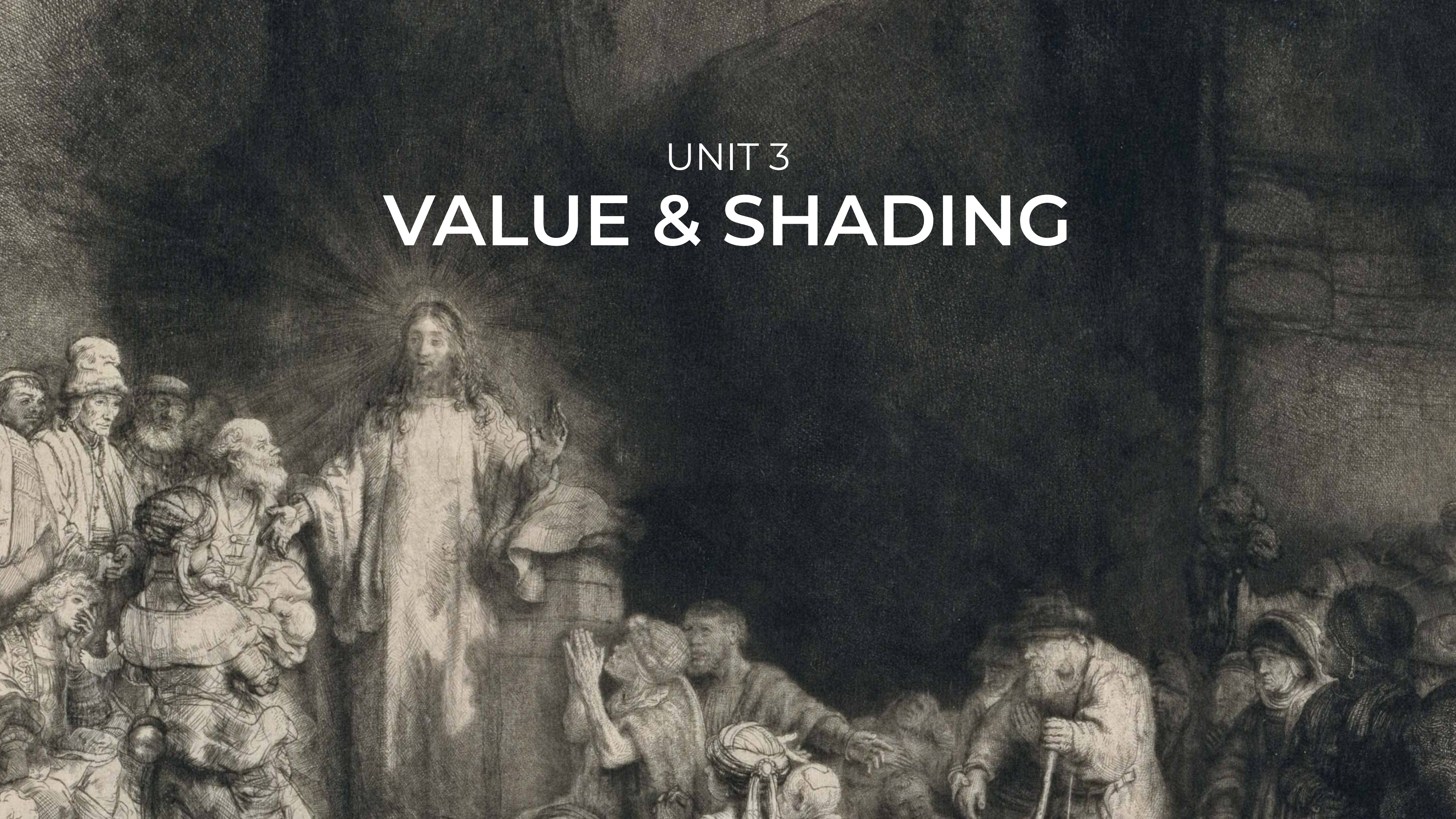


UNIT 3

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

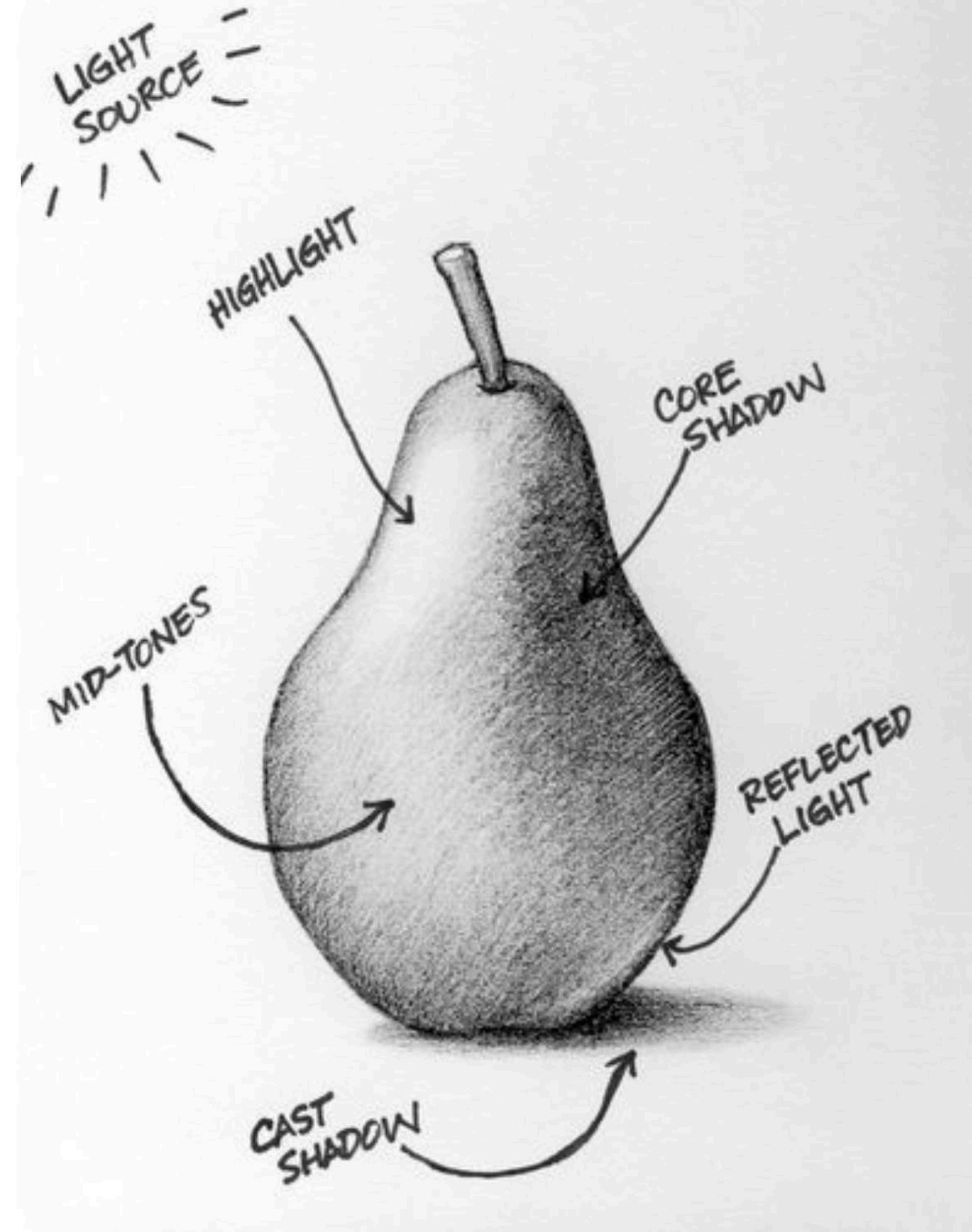
