

Value – design element sketch page

Objective:

I can create the Values.

Design elements: Smallest units of design.
Line, shape, texture, value, space, form, color.

Notes: Value a design element. Fill in the blanks.

Definition: Value is the relative degree of **Light** or **Dark** of a medium. (The lightness or darkness of a medium.)

1. Value is important: Why is value important? Value creates **Contrast**.
 - A. Value leads the eye around the work. **Directs the eye.**
 - B. Value makes things **Visible**: Without contrast in value, the words on this page could not be read.
 - C. Value **Contrast**: This is light values placed next to dark values to create a strong difference.
 1. **Low** value contrast – Little difference between the darks and the lights.
 2. **High** value contrast – Big difference between the darks and the lights.
 - D. Contrast creates the **center of interest** in the work. **Focal Point** – Grabs the attention - A strong value contrast or difference **creates the focal point**. This strong value contrast says: “Hey I am important – look at me!”
 - E. Value creates **Depth** : Atmospheric perspective. Closer objects are darker and more detailed , while far away objects are lighter and less detail.
2. **Highlight**: The areas on an object where the light is hitting. The highlights should be the whitest places on the picture.
3. **Shadow**: The areas on an object where light does not hit or is obstructed.
4. **Light Source**: Where the light is coming from: the sun, a lamp, etc. (Limit the light source to one to simplify the information for the viewer.)
5. **Value Scale** : A chart that demonstrates the changing values of a tone from black to white. (5,7, 10 boxes)

Example of a value scale strip:
Image from drawspace.com

