

# Shattered Values: Element of Design

**Value refers to the relative lightness or darkness of the compositional elements in a design.**

**The lightest value is white, and the lowest value is black.**

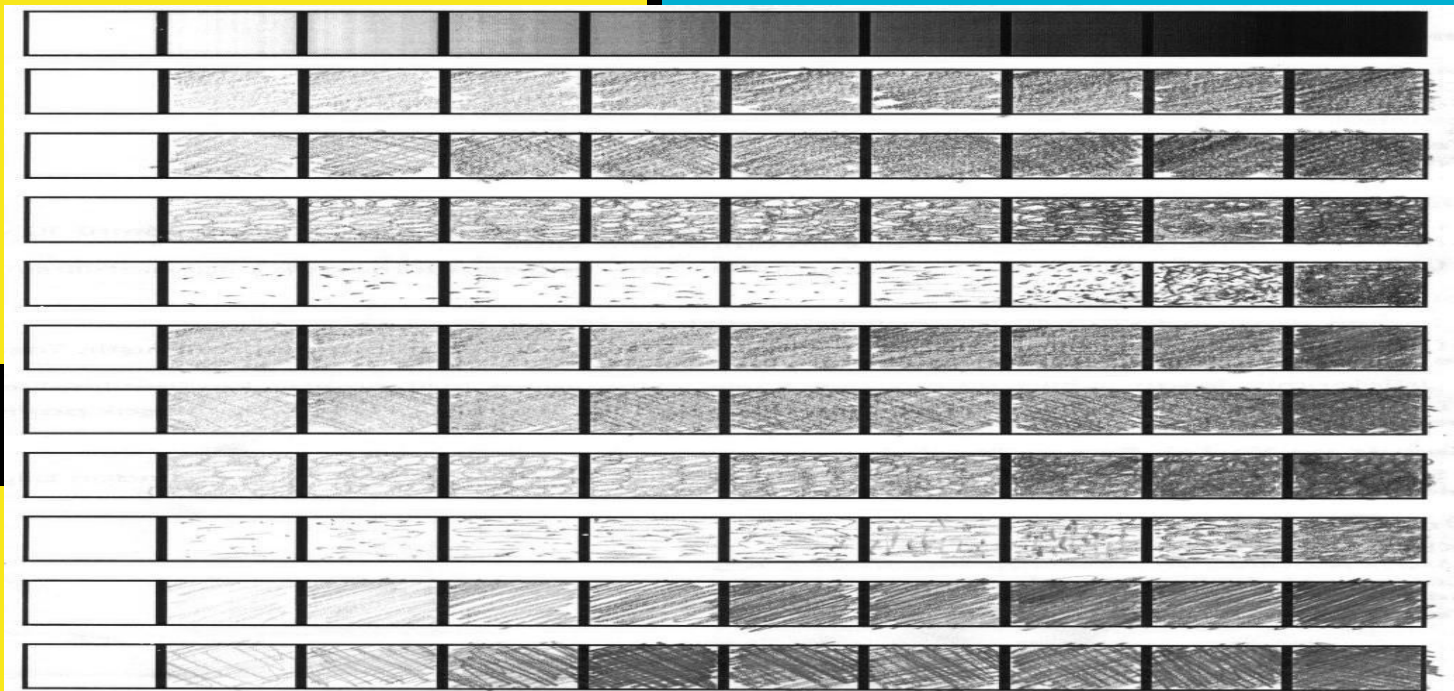
**Between these two poles exists a full range of tonal values. Value helps provide the illusion of light and three-dimensional form within a design. Today's assignment will give you the opportunity to practice creating and using value to create the illusion of form in your design.**

# Cubism

Cubist subjects are analyzed, broken up, and reassembled in an abstract form—instead of depicting objects from a single perspective, the artist depicts the subject from multiple perspectives to represent the subject in a greater context



