

Visual Arts - VALUE AND FORM

LESSON LINK: <https://wildcatsarts.weebly.com/value.html>

Patterns: [Pattern Packet/Reference](#)

ACTIVITY # 1

VALUE SCALES WITH PATTERNS:

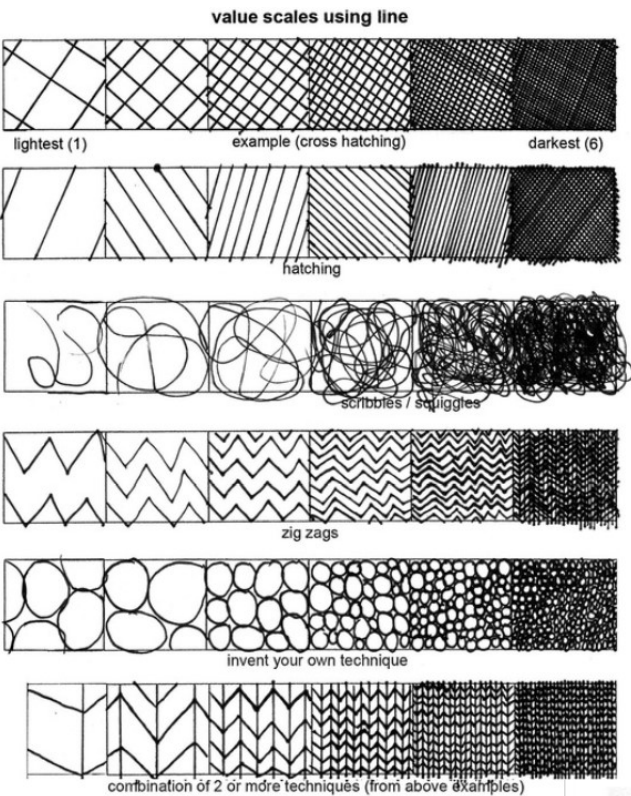
Create value scales using lines and patterns.

You must make at least 3 different value scales. Don't be afraid to get creative

Attached above are different patterns to look at for reference and help inspire you.

Watch these videos to help you with both Activity 1 & 2

[What is value?](#)
[Creating a simple value scale](#)



ACTIVITY #2

CREATING FORM:

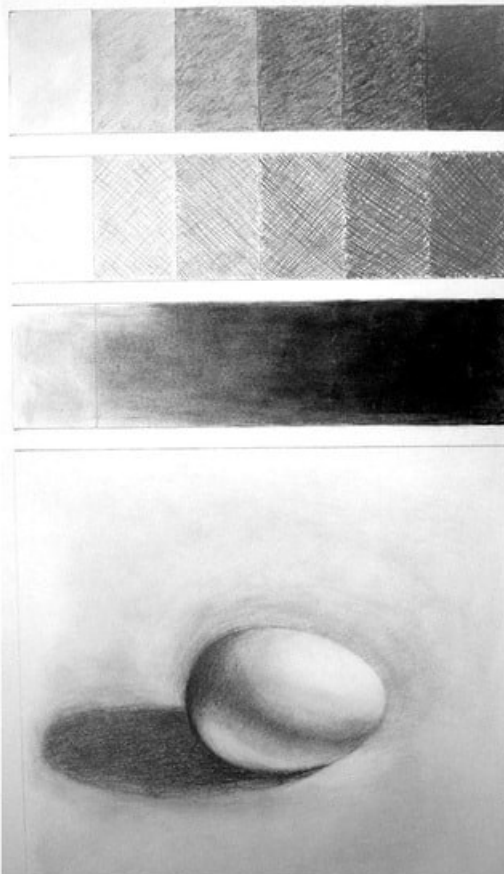
A. Create a value scale demonstrating light to dark tones. You must create at least one value scale and show 5-7 tones.

Examples ----->

B. Create a sphere, apple or egg demonstrating value. Show as much detail as possible.

Examples ----->

- Try your hand attempting different mediums to create your value: ball point pen, colored pencils, markers, water color.

