

Exercise walk-through

Value ■ 1.3

eXercise

You must be able to

- define **value** 明度 as lightness or darkness
- build a smooth **value scale** 明度阶
- use value to model **form** 形体 with a light source
- explain **high-key** 高调 and **low-key** 低调 images

Method — Value and the value scale

Value is how light or dark a tone is. A **value scale** steps evenly from white to black — controlling value is the key to realism.

Method — Modeling form

Under one light source a form shows a **highlight**, mid-tone, **core shadow**, reflected light, and a **cast shadow**. Placing these correctly makes it look solid.

Method — High-key and low-key

A **high-key** image uses mostly light values (airy, calm); a **low-key** image uses mostly dark values (dramatic, moody).

Practice 2.1 ■ 1 mark

The range from white through greys to black is a

- A** value scale
- B** colour wheel
- C** contour line
- D** negative shape

Solution 2.1

Method: Value and the value scale

A value scale



B colour wheel

C contour line

D negative shape

Worked steps

A. the light-to-dark range is a value scale.

Practice 2.2 ■ 2 marks

List the light effects seen on a sphere under one light source.

Solution 2.2

Method: Modeling form

Worked steps

highlight, mid-tone, core shadow, reflected light, cast shadow **B1** **B1** *for any three; for all/order.*

Practice 2.3 ■ 1 mark

State the mood a low-key image usually creates.

Solution 2.3

Worked steps

dramatic, mysterious, or moody **B1**.