

# HANDOUT

## VALUE

Value describes variations of a hue, ranging from the lightest to the darkest. Any artwork utilizes value to lend emphasis, contrast, or balance to the composition. Value can even be shown in a one-color object such as sculpture through differences in depth and texture. Any artwork utilizes value to lend emphasis, contrast, or balance to the composition, and it may be used to expressively communicate ideas.

### Terms Used

*Aerial perspective*: change in value indicating distance (more distant objects are lighter)

*Chiaroscuro*: light and dark areas in a composition

*Contrasting values*: differences in dark and light

*Gray scale*: tones ranging from lightest to darkest

*Monochromatic*: different values and variations of one hue

*Shade*: black added to a pure hue

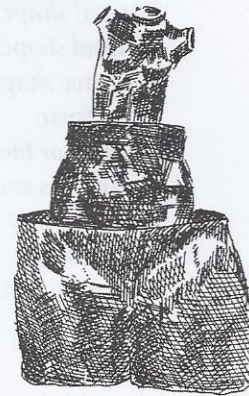
*Tint*: white added to a pure hue

*Tonal gradient*: subtle changes in value

*Value scale*: a means of showing differences in value



Drawn after *The Great Wave off Kanagawa*, c. 1830–31, Katsushika Hokusai, 1760–1849.



Drawn after *Delusions of Grandeur*, 1967, René Magritte, 1898–1967.

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### Ways to Use Differences in Value

*Blend*: make soft transitions from light to dark

*Hatch*: draw parallel lines close together or far apart

*Cross-hatch*: create intersecting sets of parallel lines

*Exaggerate*: exaggerate reality by emphasizing darker values to strengthen a composition

*Gradation*: show a gradual darkening from light to dark

*Highlights and cast shadows* serve to direct the viewer's attention

A range of values gives the illusion of form in transparency and reflection

*Shade (modeling)*: show roundness by darkening edges

*Stipple*: make dots to create light and dark areas

*Volume*: show volume by darkening outer edges

*Weight*: give weight to a composition by using darker values near the bottom, lighter at top

