

Solutions

Each answer shows the steps, then the **result**.

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