, medium gray, light gray, to white.
2. Create the ten-step value scale. Divide the rectangle into $\frac{1}{2}$ half inch wide rectangles. There will be ten of the shapes. Shade the boxes to match the ten-step value scale. Notice in the scale below, there is a progression from black to white, with evenly distributed gray values in between white and black.
3. Create a blended value scale box. (no division line necessary) Notice the scale is blended evenly. (use your blending stump to help if you prefer)

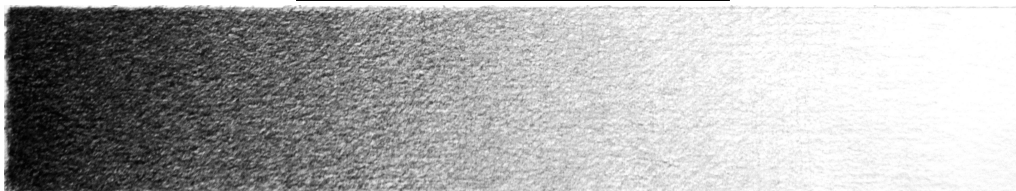
1. FIVE-STEP VALUE SCALE



2. TEN-STEP VALUE SCALE



3. BLENDED VALUE SCALE



continue on back



#1 SKETCHBOOK CONTINUED

4. Create a **HATCHING** value scale. Hatching is lots of single lines. Make dark lines closer together to make dark areas and lighter lines further apart to make the lighter areas.
5. Create a **CROSS HATCHING** value scale. Cross Hatching is lots of lines that cross (it is very similar to hatching except the lines crisscross). Make many cross hatching lines together to make dark areas and lighter less dense cross hatching lines further apart to make the lighter areas.
6. Create a **STIPPLING** value scale. Stippling is lots of little dots. Make dark dots closer together to make dark areas and lighter dots further apart to make the lighter areas.
7. & 8 Create 2 **RANDOM MARK** value scales.
Just remember whatever mark you use it should be an even progression from Dark (Black) to Light (White)
9. &10 Create 2 **Combination** value scales.
Take 2 of the techniques you have used so far and combine them to create a value scale.

4. Hatching



5. Cross Hatching



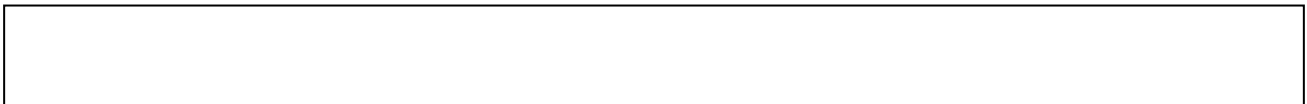
6. Stipple



7-8. Random Mark

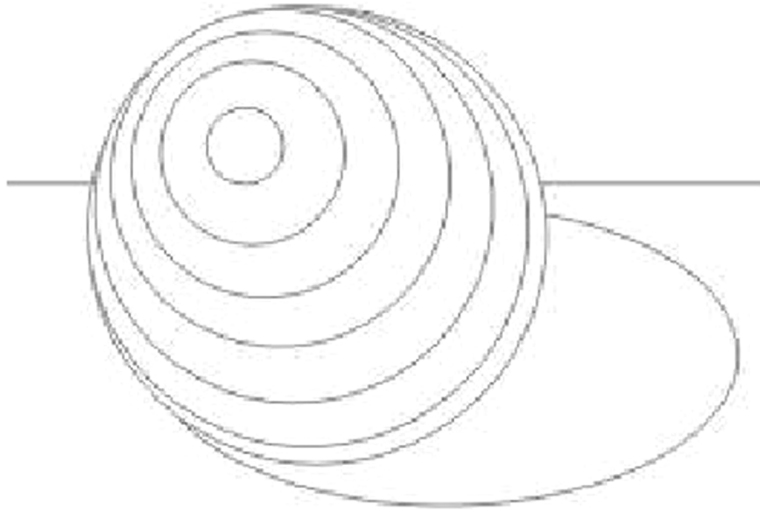
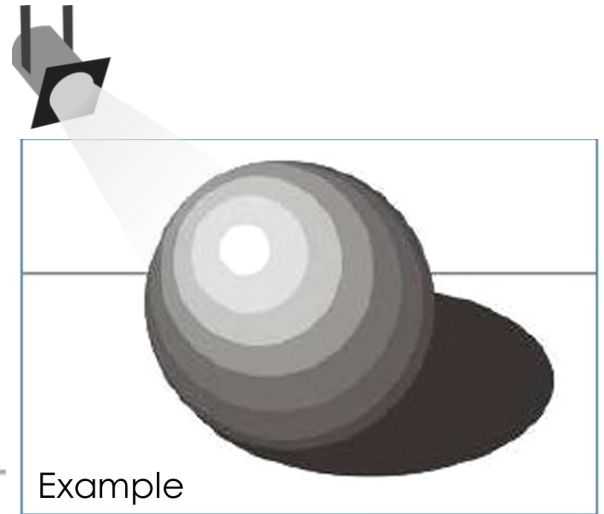


9-10. Combination



★ Use a circle template (yogurt cups work well) and trace **FOUR** circles on a page of your sketch book.

1. Transform the circles into spheres using these images as reference. There should be at least 7 value levels and a shadow within each sphere sketch.
2. Use a different shading technique for each sphere.
3. Note where your light is located and what technique you used on each sphere.



