

# UNIT 3

# VALUE & SHADING

Artists are “sculptors of light”.

We use value and shading to make the viewer feel something, not just to make drawings look realistic.



The Storm on the Sea of Galilee · 1633 · Rembrandt

# WHAT IS VALUE?

**Value** = how light or dark something appears.

Artists use value to show **form**, **space**, and **emotion**.

**Light values** = highlights.

**Dark values** = shadows.

# WHY DOES SHADING MATTER?

**Adds Depth** — makes flat drawings look 3D.

**Adds Focus** — guides the viewer's eye.

**Adds Emotion** — sets mood, tone, and story.



The Lute Player · c.1600 · Caravaggio

# LANGUAGE OF LIGHT

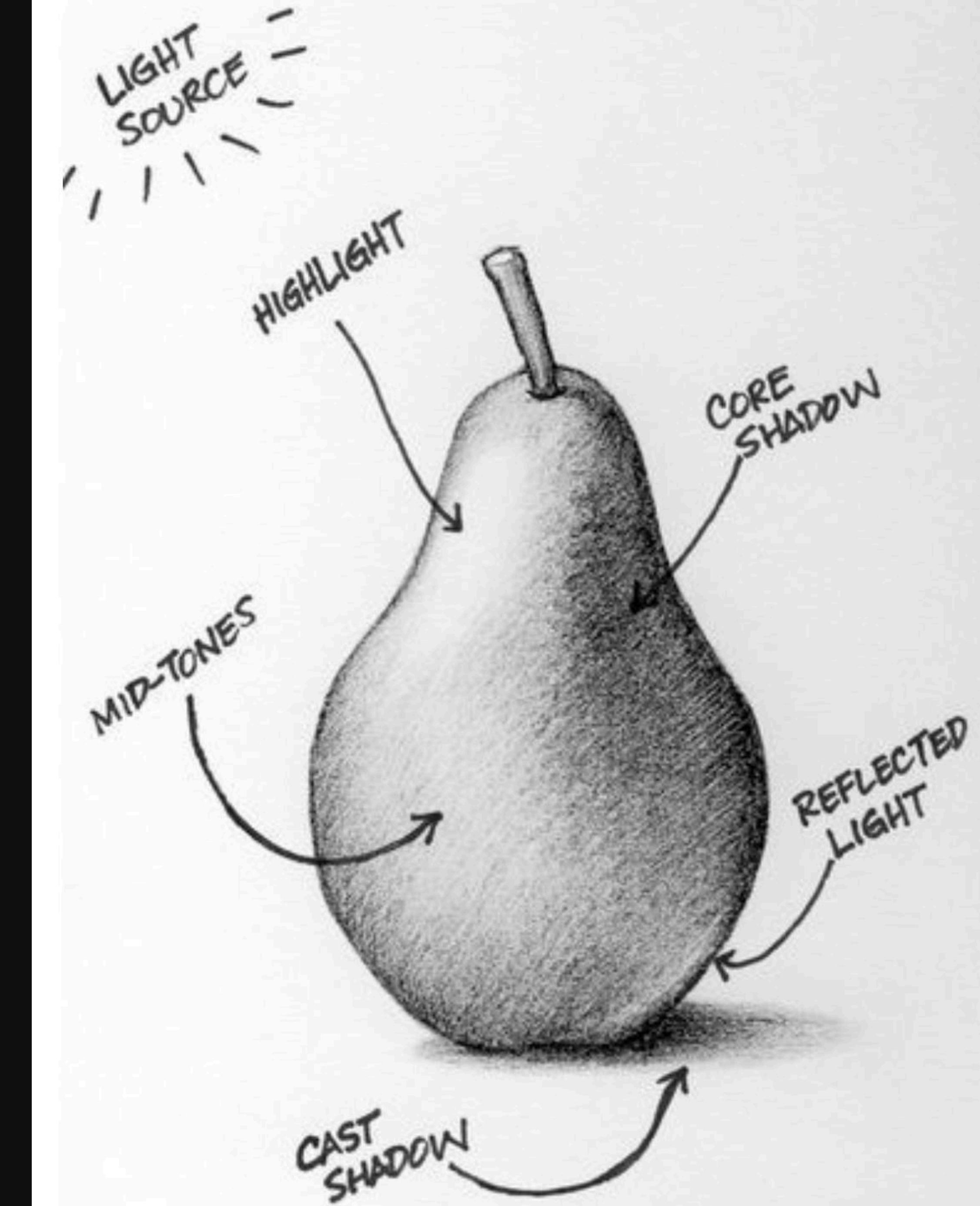
**Highlights:** where light hits directly.