Highlights: where light hits directly.

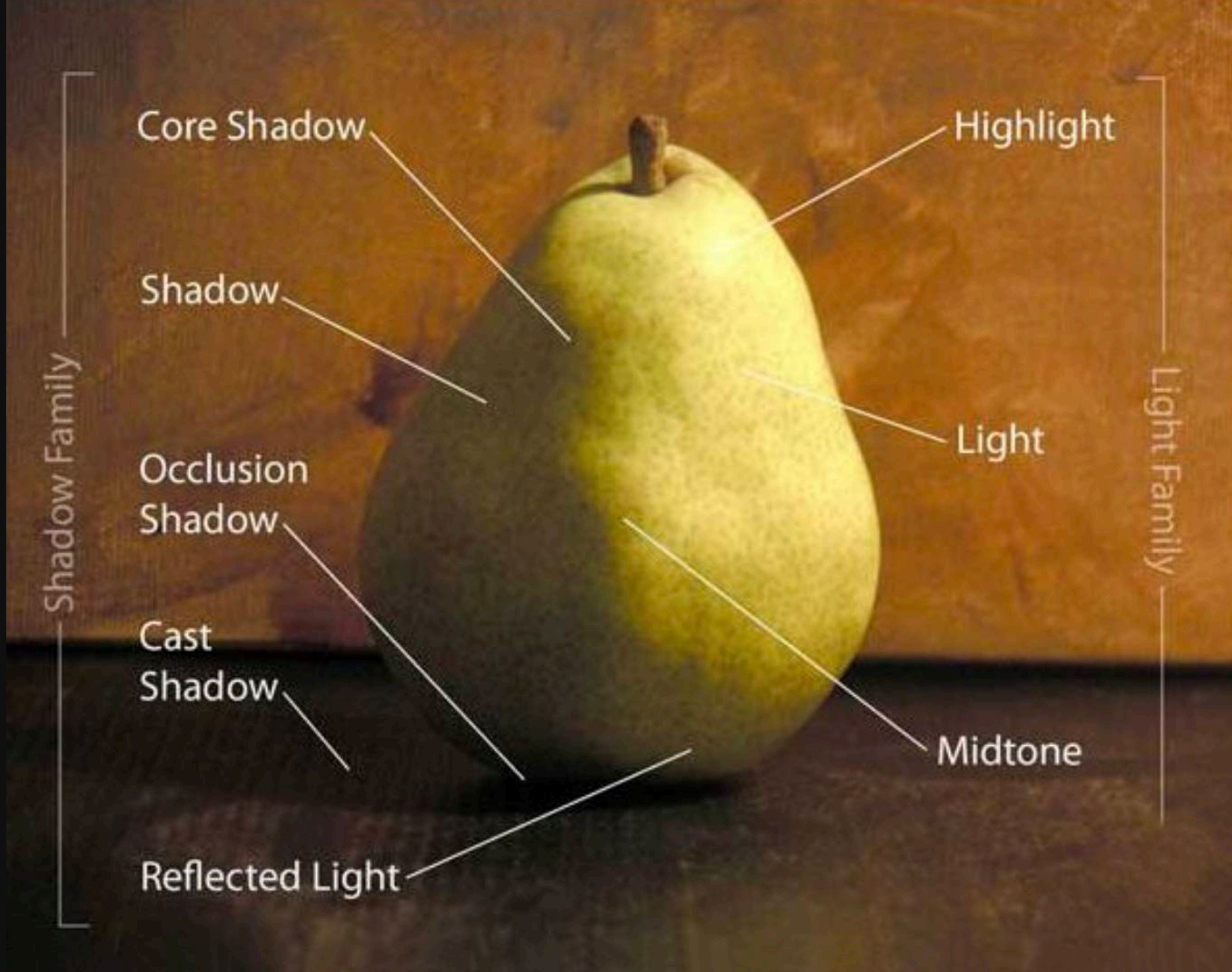
Midtones: middle gray areas.

