



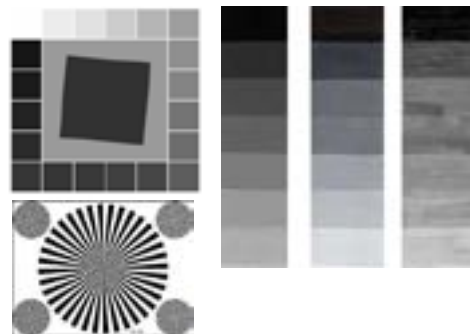
Photograph by Wynn Bullock

VALUE

"The variations of gradations in tonal value can be compared to volume in music - loudness and softness. By this analogy, lines and shapes are the notes and chords played, and color becomes the timbre of the instruments. Value is thus a critical element in fully orchestrated design. A symphony in which all the notes are played at the same volume would soon lose the audiences interest." --Zelanski and Fisher Design Principles and Problems

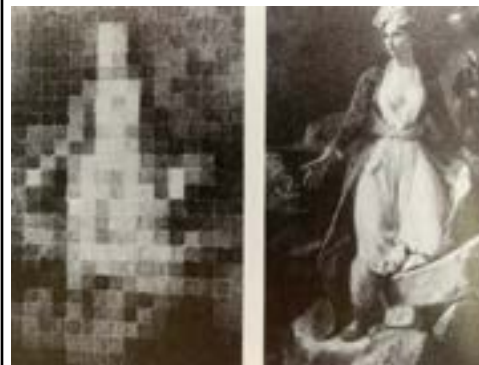
Exercise 1: Draw (2) 10-step gray scales. One use pencil, and one use pen.

- This is an exercise in seeing. There are many grays between black and white. The goal is to practice seeing, thinking and drawing.
- Most likely, you will bring up something on the computer to guide you. Even then, recreating the values by hand can be a challenge.



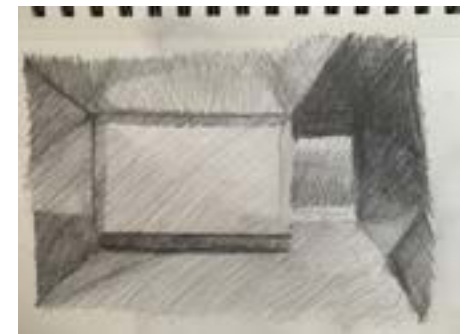
Exercise 2: Transform artwork into a grid of grays.

- find a painting by the 16th century painter Caravaggio.
- Print it out in color at about 5x7 size, (but of course not those exact proportions)
- Make 1/4" grid of squares over the painting and also create the same sized grid of blank squares your journal.
- convert the painting into a grid in values of gray, by translating each grid of the painting into a gray tone on the blank grid.



Exercise 3: Transform an interior to a composition of grays

- find an image of an interior designed by someone whose work uses light to create harmony. The use of light should demonstrate the unifying principles of design: emphasis, repetition, variety, rhythm, balance, economy.
- Print out the in color at about 5x7 size, glue it into your journal
- Using pencil to create different levels of gray shading, create a grayscale drawing of the light in the image.



Explore Light and its role in creating a mood, in enhancing forms, mystery, Play with it, Explain it, etc.