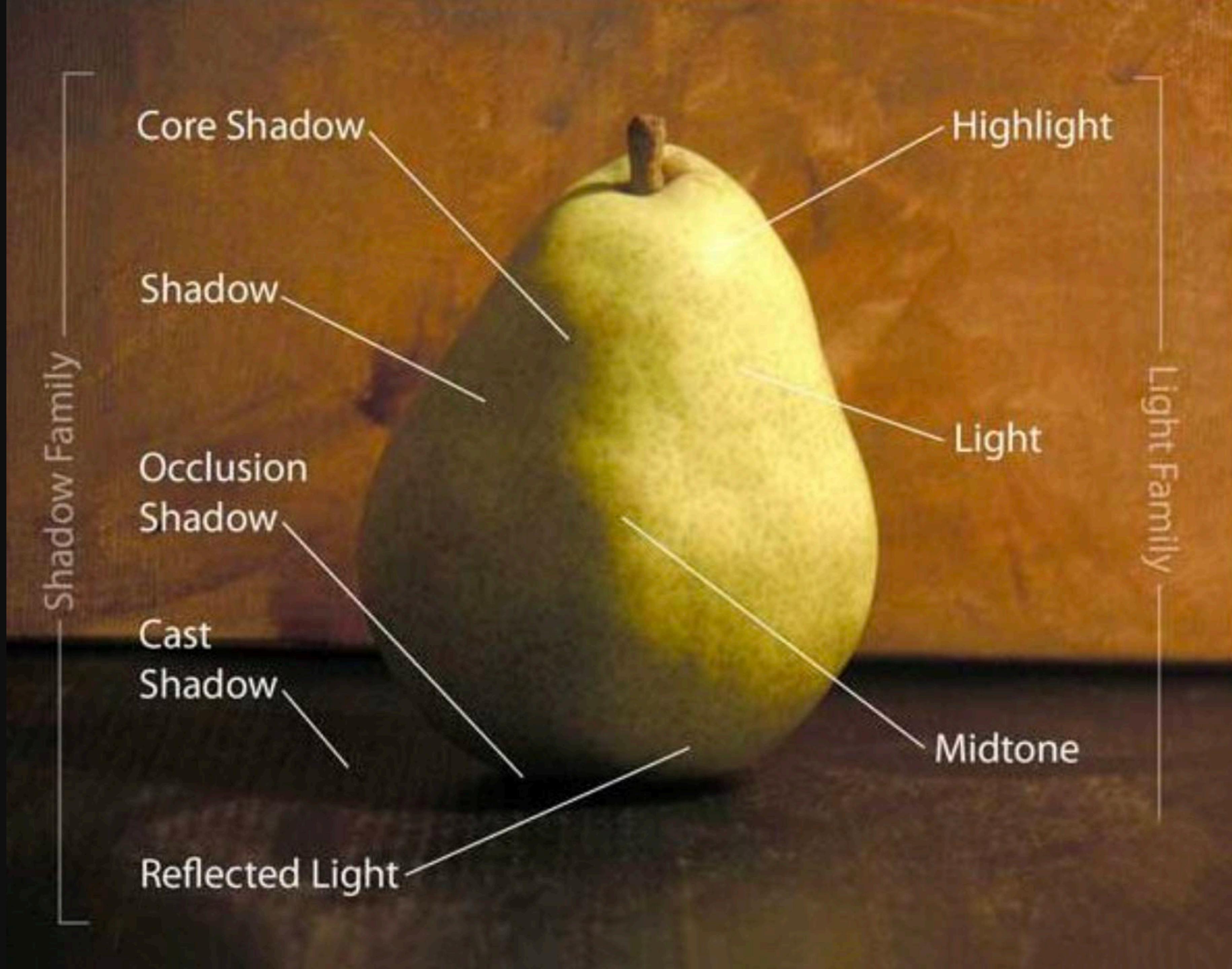
**Midtones:** middle gray areas.

