

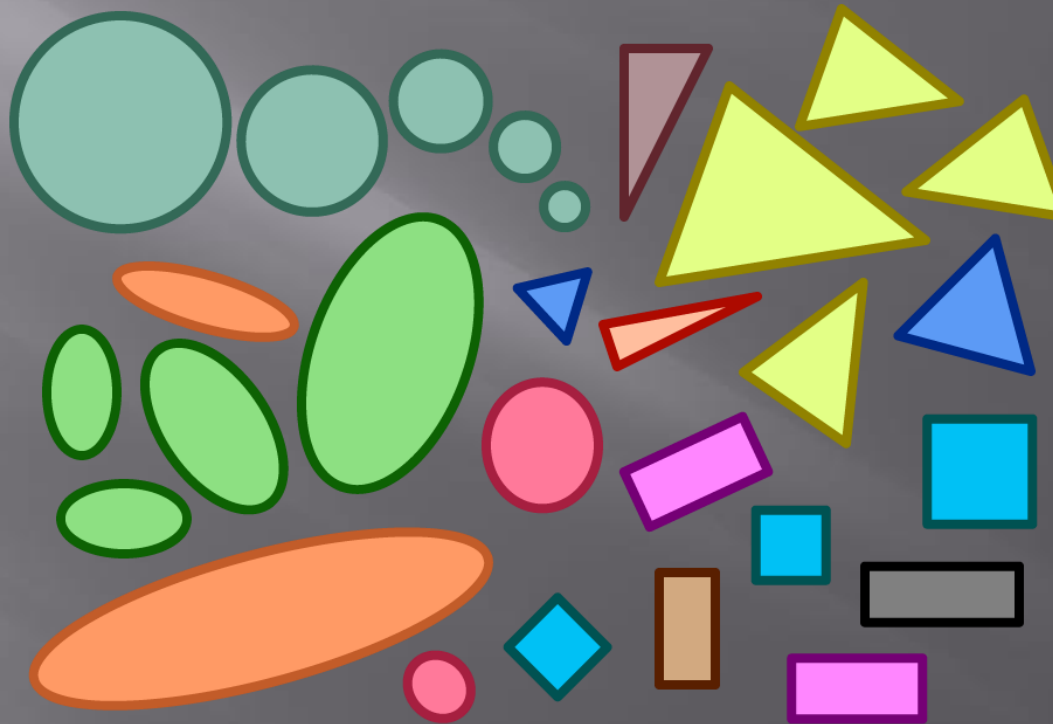
# VALUE AND FORM

# VALUE

- ▣ is the **range of lightness and darkness** (tone) on a surface. It is the result of a light source shining on an object thereby creating highlights and shadows.
- ▣ **\*\*Value can be used to create a sense of depth in 2D works, making an object appear 3-D.**