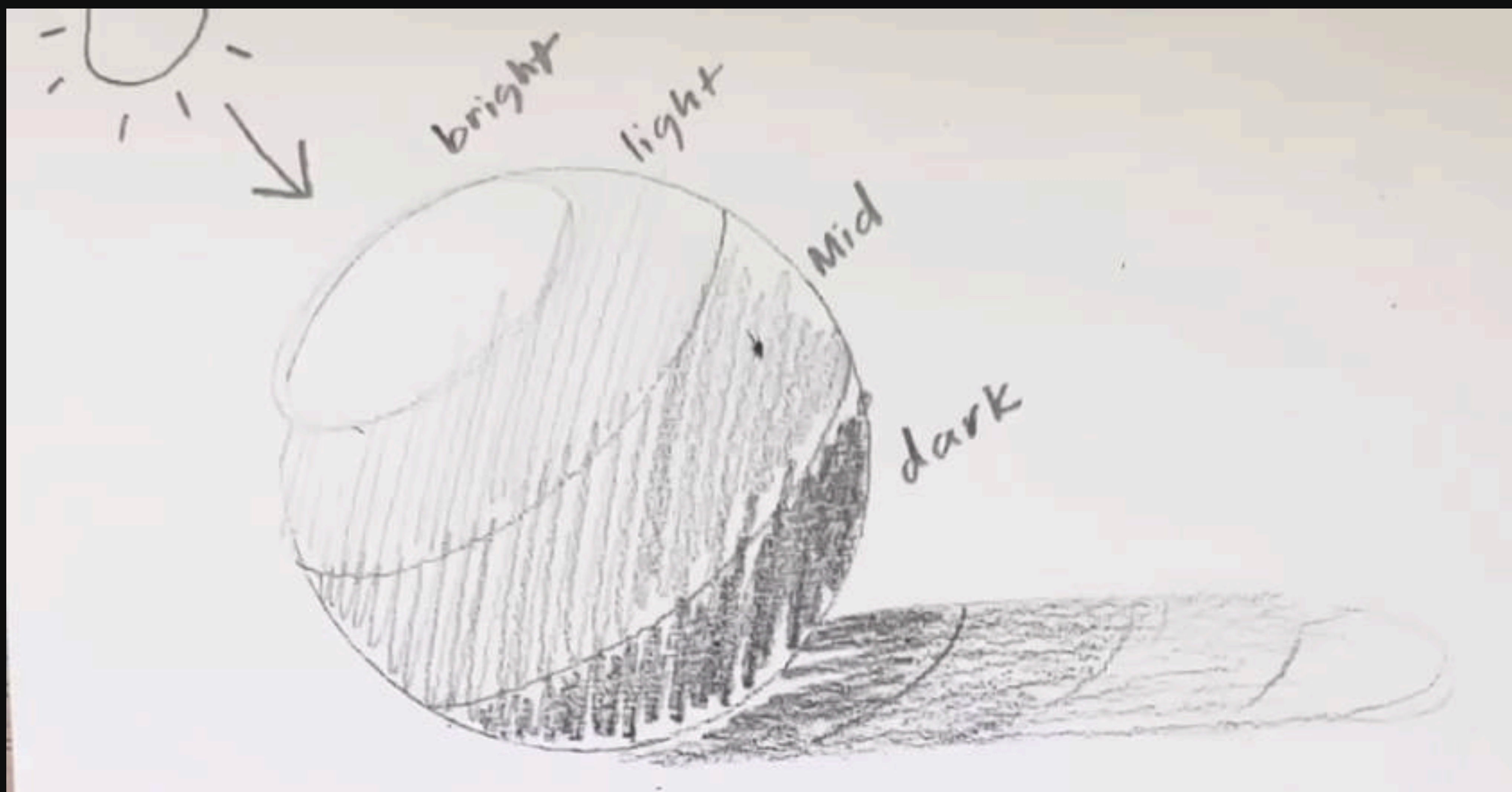
Core Shadow: darkest part of the object.

Cast Shadow: shadow on the surface beneath.

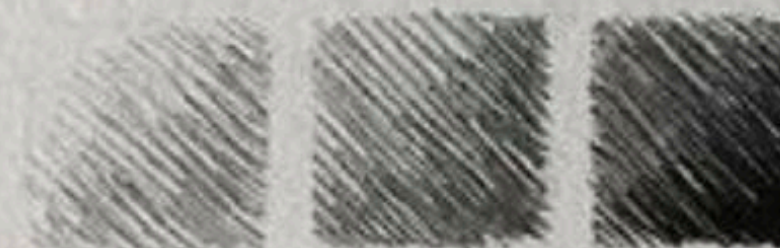
Reflected Light: light bouncing back from surroundings.