4. Now please label 2 of your spheres with the vocabulary



SHADING SPHERE PARTS / VOCABULARY

Shading a Sphere

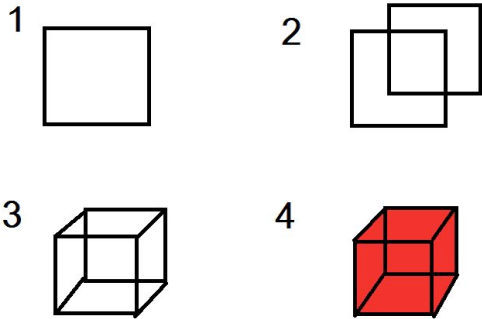
1. **The Cast Shadow** - This is the darkest dark. It is the shadow that is cast by an object on a surface that it is laying on. The cast shadow is the darkest where the object and surface touch, and will get lighter as it gets farther away from the object.
2. **Shadow Edge** - This value is on the opposite 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.
5. **Full Light** - 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.



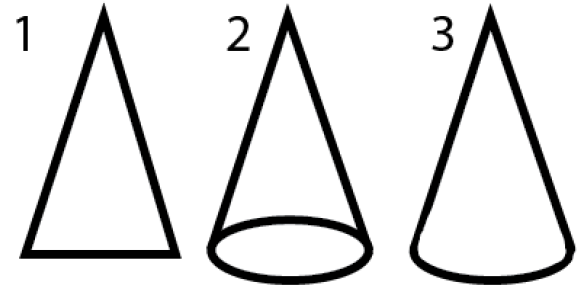
1. Draw **FIVE** of each form (or more) in your sketch book.

- Please be as proportionately correct as you can. (use steps below to help create forms)
- Draw a sphere bouncing across the bottoms of your sketchbook (bouncing at least **FIVE** times)

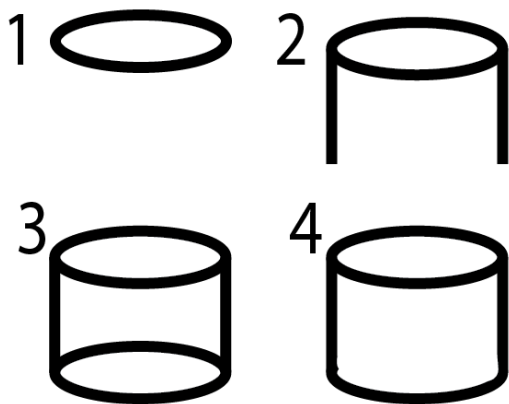
CUBE



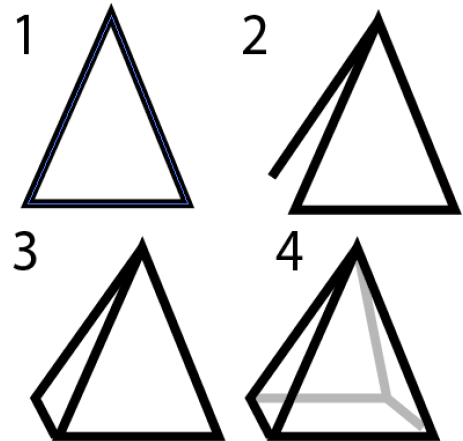
CONE



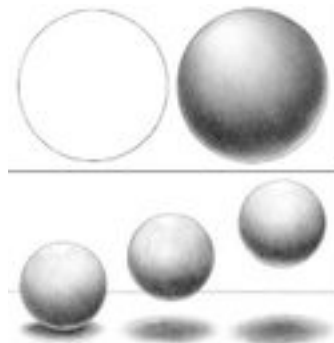
CYLINDER



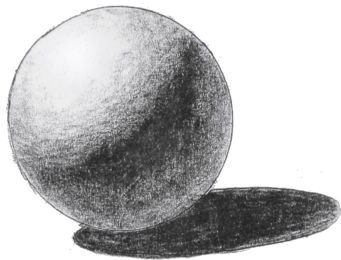
PYRAMID



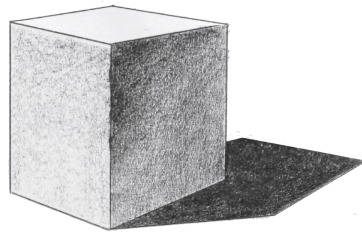
SPHERE/ SHADING/ PLAYING WITH SHADOW



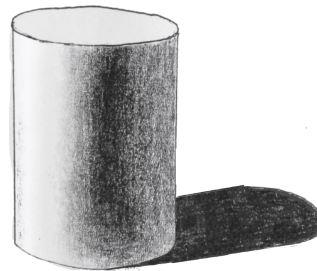
1. Draw **THREE** of each form below (or more) in your sketch book.
 - Please be as proportionately correct as you can.
2. Apply the value scale to each of the forms.
3. Different techniques should be used within each form. (i.e. cube- Hatching, Blending and Stippling)
 - Make sure each form shows a full range of value from dark to light.
 - Don't forget the cast shadows & reflected light.
 - Indicate light source for each.
4. Extra Credit +1 pt per form.
 - Create another form (one we have not reviewed) Shade it in correctly with full range value scale, shadows, reflected light & light source ...everything we have learned. (I'm going to be picky ;)



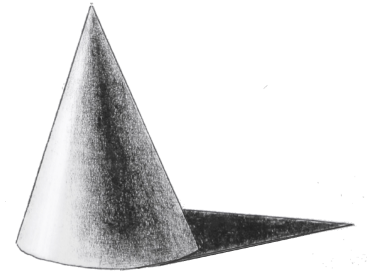
SPHERE



CUBE



CYLYNDER



CONE

