

Art
Cycle Systems
Value
Due Date:

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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 (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