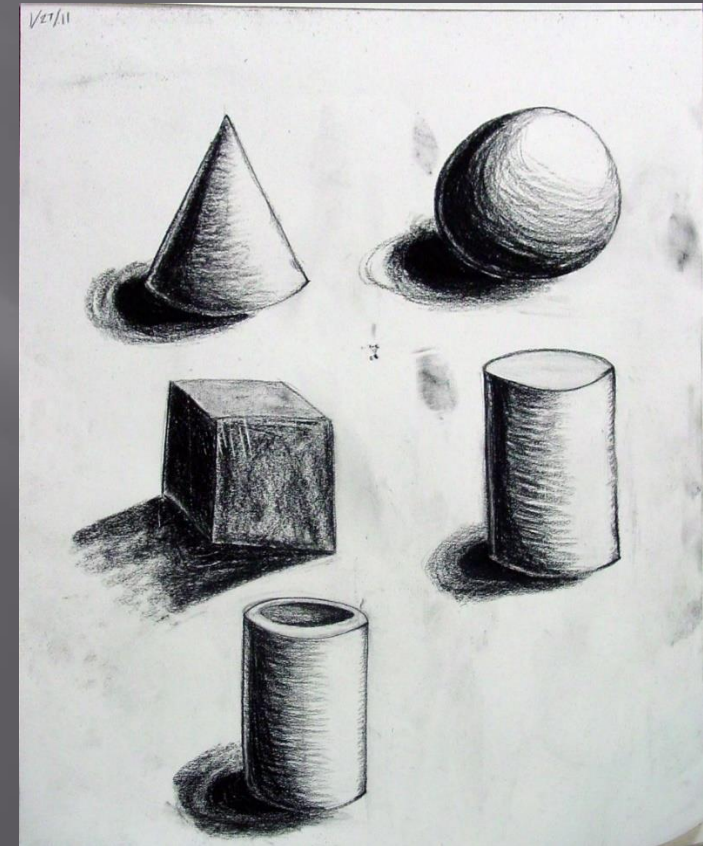
# Shape

- ▣ 2 dimensional shape, has height and width



# FORM

- ▣ three-dimensional shape (it has height, width AND depth)



# Purpose of value in artwork:

- Makes objects look 3-dimensional  
(turn a shape into a form)



- Create a specific mood

# Value Can...

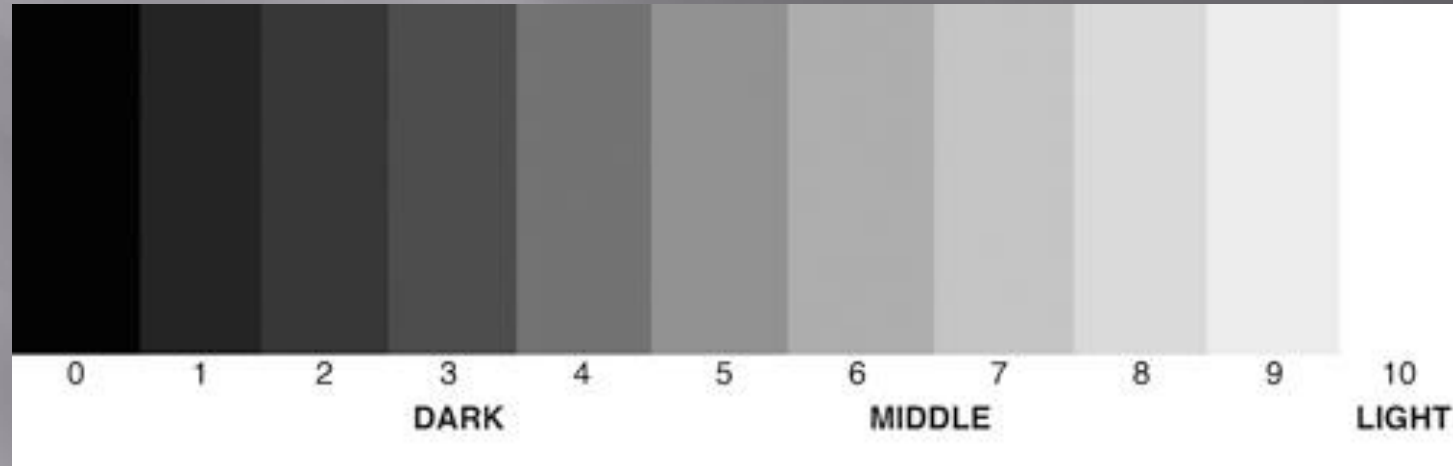
- ▣ **Create contrast** – the difference between light and dark
- ▣ **Create form** – the illusion of 3D shapes
- ▣ **Create texture** – the surface quality of an object
- ▣ **Create variation** – using different values to create interest in an art piece; variation in value helps “set the mood” of the piece

# Value Creating Form



Value creates the sense of eggs on a flat paper

Value Scale: *A chart* that demonstrates the changing values of a tone on a *scale of steps* running from dark to light, or light to dark.

