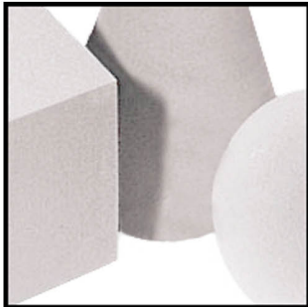
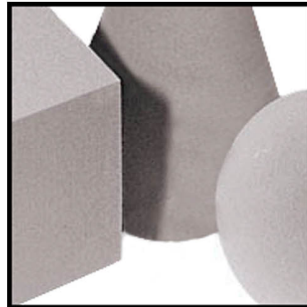

Value and Form (3 Keys)

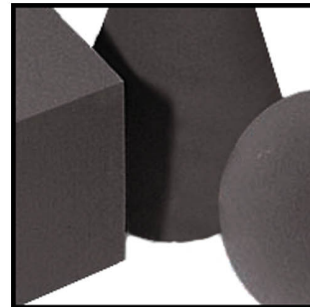
- OBJECTIVE** Shading simple forms such as a cube, sphere and cylinder you will teach how light affects the value (or tone) of an object. Rendering value with pencils will help you accurately describe three different 'keys,' or sets of values.
- MATERIALS**
- 9" x 12" drawing paper
 - 2H, HB, 2B pencils
 - eraser
- INSTRUCTIONS**
- 1) Draw three 3" x 3" squares on one sheet of drawing paper.
 - 2) You will create a simple composition using three solids (cube, cylinder, sphere). By "zooming in" you will have a larger and therefore easier surface to render. Draw your composition lightly with a 2H pencil.
 - 3) You will need to recreate the same composition three times. You will render the three forms with pencils using shading techniques learned in class.
 - 4) The first key will be a high key, meaning the values are generally very light.
 - 5) The second key will be a middle key. The middle key uses mid-tones and most closely resembles the objects seen under normal lighting conditions.
 - 6) The third key will be a low key, meaning the values are generally dark.



high key



middle key



low key