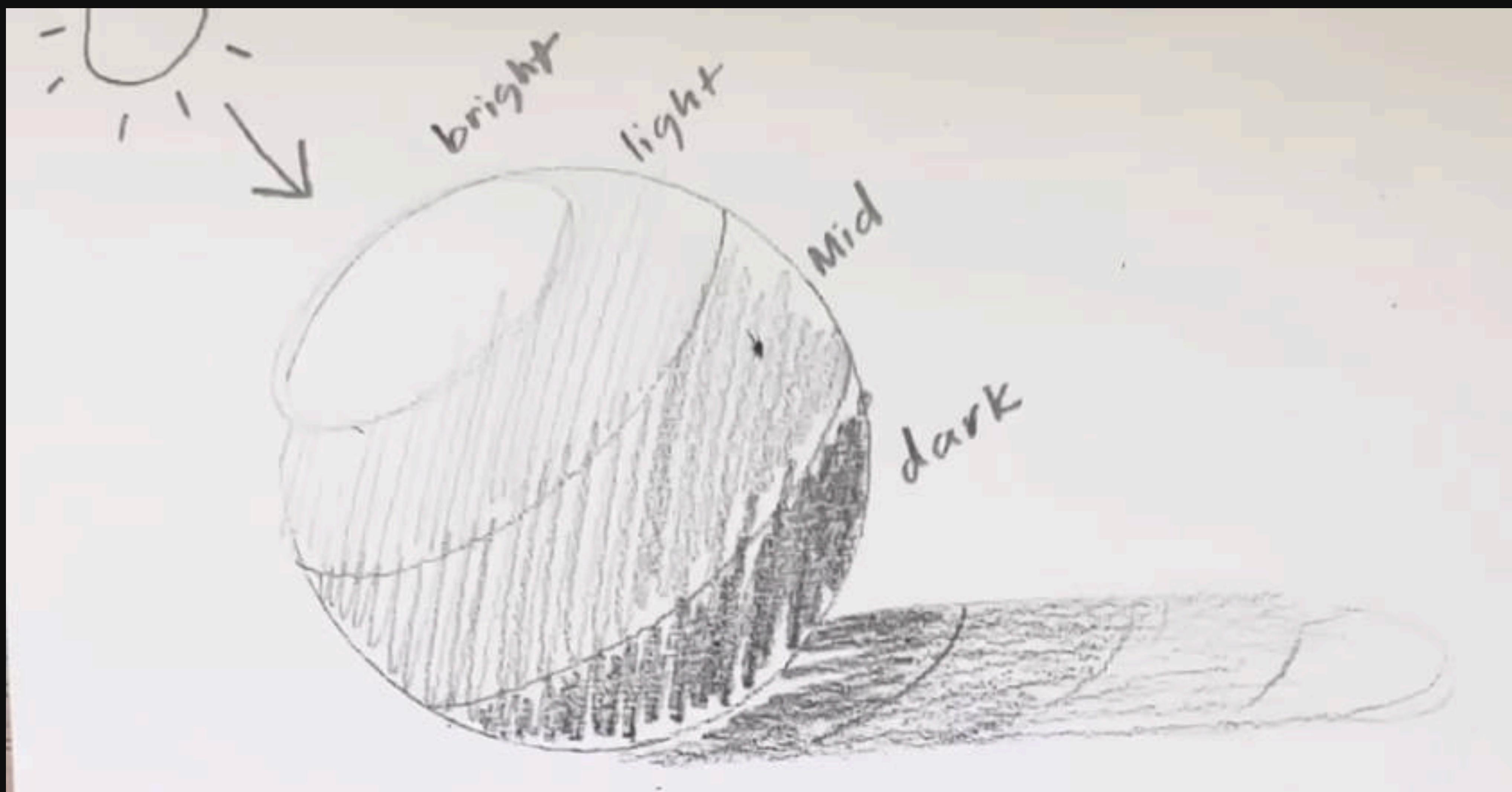
**Core Shadow:** darkest part of the object.

