

MODELING

Value:

Modeling is another name for *shading*. Using modeling in a drawing can make an object appear to come to life. It gives the object a **3-dimensional quality**. The same object, without shading, tends to look flat.

When we use modeling (shading), what we are really doing is recording the **darks and lights** that can be seen on the surface of an object. **The amount of dark or light is called value**. In a drawing, where color is not involved, values are recorded as different tones of gray. To represent a 3-dimensional object properly, we must examine the object closely, looking for changes in dark and light values.

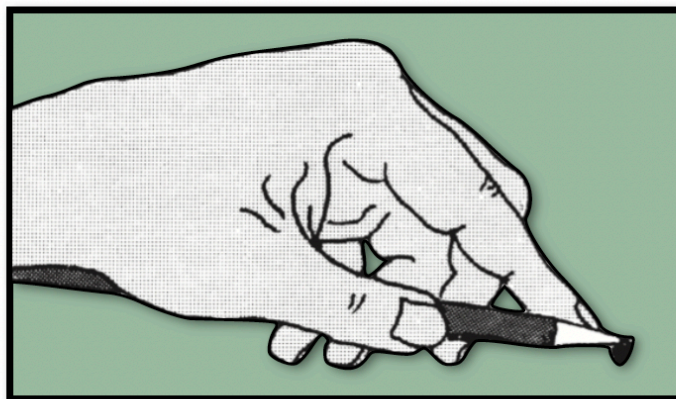
One of the big differences between the kind of drawing you did when you were younger and a more mature drawing is the modeling. The use

of modeling techniques will make your drawings look more grown-up.

Value Scale:

Before we begin using modeling techniques in a drawing, we must practice using our pencils to produce different values. We may see **very light grays, medium grays, and dark grays** on the same surface of an object. In order to practice creating values, we must first identify a number of values from very light to very dark. Then we will create a scale called a value scale.

Let's create a value scale with three different grays: **a very light gray, a medium gray, and a dark gray**. The three boxes below will contain our value scale.



Holding your pencil in the under-the-palm fashion, record three different values of gray in the boxes below:



very light



medium



dark