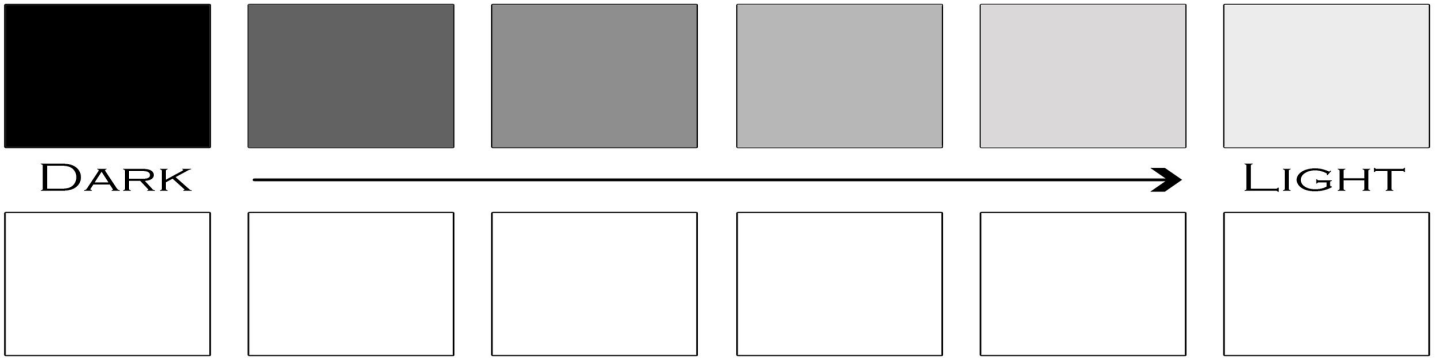


CHALLENGE! [Layers of value lesson and exercise](#)

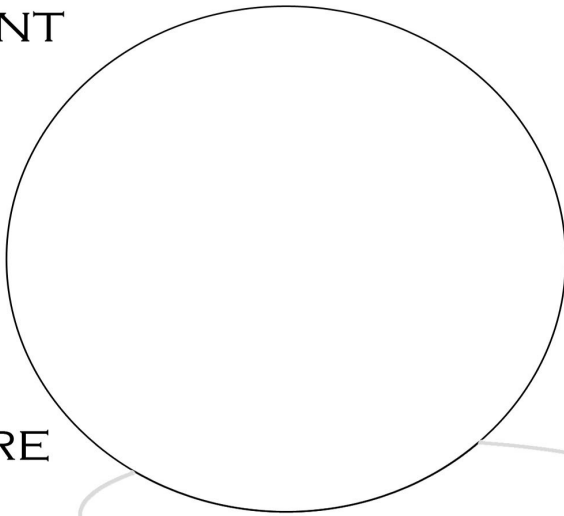
NAME _____

PERIOD _____

VALUE SCALE

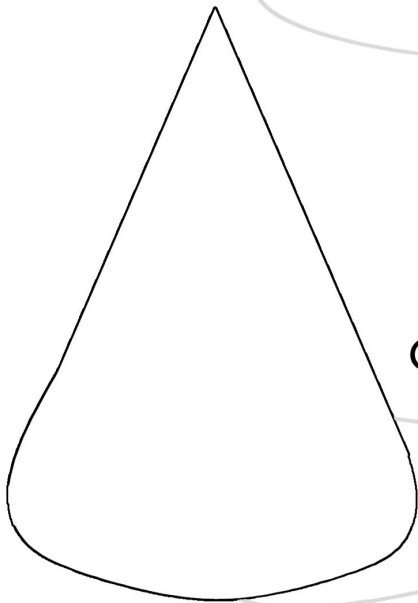


GRADIENT

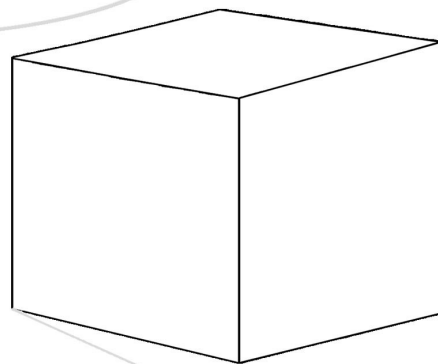


SPHERE

Gradient: _____ /10
Sphere: _____ /10
Cube: _____ /10
Cone: _____ /10
Overall: _____ /40