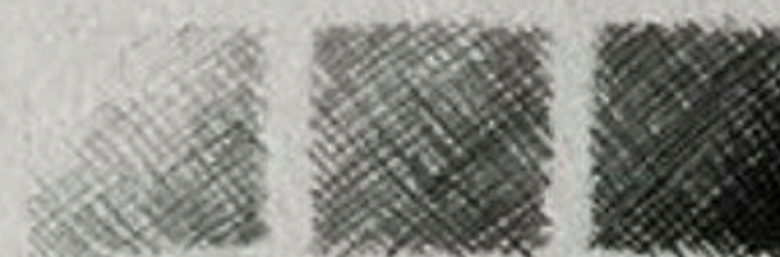




Hatch



Crosshatch



Tonal



Stipple



Scumble



Smudge

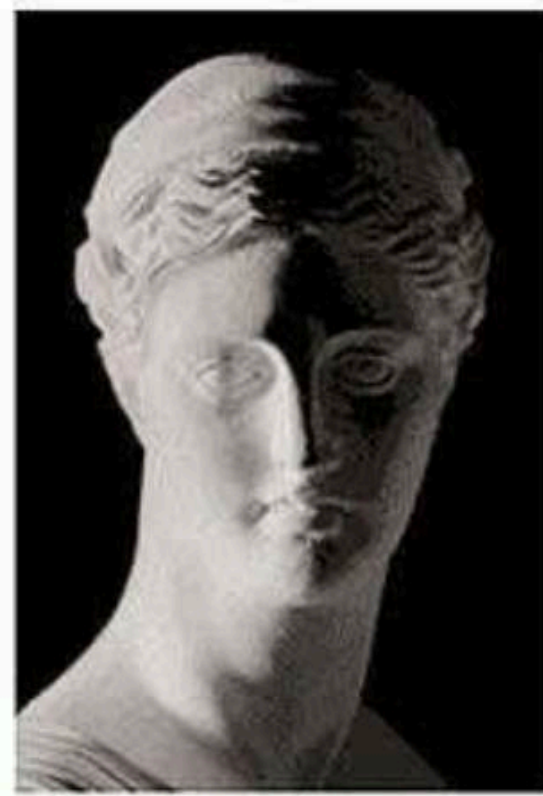




Front, direct



45-degree



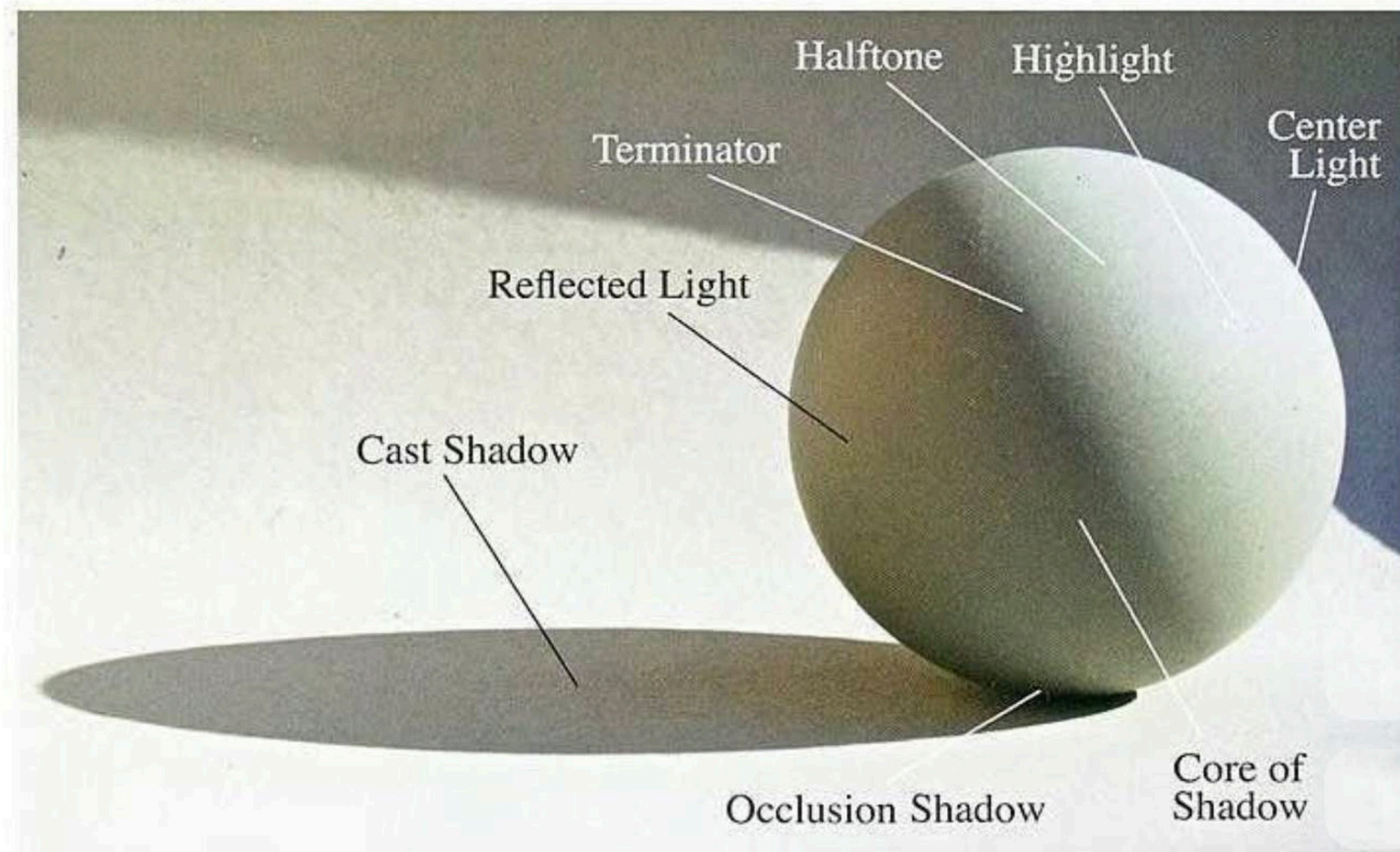
Side or 90-degree