**Cast Shadow:** shadow on the surface beneath.

**Reflected Light:** light bouncing back from surroundings.







Hatch



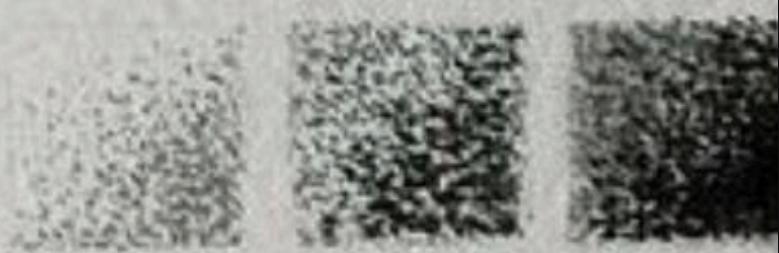
Crosshatch



Tonal



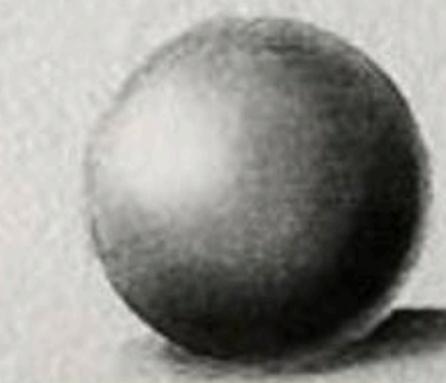
Stipple

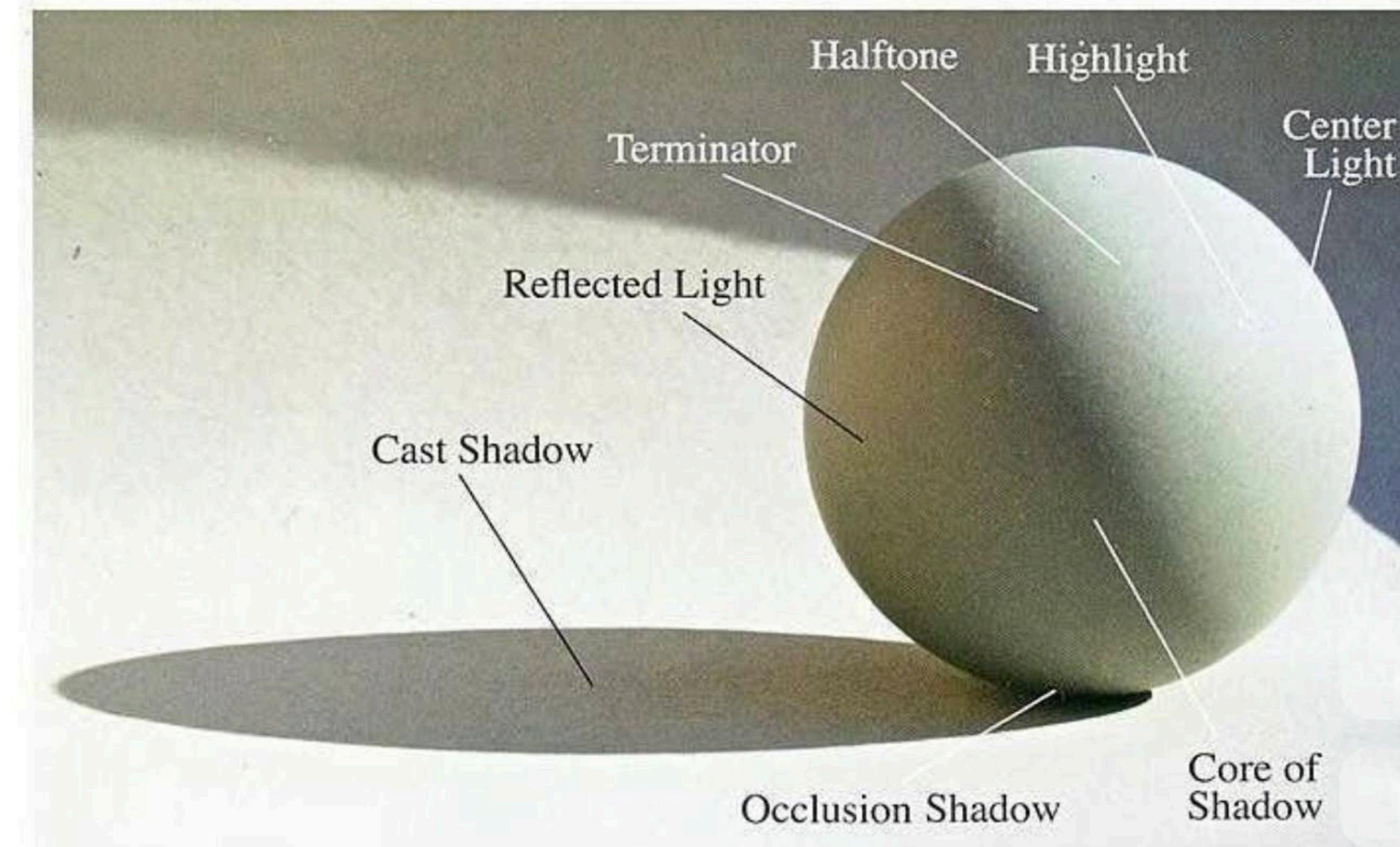
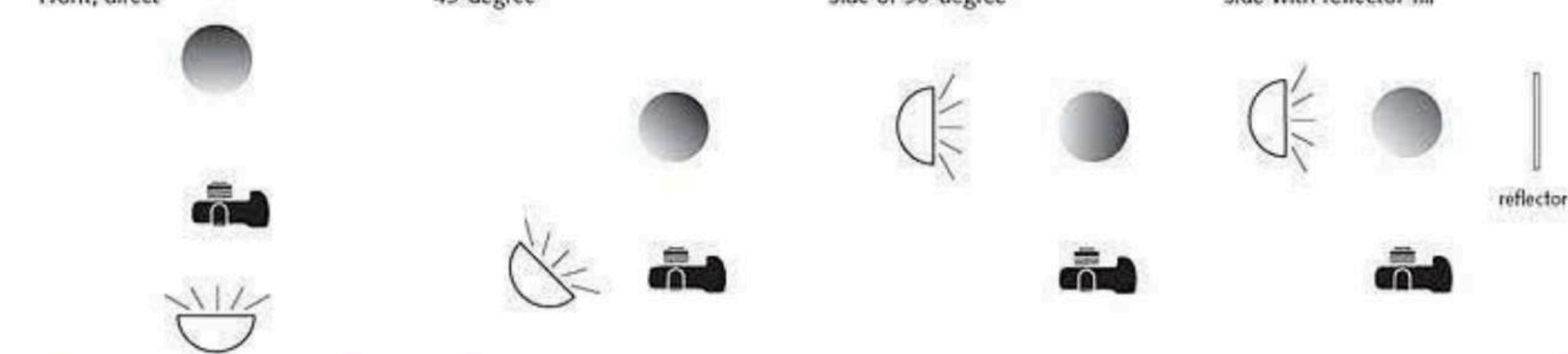
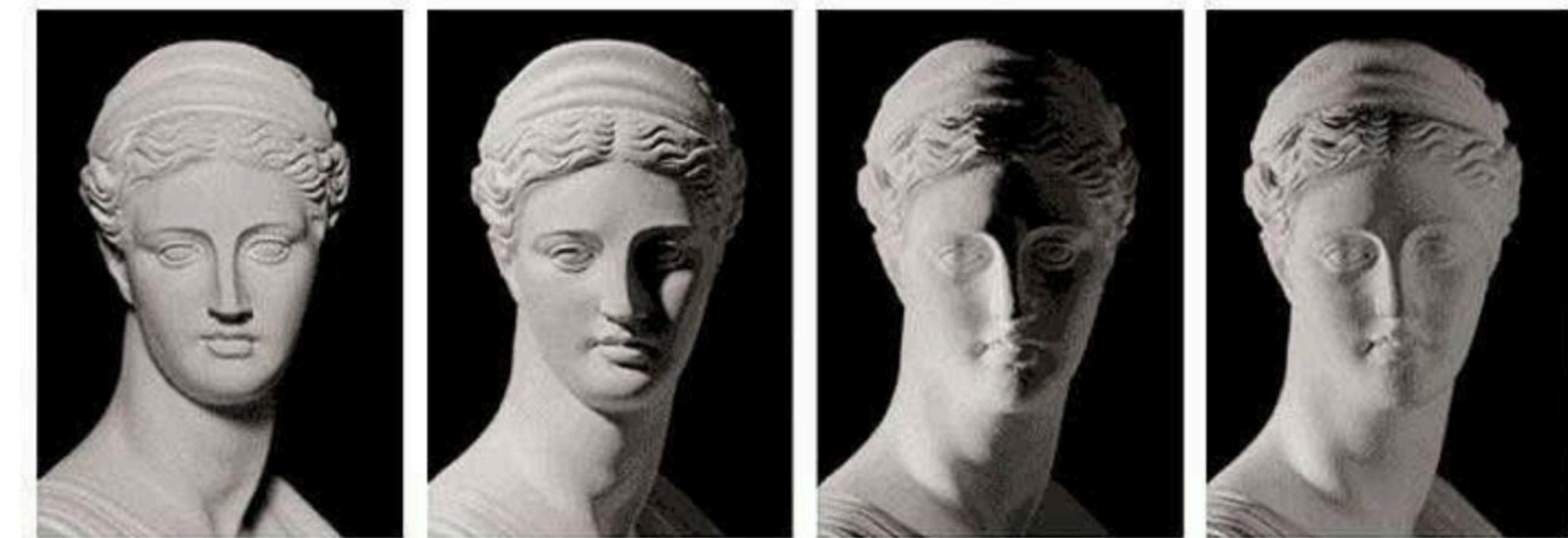