CONE



CUBE

DARK → LIGHT

--

NAME _____

EXAMPLE

PERIOD _____

VALUE SCALE



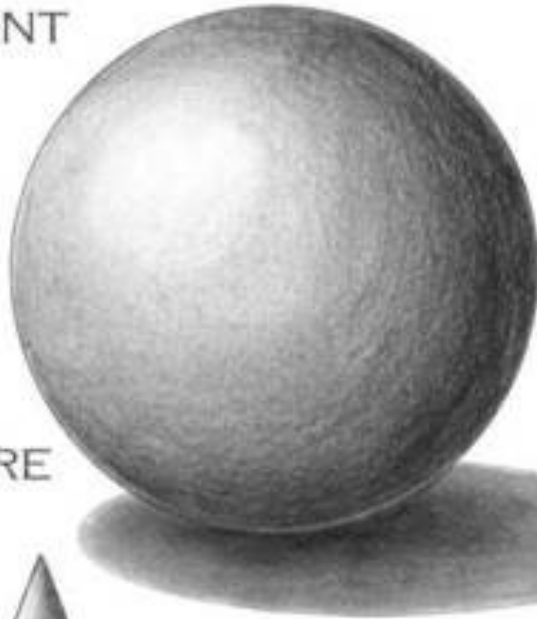
DARK



LIGHT



GRADIENT



SPHERE

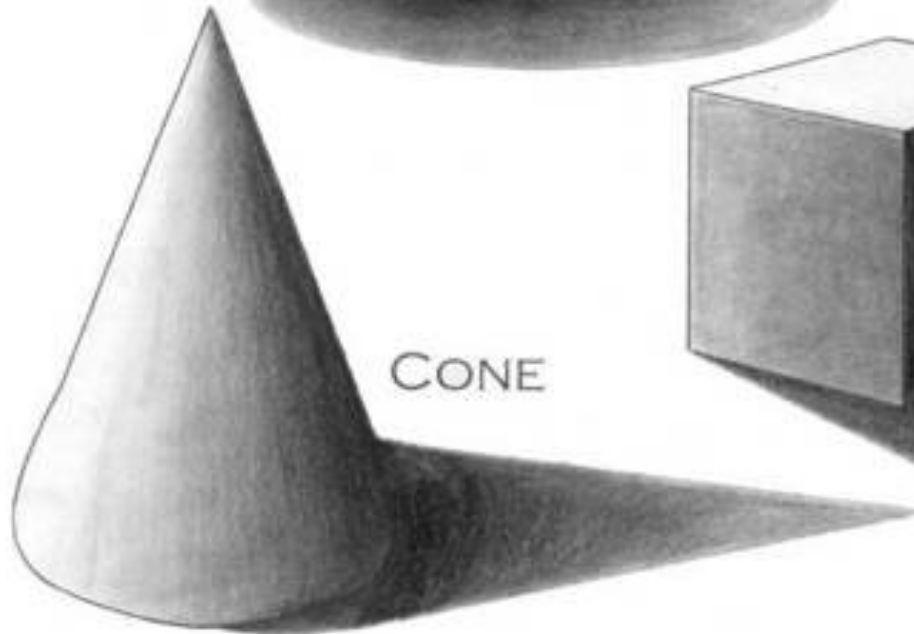
Gradient: _____ /10

Sphere: _____ /10

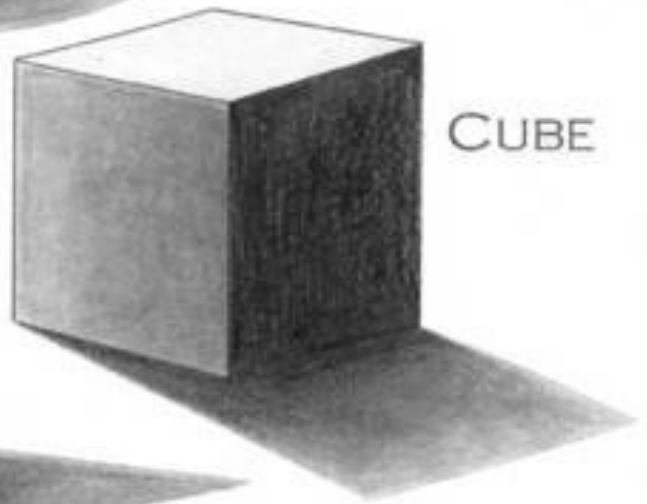
Cube: _____ /10

Cone: _____ /10

Overall: _____ /40



CONE

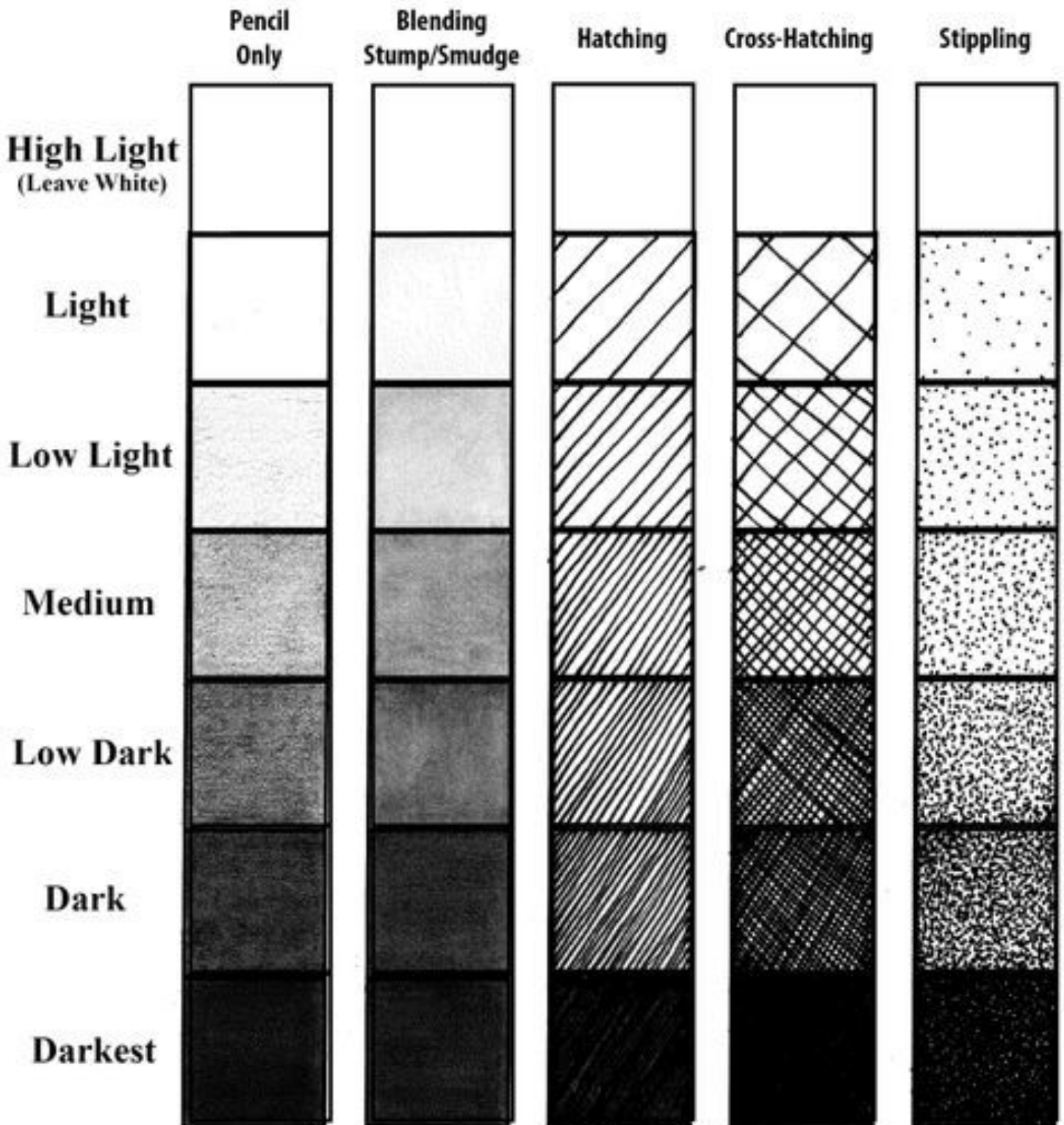


CUBE

EXAMPLE OF VALUE SCALES USING TEXTURE

Value Scales

Value: The lightness or darkness of a color



Visual Arts - IMPLIED TEXTURE

LESSON LINK: <https://wildcatsarts.weebly.com/texture.html>

ACTIVITY #1 Watch the video on texture and answer below questions:

Video: Element of Texture

- Define what texture is.
- What is actual texture and what is implied texture?
- What is the function of a texture?

ACTIVITY #2: CREATING IMPLIED TEXTURE STUDIES

Create and practice four implied texture studies from photo references or from life.

