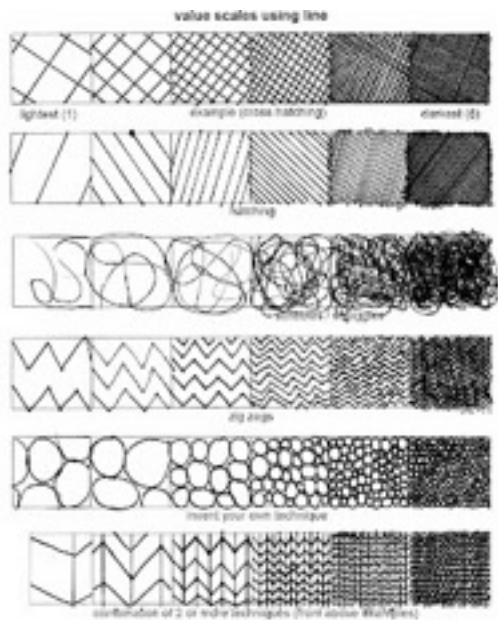


Value– an element of art that refers to the lightness or darkness of a color.

Complete the mark-making chart below by using all of the techniques defined here. Experiment with media and develop your own mark-making system too. Remember the goal is to **render**, which means using layers of marks that are of the same pressure. Don't press harder to make it darker. Instead layer the marks and overlap to create areas of darker tones.



Value Scale– a series of spaces filled with the tints and shades of one color, starting with the lightest tint on one end, and gradually changing into the darkest shade or black on the other.

Gradation– A gradual, step-by-step change from dark to light values or from large to small shapes, or rough to smooth textures, or one color to another. As a principle of design, it refers to any way of combining elements of art by using a series of gradual changes in those elements. Gradation is unlike contrast, which stresses sudden changes in elements.

Hatching- single direction lines, closer together to appear darker. Further apart to appear lighter. Drawn with a sharp hatch motion. **Cross Hatching** is similar except that the hatch marks cross over each other.

Scribbling or Circular doodling- Using scribble like marks that are closer together or further apart to create the value range.

Text Rendering- Using letters or writing to create the mark-making and value range.



	Gradation using color pencil (any color)	Hatching with sharpened #2 pencil	Cross Hatching drawn with sharpie thin-line marker	Stippling drawn with crayola thin line marker	Scribbling with graphite stick	Invent Your own with media of your choice too.
Lighest						
Darkest						

Lighest



Darkest