Side with reflector fill



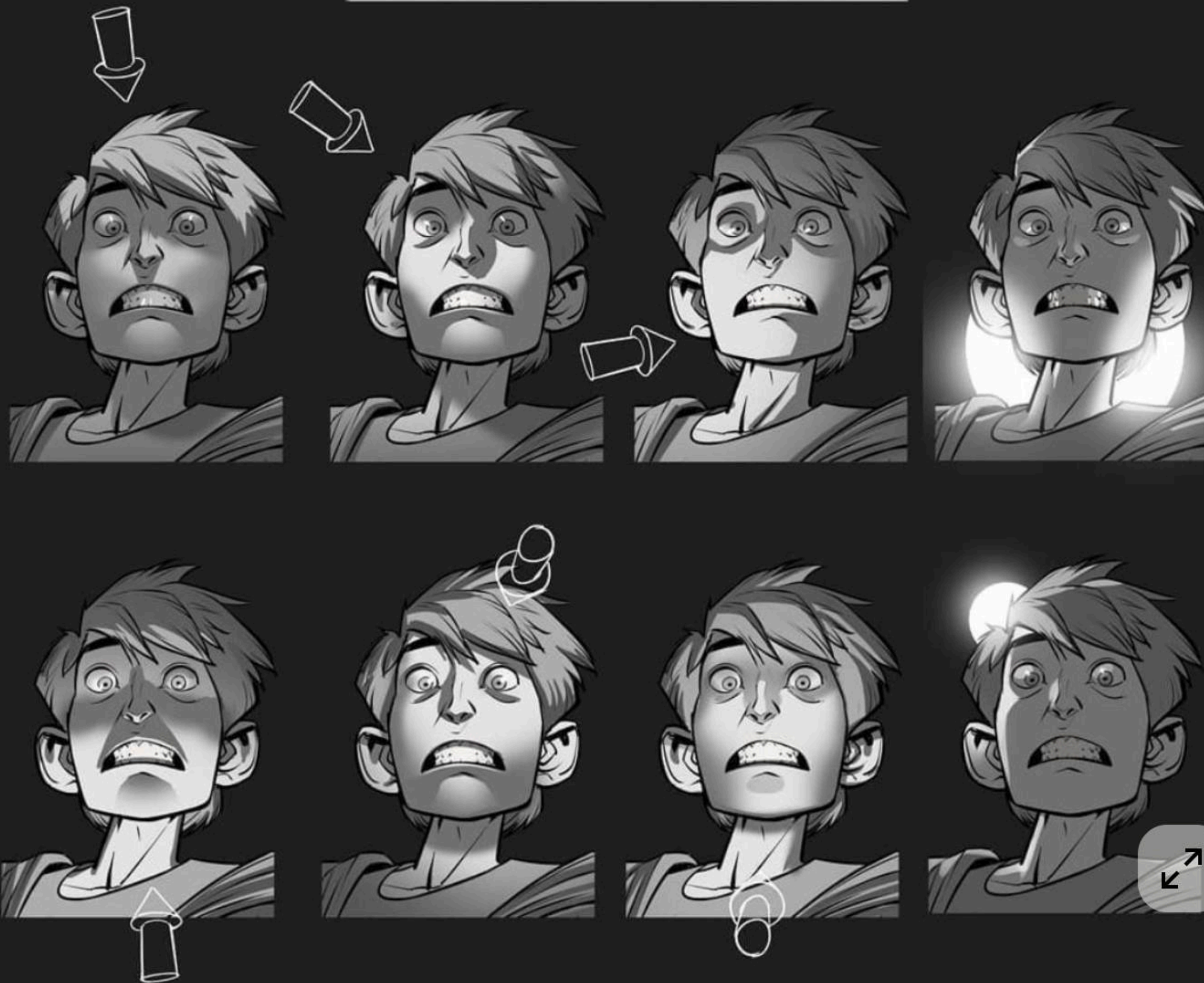
reflector

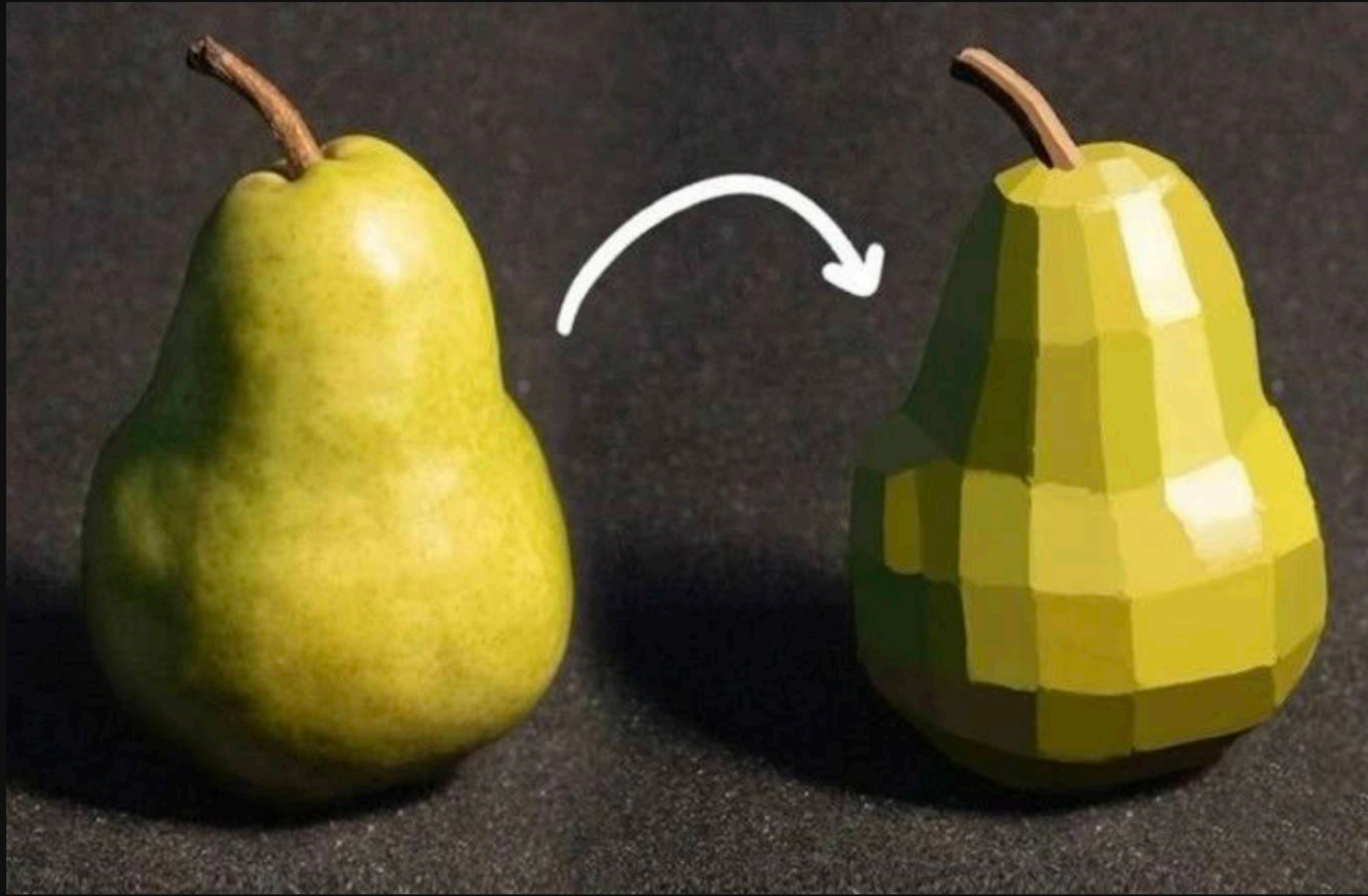