Scumble

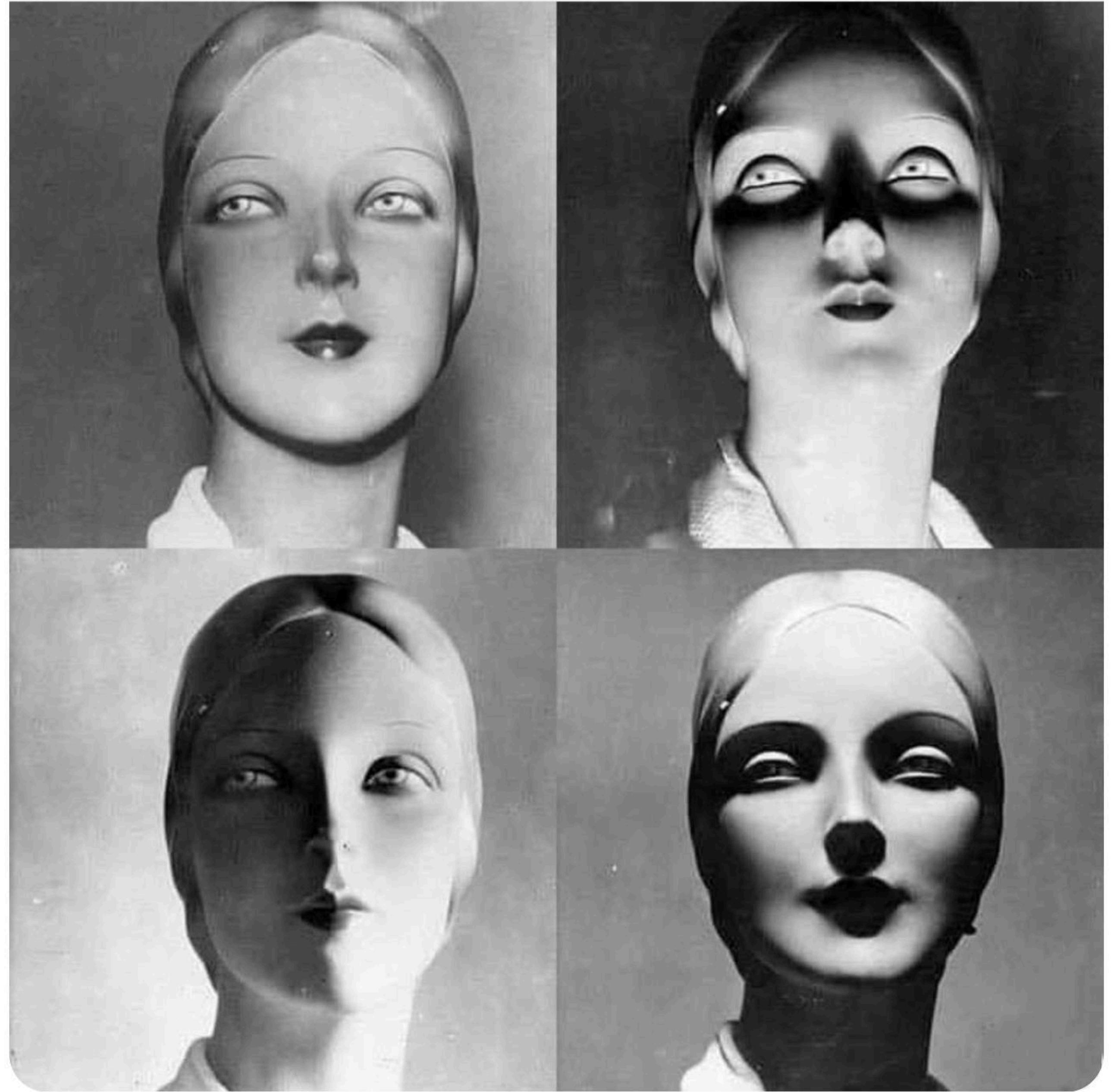


Smudge