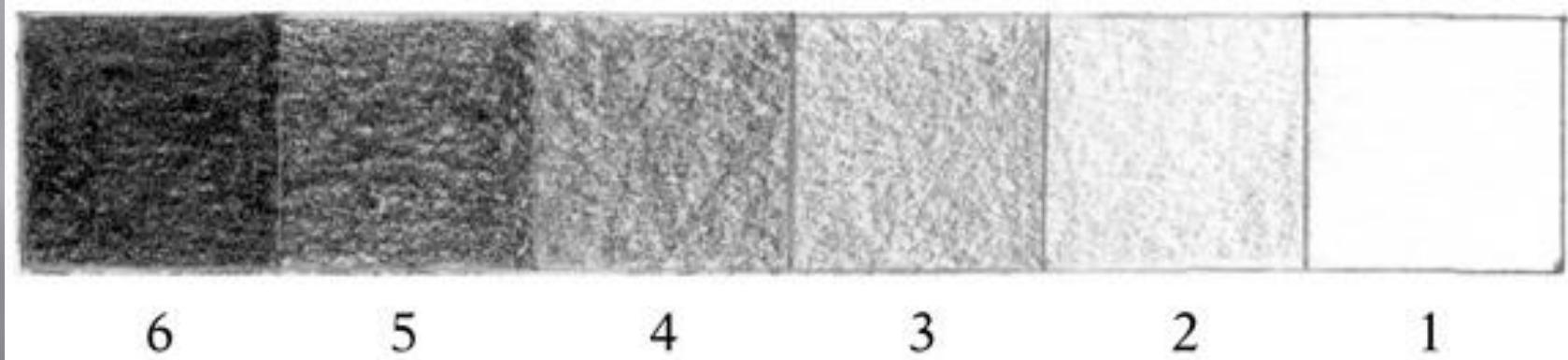


Lightest value= White  
Darkest value= Black



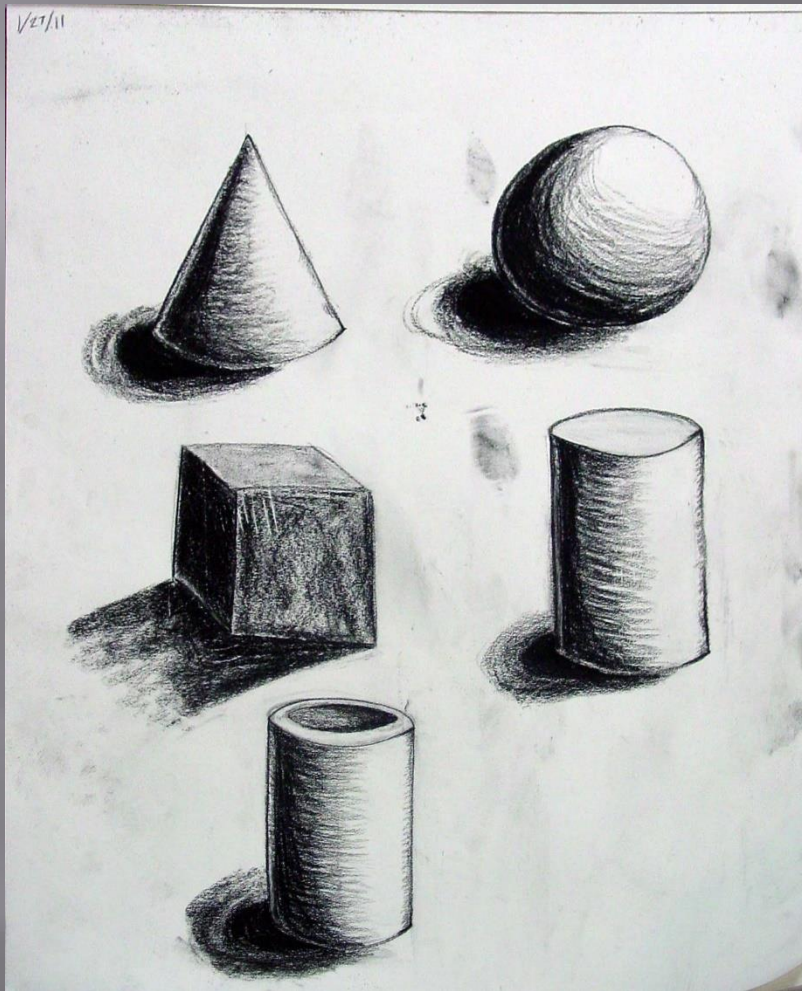
# Drawing Value

