Art
Cycle Systems
**Value**
Due Date:

# Can artists blend anything?

Students will **control the pressure** of their pencil and the **spacing of their marks** to create value gradients. Students will learn that each material has a different technique for creating value.

Art 101 (required):
Choose a texture to create a monochromatic value scale with a gradient     a (black -> white) (dense -> light)
The gradient needs 8 separate sections that are 1" wide, or smoothly blended across 8 inches.
You may use charcoal, colored pencil, or marker.

Projects (choose 1):
Land Art Earthworks
Using the materials found outside, create a work of art on the soil.
Using your knowledge of texture and value, blend a gradient somewhere into the design.
Photograph the process, and submit for documentation.

Shading Geometric Solids
Create the illusion of 3-dimensional space in a drawing by including the following:
        a light source, highlight, shadow, cast shadow, reflected light, table line
The drawing must include a sphere or cylinder.

Terms and Techniques:
Value: lightness and darkness
Gradient: shaded smoothly between light and dark
Light source: direction of lighting and shading in an image
Highlight: brightest area on the object
Shadow: darkest area on the object
Cast shadow: where the object blocks the light and leaves a dark area opposite light source
Reflected light: light bouncing off the table and back onto the object
Table line: an arbitrary line in a drawing distinguishing the surface value from the background value
Monochromatic: using different shades of 1 color
Hatching: creating shading effects with closely spaced parallel lines
Cross-hatching: creating shading effects with closely spaced crisscrossed lines