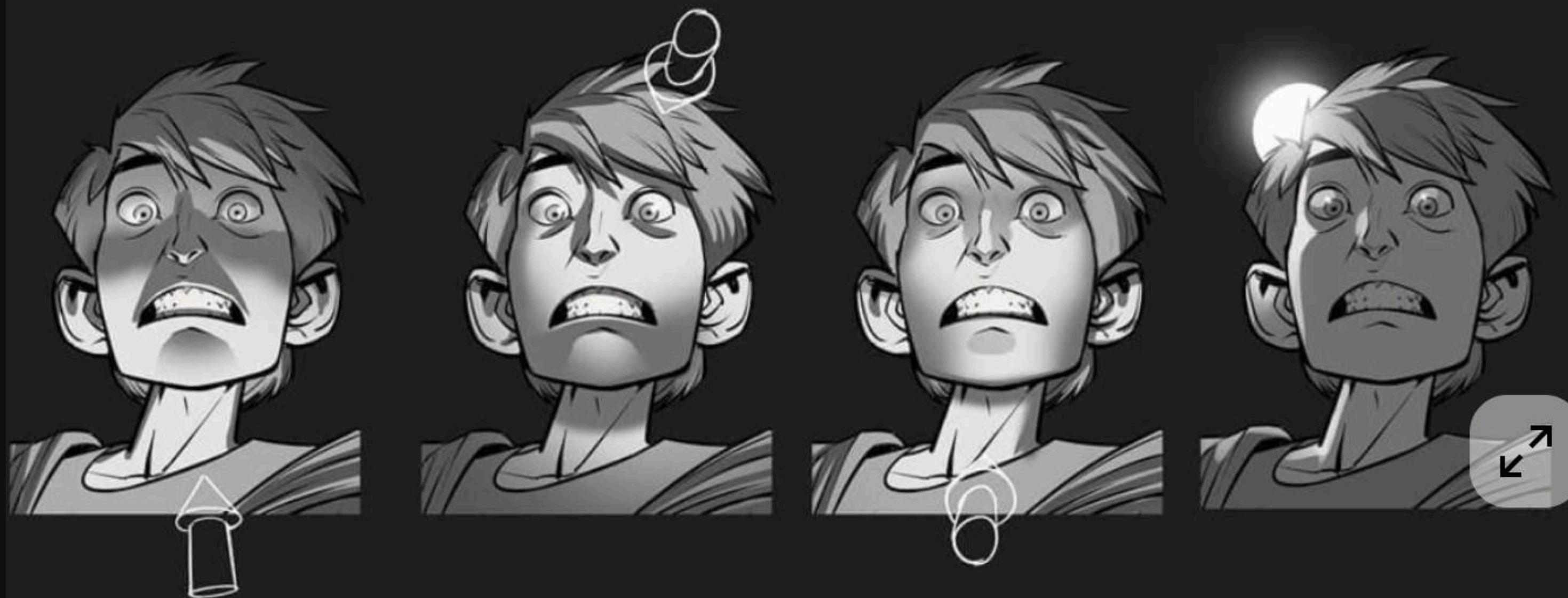
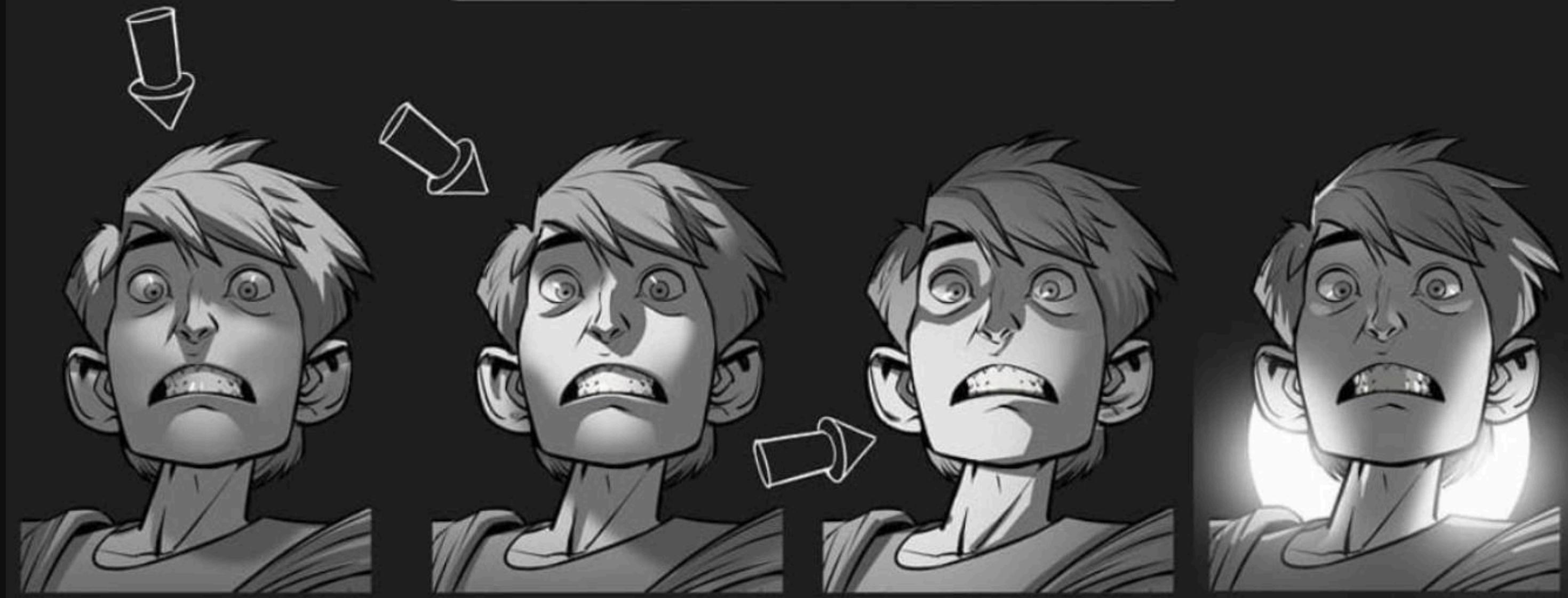