# Examples of Value



# Techniques to Create Value

**The greater the concentration of marks, the darker the value.**

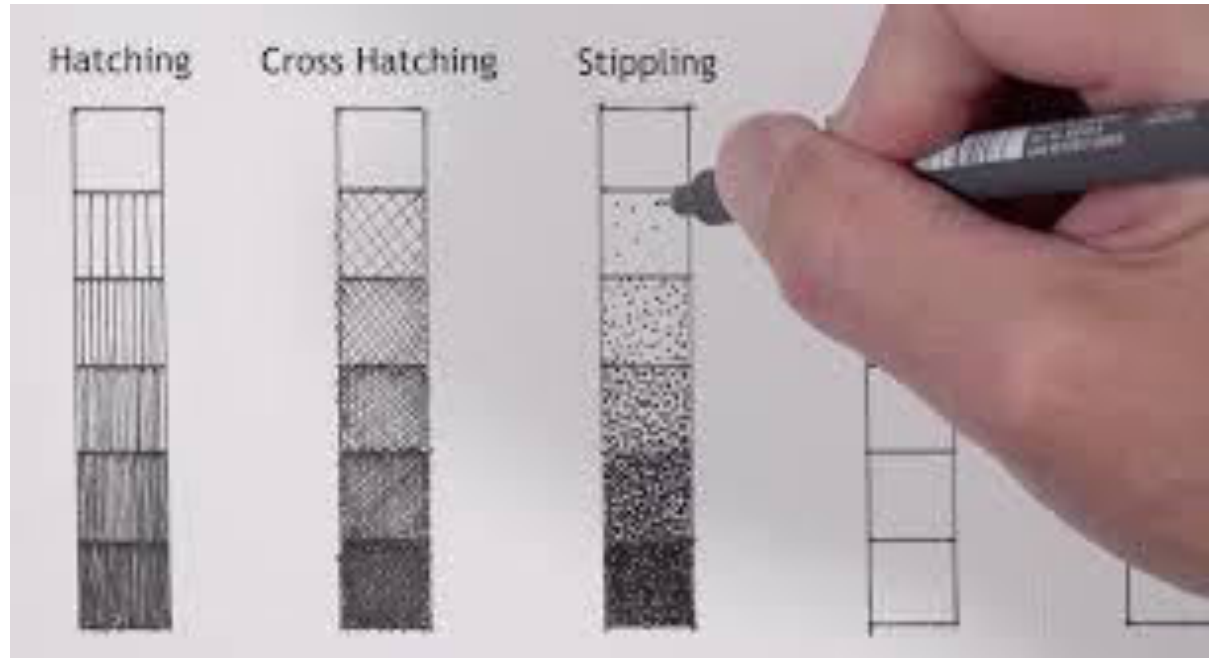
**Shading**

**Blending**

**Stippling**

**Crosshatching**

**Hatching**



A few dots, more dots, lots dots

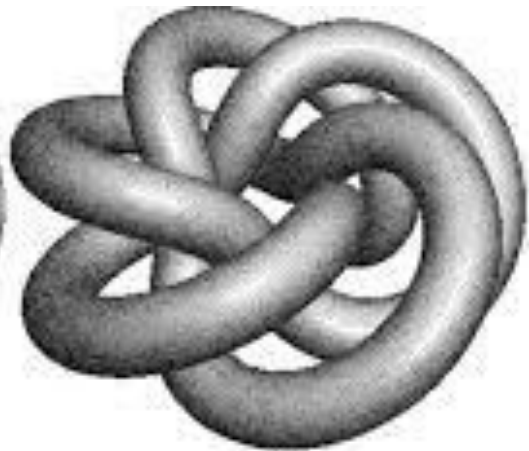
The greater the concentration of dots, the more value



$n = 2.5K$



$n = 10K$



$n = 30K$





Hatching



Cross-hatching



Circulism



Contouring



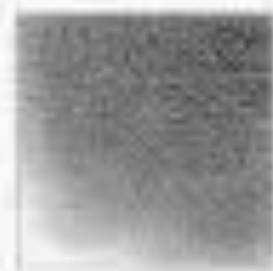
Scribbles



Stippling



Short Dashes



Blending



3s



Zig Zags

## Your assignment:

You are going to decide on an image that you will draw on your page.

It should be more than an outline.

It should have some characteristics which make what it is obvious.

Here are some examples.



make

# Materials

Select a shape you'd like to use

Sheet of 6 x 9" mixed media paper

Various B pencils 5B, 6B, 8B

Coloured pencils

Eraser and blending stump

Paper to use as a cover sheet  
to prevent smudging





# Step 1

**Neatly and lightly sketch/draw your chosen image** on your paper with a pencil.

We don't want to see dark pencil lines showing through your work.