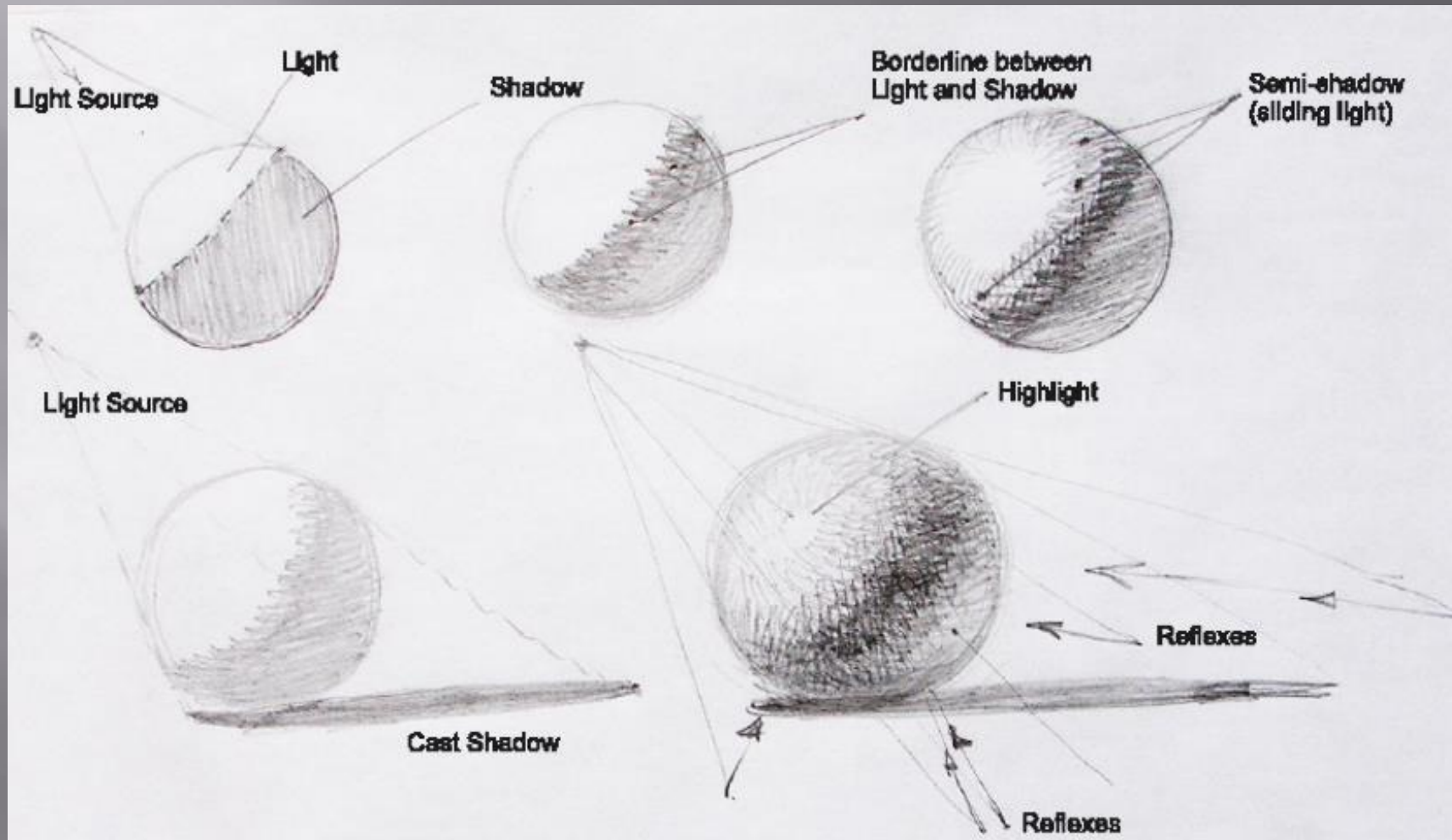
- ▣ One of the most common ways to learn about value is to make a **value scale**



# Turning shape into form







# SPHERE MODELING

