AP DRAWING • EXERCISE SHEET

2.1 The Value Scale

Name: _____ Class: _____ Date: _____ **Total: 11 marks**

KEY WORDS value 明度 • local value 固有明度 • high-key 高调 • value scale 明度阶 • low-key 低调

Objective

Command the **value scale** 明度阶 and use its full range with control.

You must be able to:

- draw an even white-to-black value scale
- separate **local value** 固有明度 from lighting
- distinguish **high-key** 高调 and **low-key** 低调
- squint to see the big value shapes

1 Worked examples

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

The value scale

A smooth 9-step scale from white to black is the classic control exercise. Most beginners draw too light and too narrow.

Local value vs lighting

Local value is the object's own lightness; lighting is how much light falls on it. A white cup in shadow is still a white cup.

Squint

Squinting removes detail and reveals the big value shapes — the fastest way to judge value.

2 Practice

2.1 A drawing made mostly of light values is called [1]

- **A** low-key
- **B** high-key
- **C** monochrome
- **D** tenebrist

2.2 Explain the difference between local value and lighting. [2]

2.3 Why do artists squint at a subject before shading? [1]

3 Studio & portfolio tasks

3.1 Make a **value study** proving control of the full range.

(a) Draw a smooth 9-step value scale, white to black. [2]

(b) Render one simple object (an egg, a cup) using the full range. [3]

3.2

() Draw the same object twice: once **high-key**, once **low-key**. [2]

Solutions

2.1 **B**. **high-key** = mostly light values.

2.2 local value = the surface's own lightness; lighting = the amount of light falling on it.

2.3 squinting removes detail and reveals the big value shapes.

3.1 nine clearly stepped values; an even white-to-black run; the object uses full range, not grey-on-grey; values match the light; confident darkest dark.

3.2 high-key version mostly light; low-key version mostly dark and clearly different.