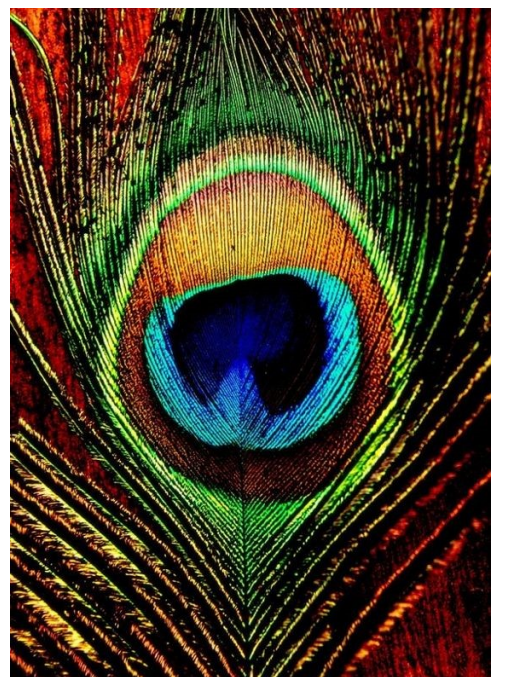
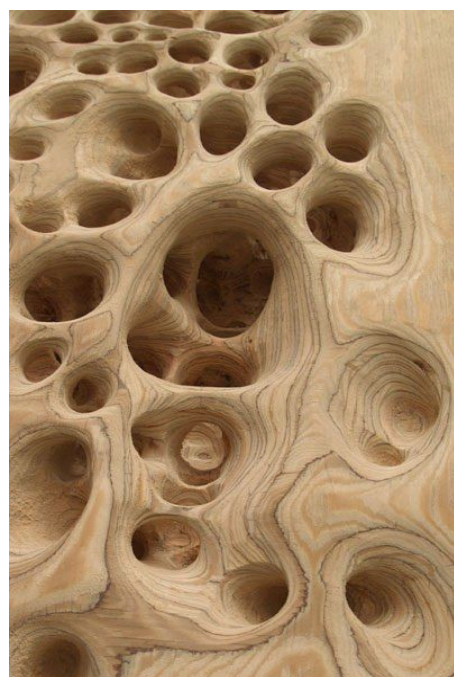
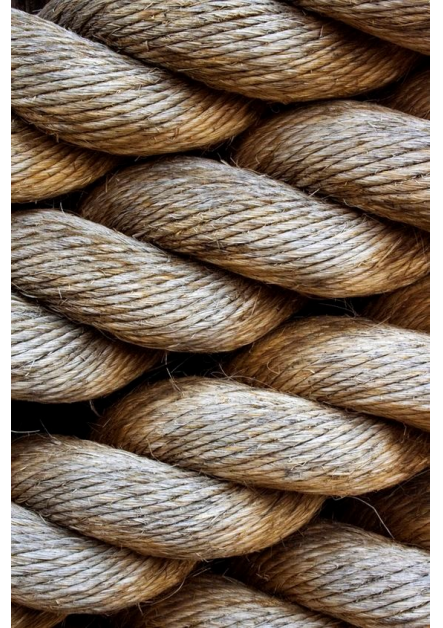
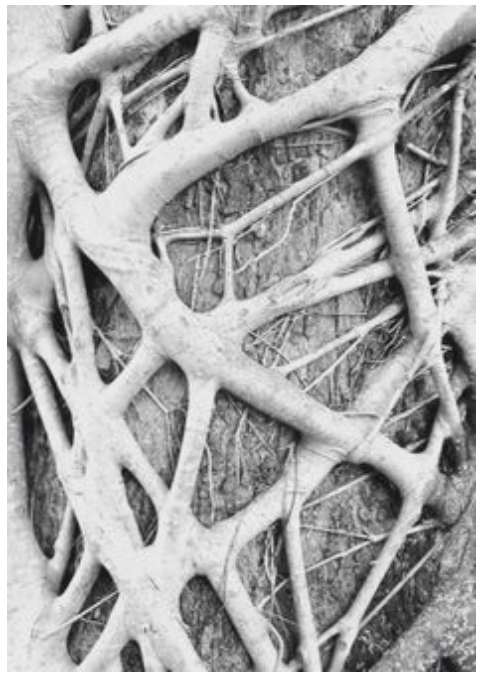
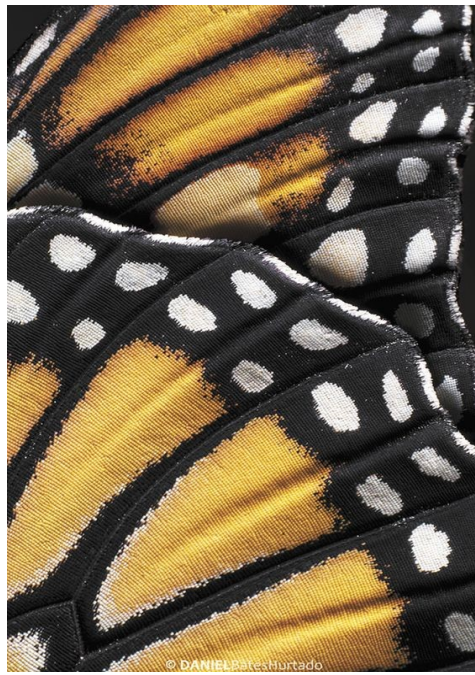
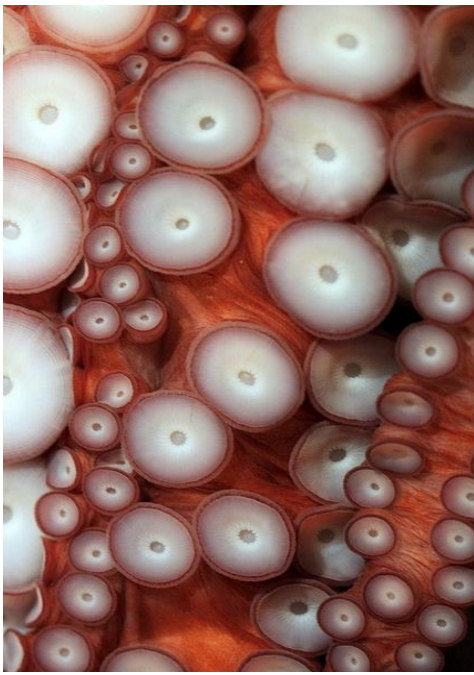
1. Find at least 2 references of texture: Either on your computer or from life using things in your own house. This could be as simple as a close up /macro view of a plant, sponge, feather, corn cob, bark, fabric, fur, shell, basket weave. Study your texture by looking deeply at the details. Many images are on the artiste.
2. Recreate and draw at least 2 implied textures as best as you can. Show both your references and drawings.