**Take a photo of your outline.**  
**Post it to your Digital Portfolio (10 marks)**



**Step 2: Shatter your image. Take a photo.**

**Post it to your Digital Portfolio (20 marks)**



**You are going to draw linear patterns all over your paper, not just over your image.**

**Examples of linear patterns could be shattered glass, waves of water, a spiral of a seashell, a spider web or a geometrical division of shapes such as squares or triangles.**

**This will make your initial drawing more visually complicated. The effect is to create many more shapes, like a giant puzzle.**

# NAME OF SOME IMPORTANT LINES



**VERTICAL**



**HORIZONTAL**



**DIAGONAL**



**CURVED**



**SPIRAL**



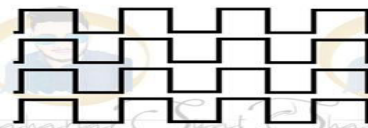
**WAVY**



**CLOUD**



**ZIG ZAG**



**CASTLE**



**JAGGED**



**DASHED DOTTED**



**MOUNTAIN**

## Assignment Requirement

For full marks 75% of your work must be done with shading and blending.

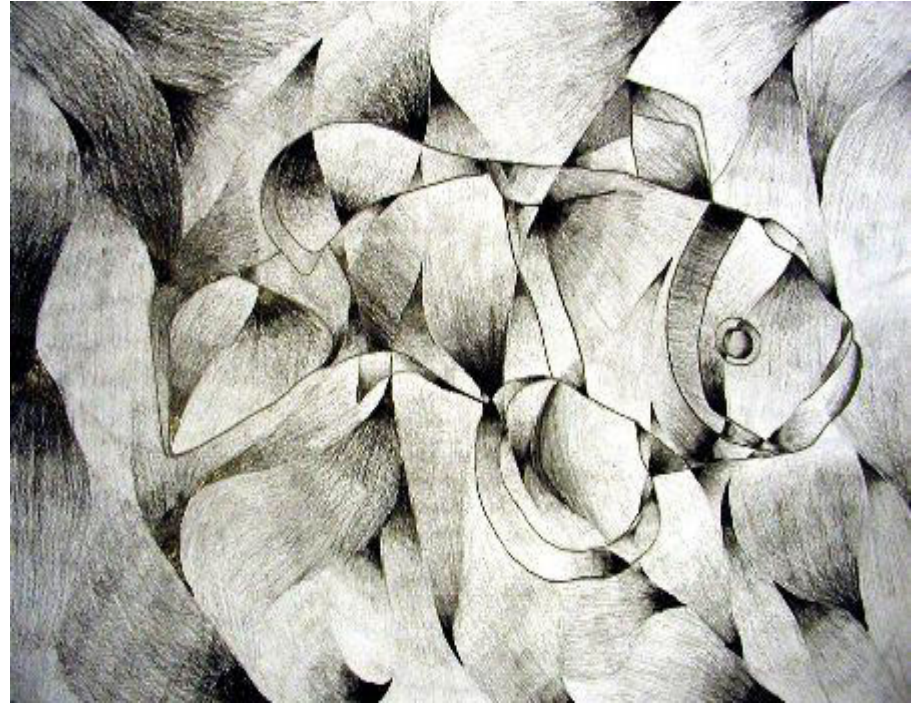
Your work must include some coloured sections in addition to the shaded pencil sections.

If you would like to try stippling, or cross hatching etc on some of your sections, you can, but most of it is to be done with shading because that is what we are practising here.

Take a look at the two more examples I have provided here for you on the next slide.

How and where are you going to create value in your shattered image?

# Examples





## Step 3: Adding value

Start adding values to each of the sections that your linear pattern has created – don't forget to use a cover sheet to prevent smudges

Start adding value by working on **shading** from dark to light or light to dark within each section

You are allowed to have some areas all black, all grey, or all white, but remember the key to this lesson is shading.

## How to shade/colour

Use circular motions with your pencil, not back and forth lines.

Start in one area and then move outward.

Put down one layer of value, and create different value but making another layer.

Be careful not to create definite lines, but by moving your circle layers out and around, you won't colour over in the same place.

