***Practicing Value and Shading***

Studio Art 1

Have you ever looked at another artist’s work and wished that you could make your drawings as believable and three-dimensional as theirs? What we are going to practice next is the key component to making artwork look 3D: Value.

**Value** is about how light and dark an object is based on where the light hits it. You have to train your eyes to see this and replicate it in your art.  **Shading** is the blending of values from light to dark in an area of your artwork. Value and shading are not the same thing: value is a degree of lightness or darkness, shading is an action one takes to achieve a transition from dark to light.

We’re going to start with some simple exercises. If we were at school, you would be following along as I would be demonstrating these techniques up front. Since we’re not at school, you’ll be following another artist on YouTube who demonstrates the same things I’d be teaching you in class.

The nice thing about following someone on a video is if you start to fall behind, you don’t have to panic—just hit pause. And again, if you have questions or want feedback, feel free to email me.

TIPS FOR SUCCESS:

* All the shapes should be drawn on one piece of paper
* No mechanical pencils
* Don’t use the tip of your pencil to do this—it’s best to use a really dull pencil or shade with the side of your pencil
* When shading, apply many light layers of pencil lead. Notice the artist continually goes back and puts on layer after layer to build up the dark areas. That is how to properly shade.

VIDEO LINK: <https://www.youtube.com/watch?v=vMr6eimcolc>

DUE DATE: April 23, 11:59 p.m.