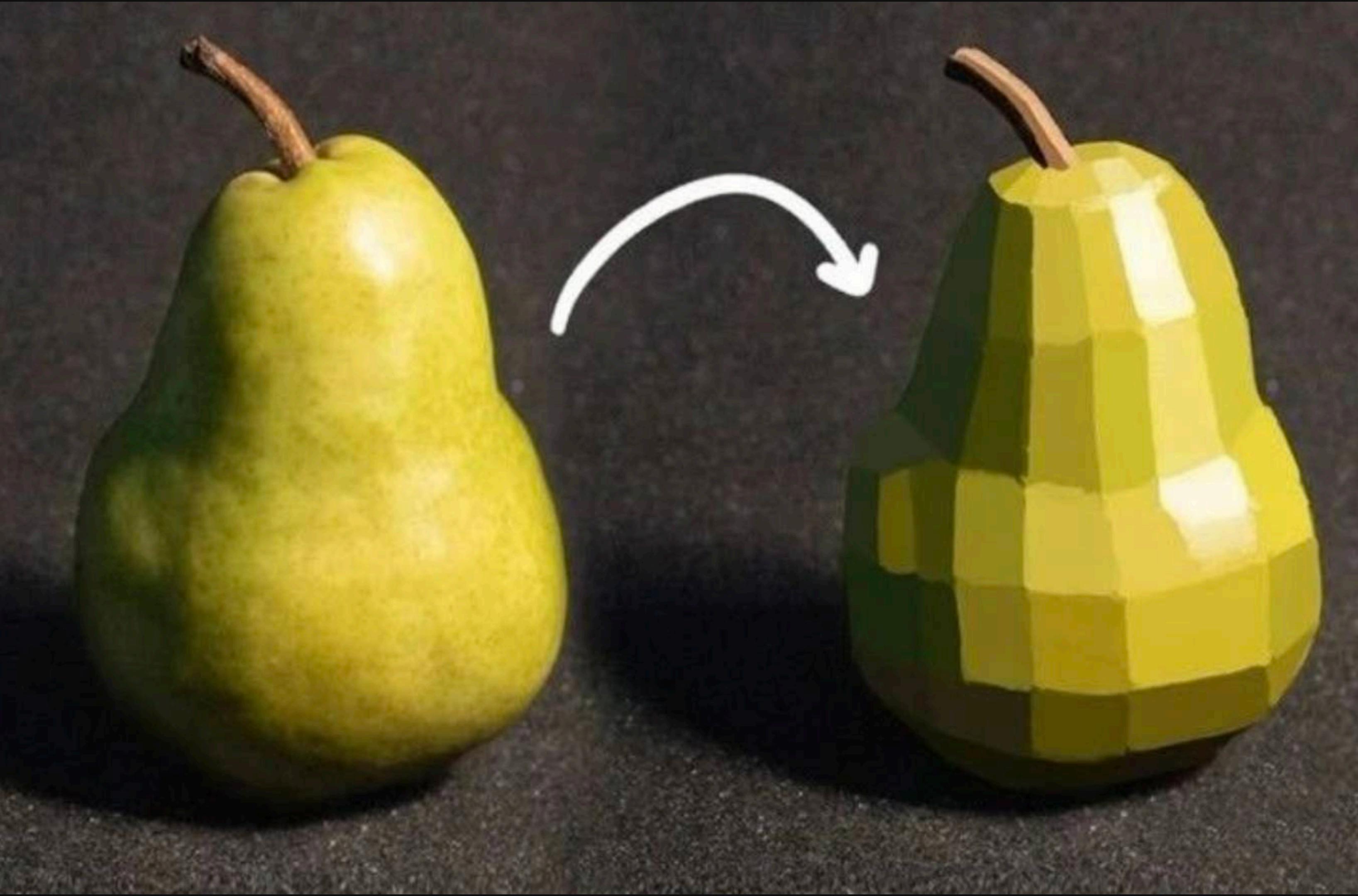


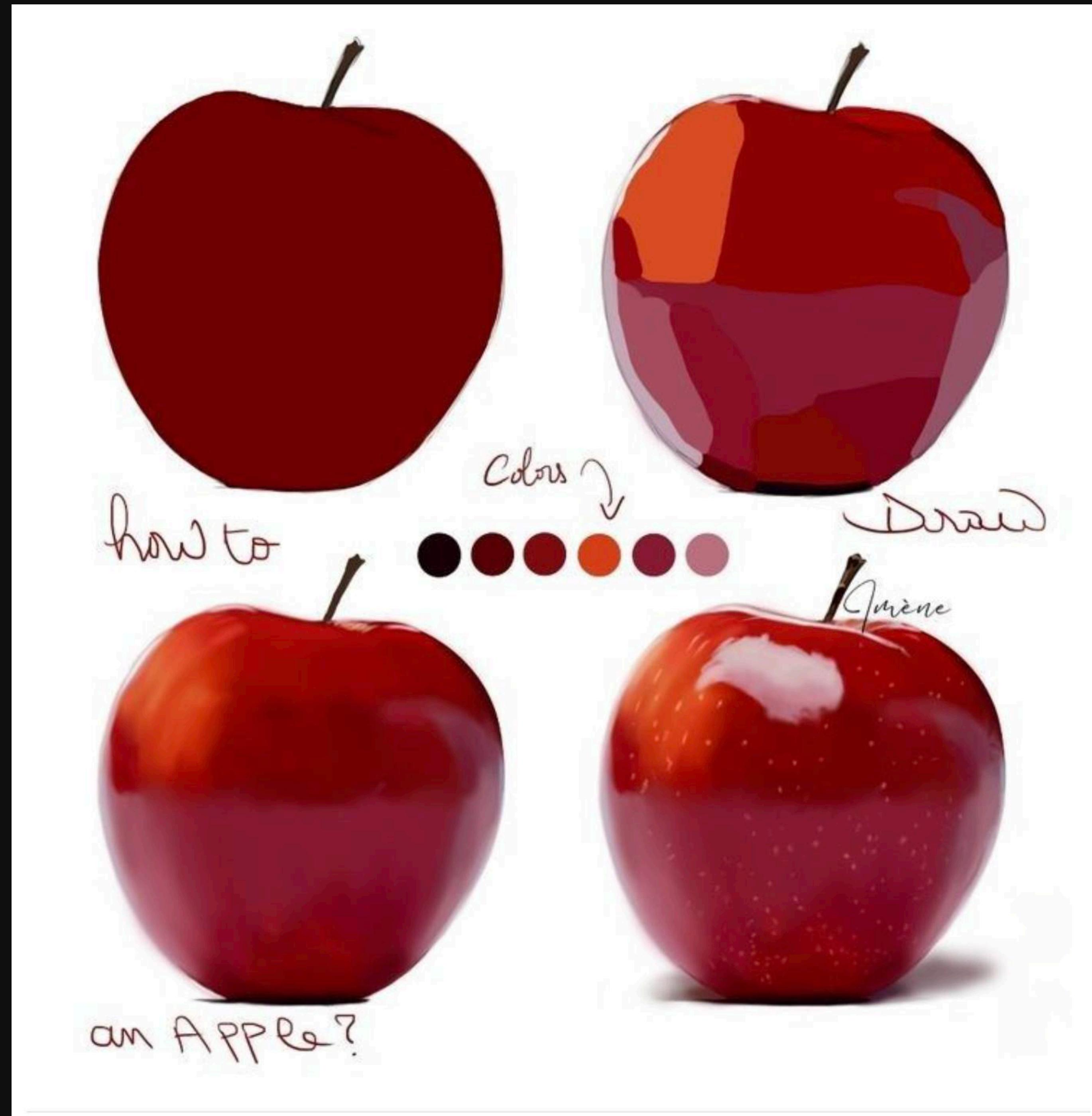
The power of light and shadow.



# LIGHT STUDY









Narcissus at the Source • 1597–1599 • Caravaggio



Self Portrait • 1658 • Rembrandt