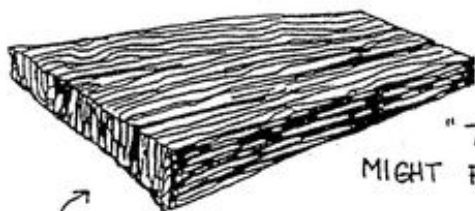
Photo references of texture



Drawn texture of from photo references



TEXTURE



WOOD TEXTURE IS EASILY SHOWN WITH LONG, CURVED LINES.

"TEXTURE" IS USED BY ARTISTS TO SHOW HOW SOMETHING MIGHT FEEL, WHAT IT IS MADE OF.

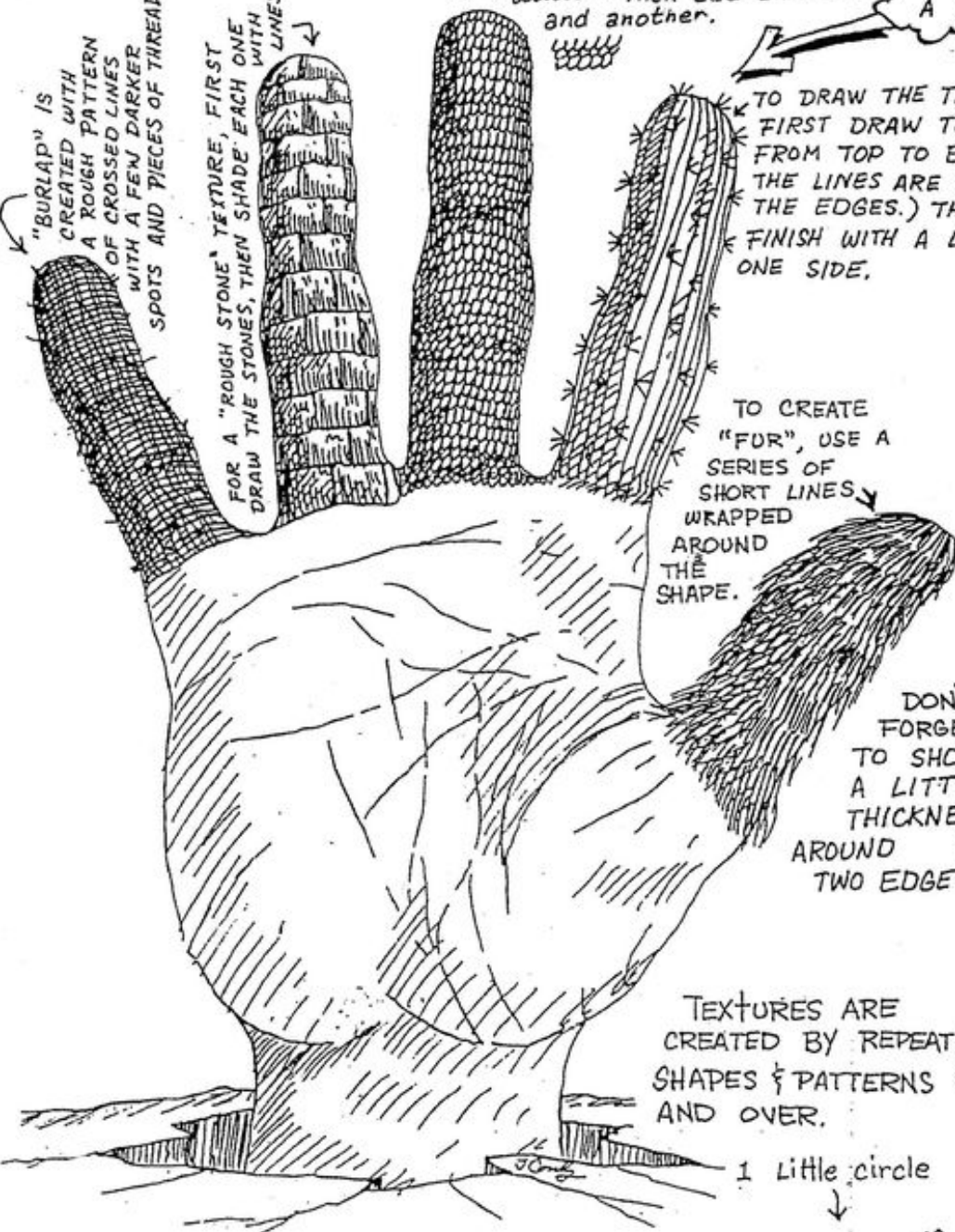
TO PRACTICE TEXTURES, TRACE YOUR HAND AND FILL EACH FINGER WITH A DIFFERENT TEXTURE.

TO CREATE "SCALES" FIRST DRAW A LINE OF U'S "uuuu" then add another and another.



"BURLAP" IS CREATED WITH A ROUGH PATTERN OF CROSSED LINES WITH A FEW DARKER SPOTS AND PIECES OF THREAD.

FOR A "ROUGH STONE" TEXTURE, FIRST DRAW THE STONES, THEN SHADE EACH ONE WITH LINES.



TO DRAW THE TEXTURE OF CACTUS, FIRST DRAW THE LONG "SPINE" LINES FROM TOP TO BOTTOM, (NOTE THAT THE LINES ARE CLOSER TOGETHER AT THE EDGES.) THEN ADD THE NEEDLES. (↙) FINISH WITH A LITTLE SHADING ALONG ONE SIDE.

TO CREATE "FUR", USE A SERIES OF SHORT LINES WRAPPED AROUND THE SHAPE.

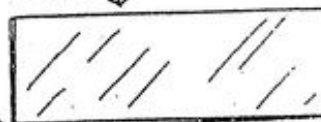
ADDING TEXTURE TO A SHAPE TELLS WHAT IT'S MADE OF.

THIS RECTANGLE CAN BE A....



WOODEN PLANK

OR....

