

# 1.3 Value

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Name: \_\_\_\_\_ Class: \_\_\_\_\_ Date: \_\_\_\_\_

**Total: 11 marks**

## Objective

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Build the skills to control **value** 明度 to model form and set mood.

**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

## 1 Worked examples

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Study these first. Each one shows the method for a task used later.

### ■ 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.

### ■ 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.

### ■ 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).

## 2 Practice

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2.1 The range from white through greys to black is a

[1]

- **A** value scale
  - **B** colour wheel
  - **C** contour line
  - **D** negative shape
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**2.2** List the light effects seen on a sphere under one light source. [2]

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**2.3** State the mood a low-key image usually creates. [1]

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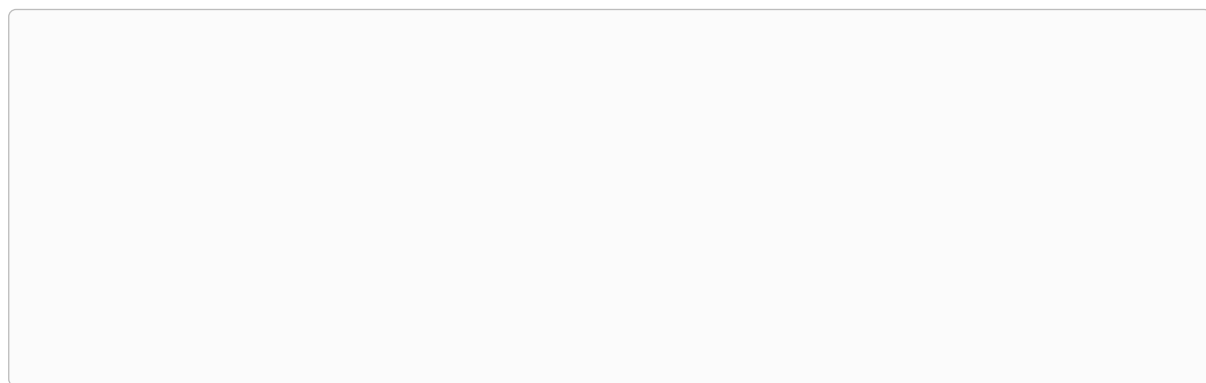
### 3 Studio & portfolio tasks

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**3.1** Draw a **9-step value scale** and apply it.

(a) Make an even 9-box scale from white to black. [2]

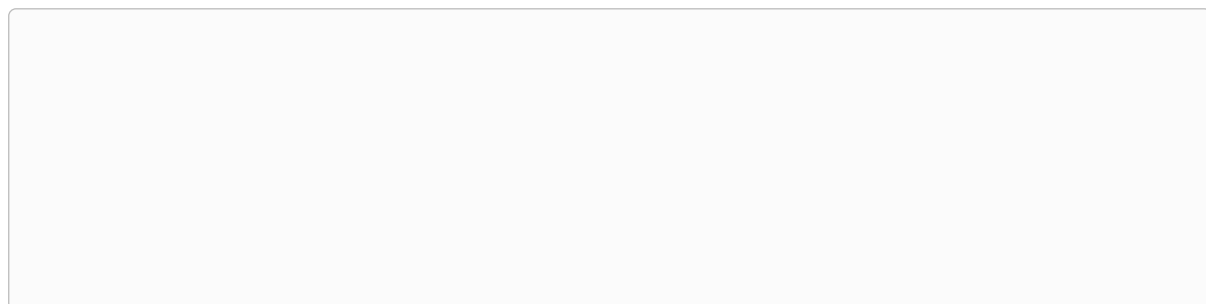
(b) Shade one simple object using at least five of those values. [2]



**3.2** Plan a value-driven portfolio piece.

(a) Decide high-key or low-key and say why. [1]

(b) Sketch a thumbnail showing your value plan. [2]



### 4 Go further

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- work through the **1.3 Value** lesson on the **Learn** page;
- read the **Elements of Art** section of the AP 2-D Art and Design handout on the **Know** page.

## Solutions

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

**2.2** highlight, mid-tone, core shadow, reflected light, cast shadow.

**2.3** dramatic, mysterious, or moody.

**3.1** Look for: even, distinct steps with no jumps (2); object modelled with a clear light source using 5 values (2).

**3.2** Look for: key choice justified by intended mood (1); thumbnail's value distribution matches that choice (2).