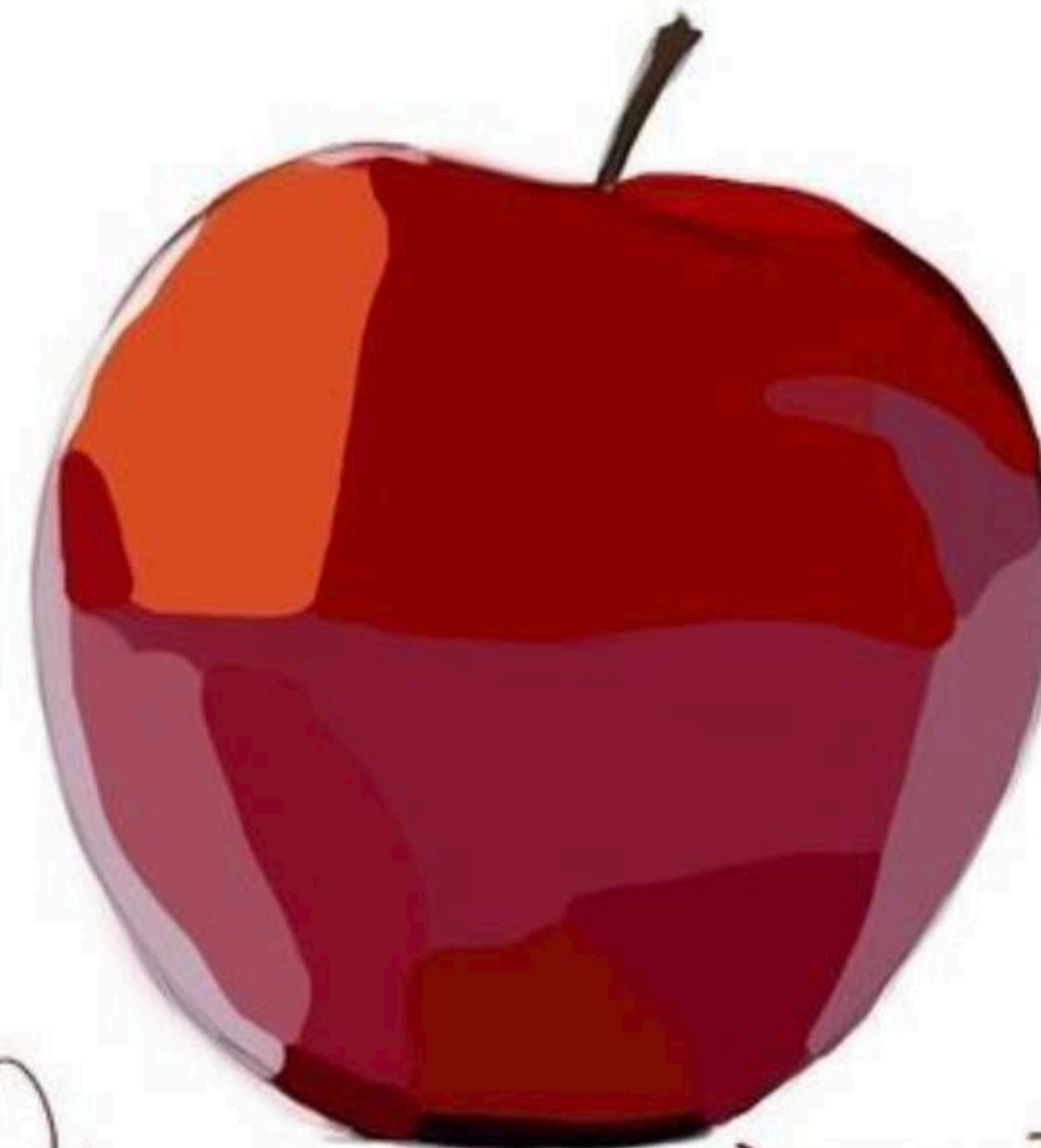
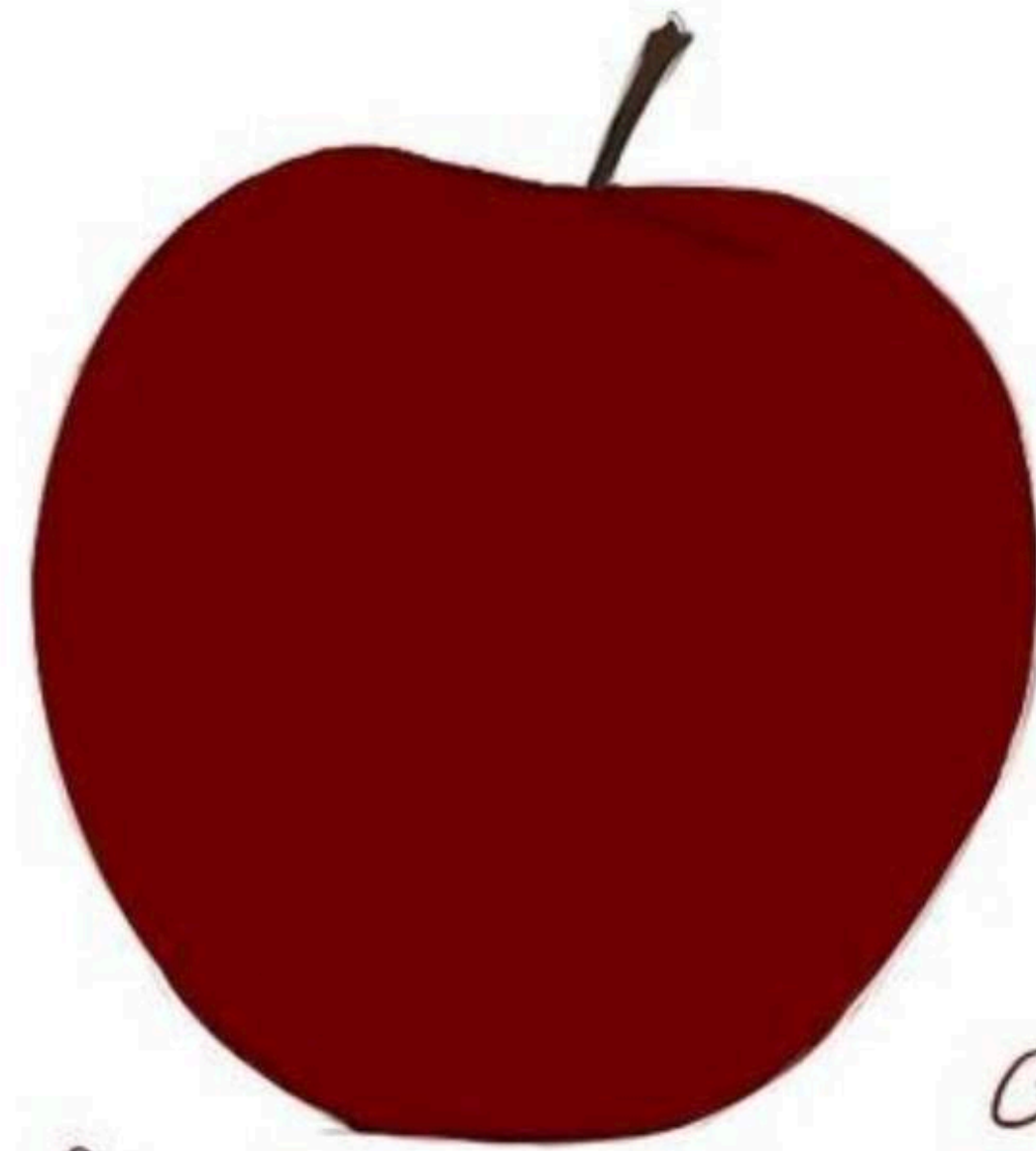
The power of light and shadow.



