

1.3 Value

Name: _____ Class: _____ Date: _____

Total: 11 marks

KEY WORDS value 明度 • value scale 明度阶 • cast shadow 投影 • core shadow 明暗交界线 • reflected light 反光

Objective

Build the skills to control **value** 明度 to model form and set mood.

You must be able to:

- define **value** 明度 as lightness or darkness
- build a smooth **value scale** 明度阶
- use value to model **form** 形体 with a light source
- explain **high-key** 高调 and **low-key** 低调 images

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Value and the value scale

Value is how light or dark a tone is. A **value scale** steps evenly from white to black — controlling value is the key to realism.

■ Modeling form

Under one light source a form shows a **highlight**, mid-tone, **core shadow**, reflected light, and a **cast shadow**. Placing these correctly makes it look solid.

■ High-key and low-key

A **high-key** image uses mostly light values (airy, calm); a **low-key** image uses mostly dark values (dramatic, moody).

2 Practice

2.1 The range from white through greys to black is a

[1]

- **A** value scale
- **B** colour wheel
- **C** contour line
- **D** negative shape

2.2 List the light effects seen on a sphere under one light source. [2]

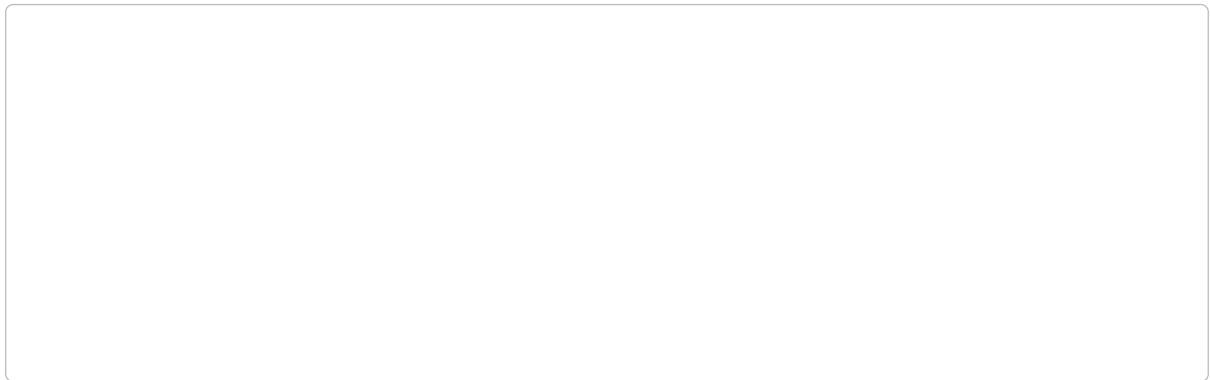
2.3 State the mood a low-key image usually creates. [1]

3 Studio & portfolio tasks

3.1 Draw a **9-step value scale** and apply it.

(a) Make an even 9-box scale from white to black. [2]

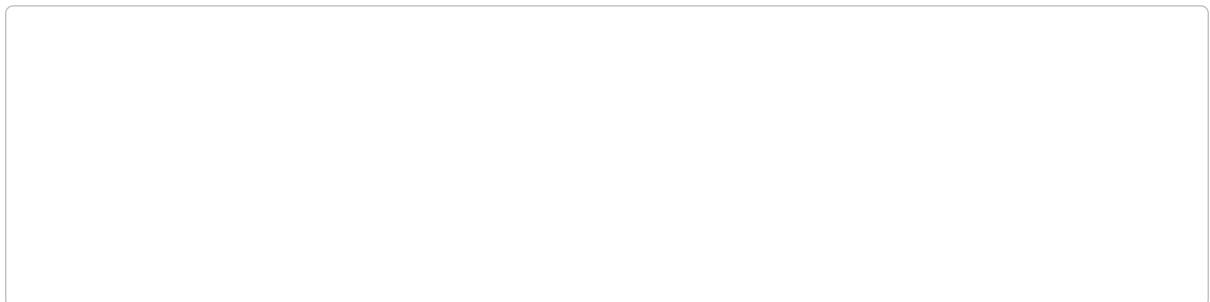
(b) Shade one simple object using at least five of those values. [2]



3.2 Plan a value-driven portfolio piece.

(a) Decide high-key or low-key and say why. [1]

(b) Sketch a thumbnail showing your value plan. [2]



Solutions

2.1 A. the light-to-dark range is a value scale.

2.2 highlight, mid-tone, core shadow, reflected light, cast shadow.

2.3 dramatic, mysterious, or moody.

3.1 Look for: even, distinct steps with no jumps (2); object modelled with a clear light source using ≥ 5 values (2).

3.2 Look for: key choice justified by intended mood (1); thumbnail's value distribution matches that choice (2).