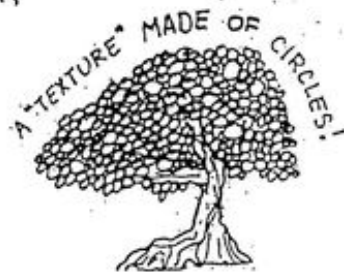
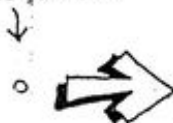


A SHEET OF GLASS JUST BY ADDING TEXTURE

DON'T FORGET TO SHOW A LITTLE THICKNESS AROUND TWO EDGES.

TEXTURES ARE CREATED BY REPEATING SHAPES & PATTERNS OVER AND OVER.

1 Little circle

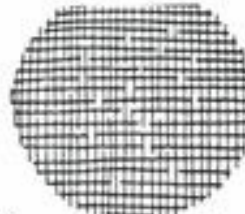




Smooth, curved objects - shows form and motion



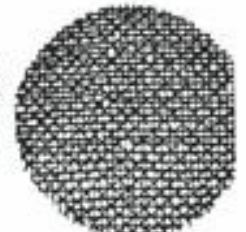
depicts smooth, flat objects - used for a distant, faded look



parallel crosshatch gives a flat, rough appearance



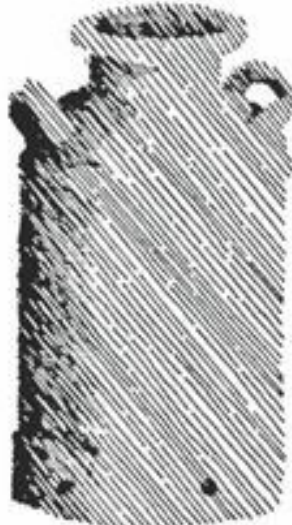
Contour crosshatch gives a rough appearance to curved objects.



Honeycomb crosshatch is used for rough, deeply shadowed areas.



Contour Lines



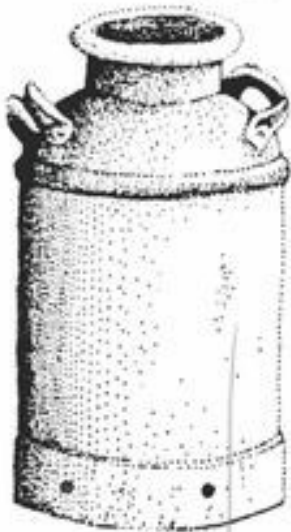
Parallel Lines



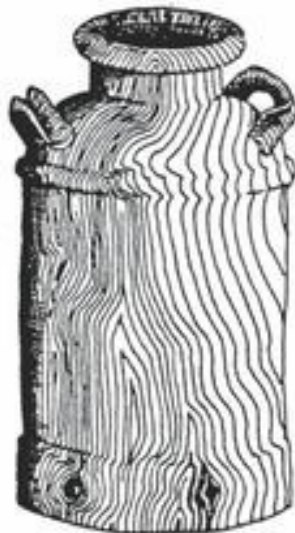
Crosshatch

Pen And Ink Texturing Techniques

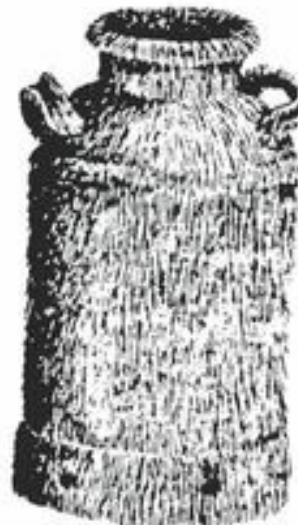
by Claudia Nice



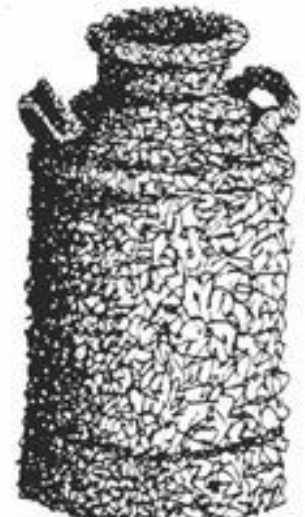
Dots - Stippling



Wavy Lines



Criss-Cross Lines



Scribble Lines



Gives a gritty, dusty or velvety look. As an aged appearance to work.



For depicting grain patterns - (wood, marble)



Gives a hair-like or grass-like appearance



used to depict thick, tangled areas (for distant foliage or kinky hair).