LIGHT STUDY



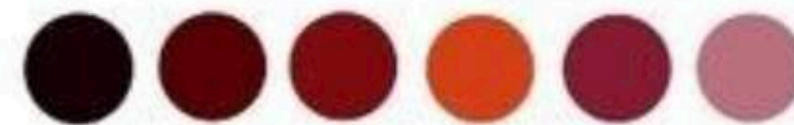




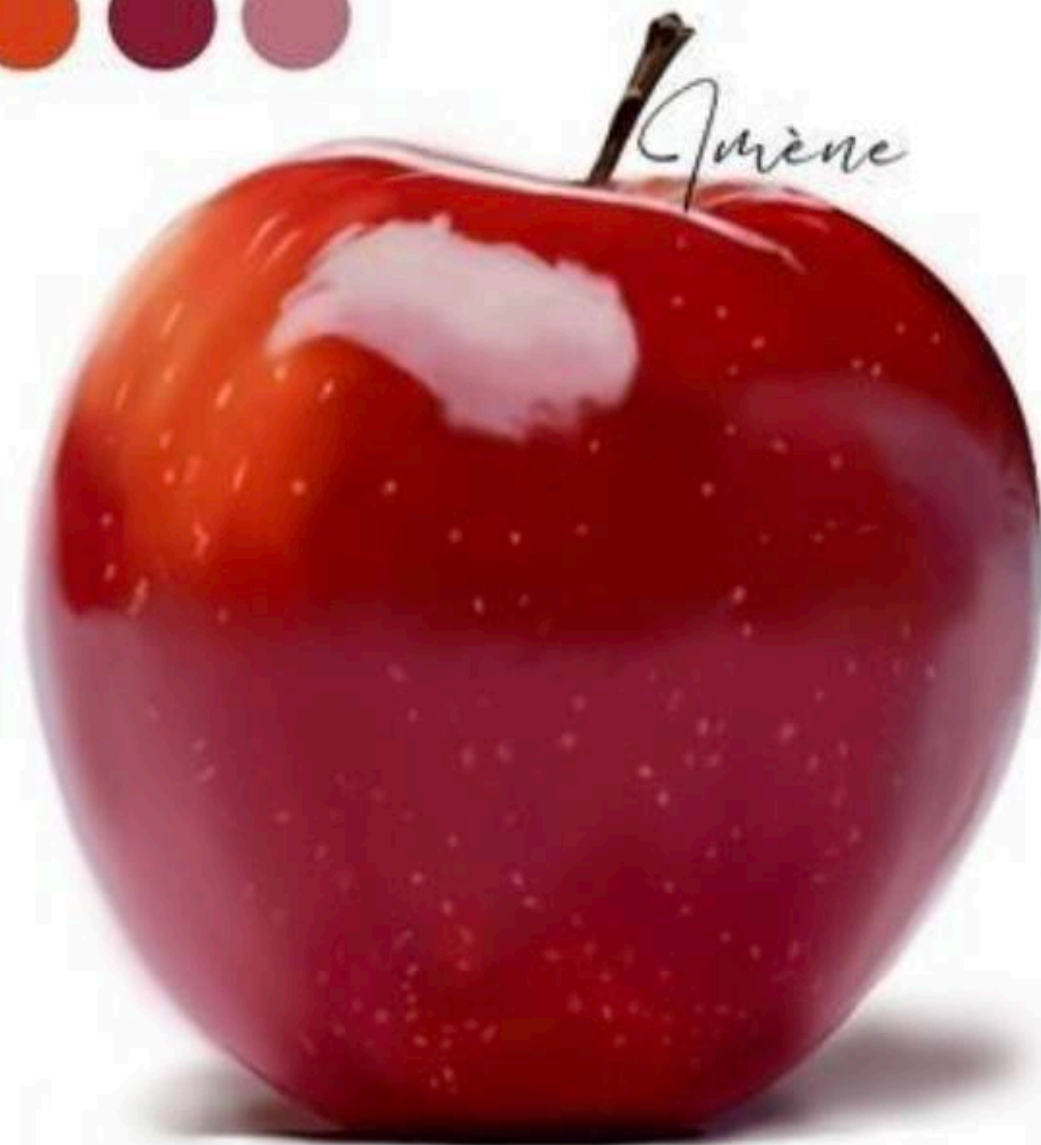
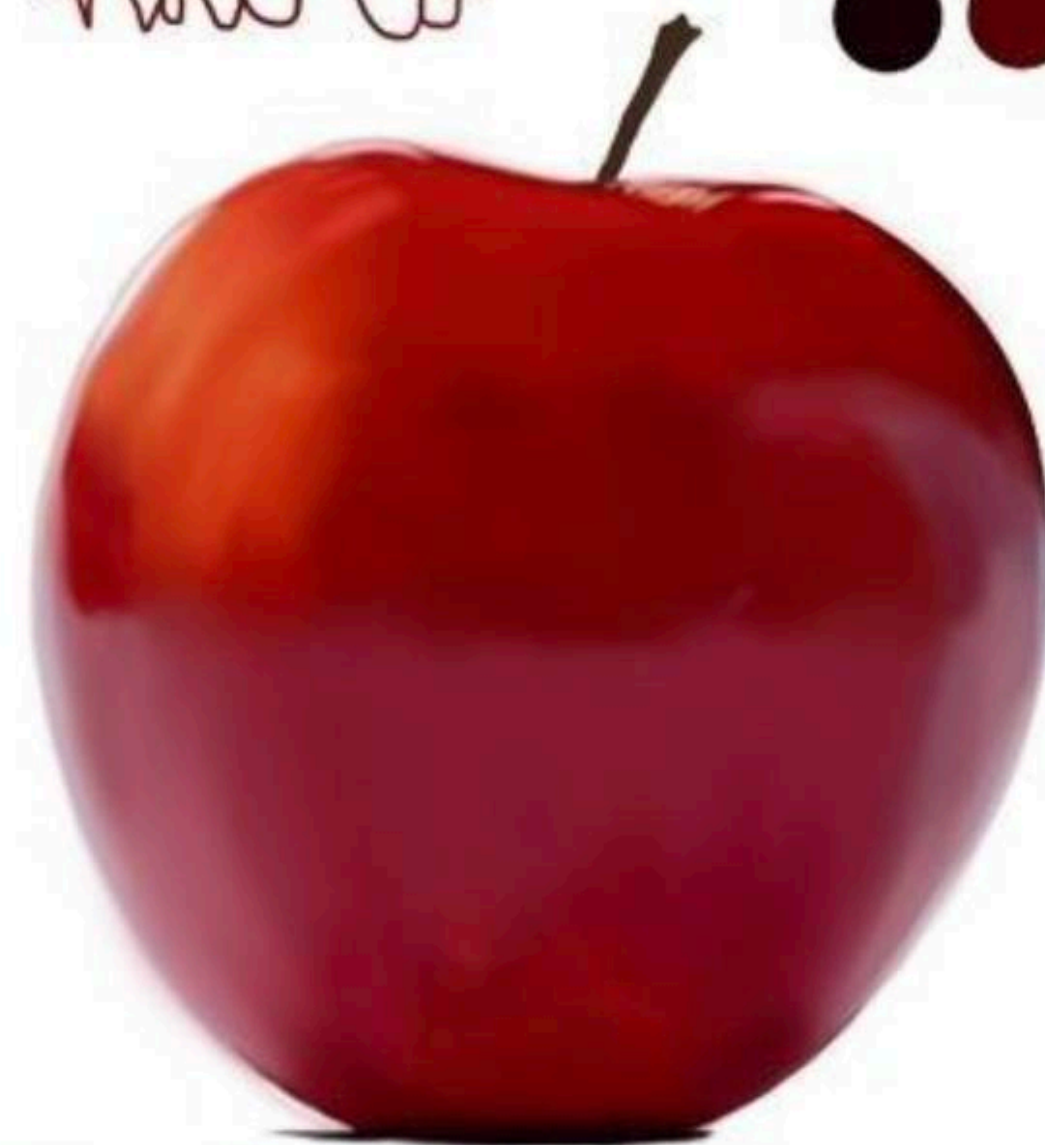
Colors ↘

Draw

how to



Quene



an Apple?



Narcissus at the Source • 1597–1599 • Caravaggio



Self Portrait • 1658 • Rembrandt