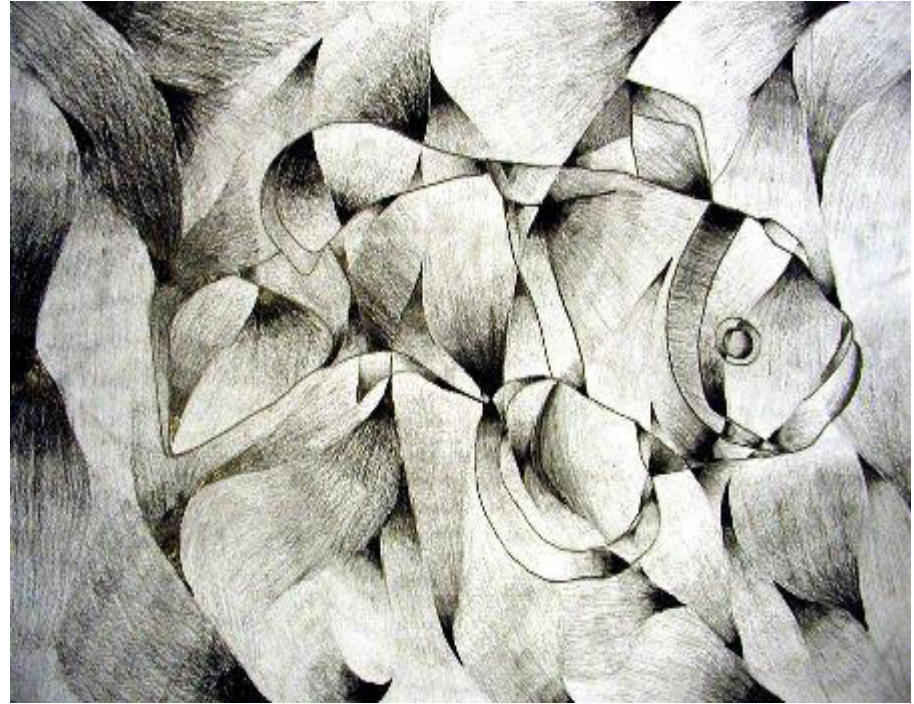
## Separation and Space

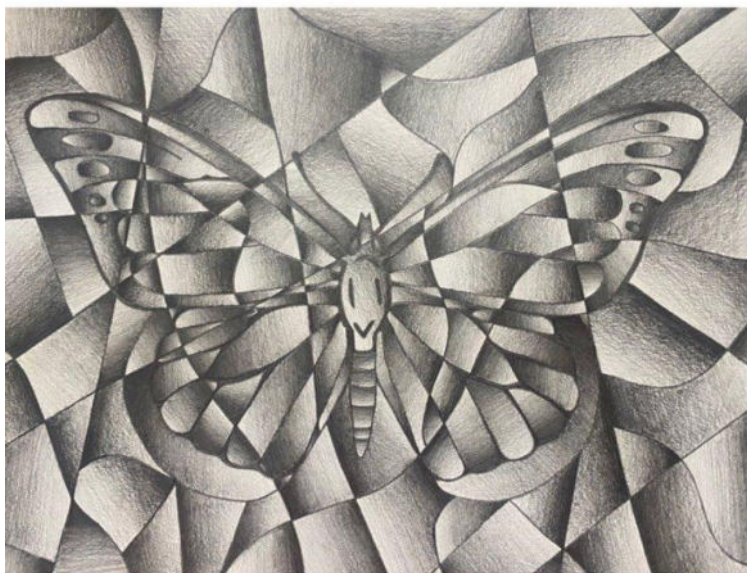
Keep each section separate –

Remember you don't want the same values next to each other or your shape will get lost because the sections are blending together.

Again look at the examples I have provided for you.

# Examples





## Requirements For Level 4

1. You made sure that you didn't put the same value in two adjacent sections.
2. Your values are smoothly shaded, no linear movements, lines back and forth (see visual colouring rubric)
3. You had a minimum of 5 “windows” or sections coloured
4. At least  $\frac{3}{4}$  of your windows are smoothly shaded.
5. Is your image easily identifiable?
6. You took a photo of your finished product.
7. All required photos were posted to your digital portfolio

