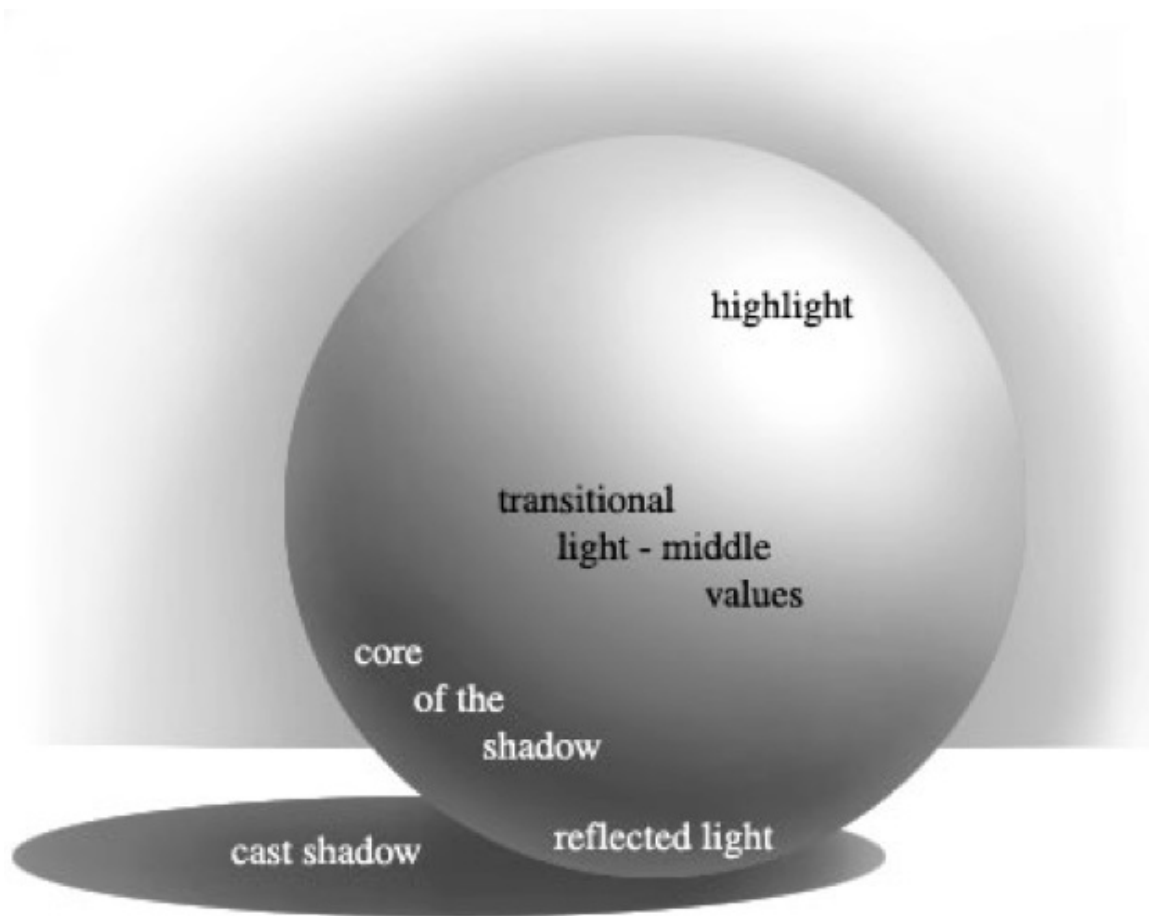


VALUE

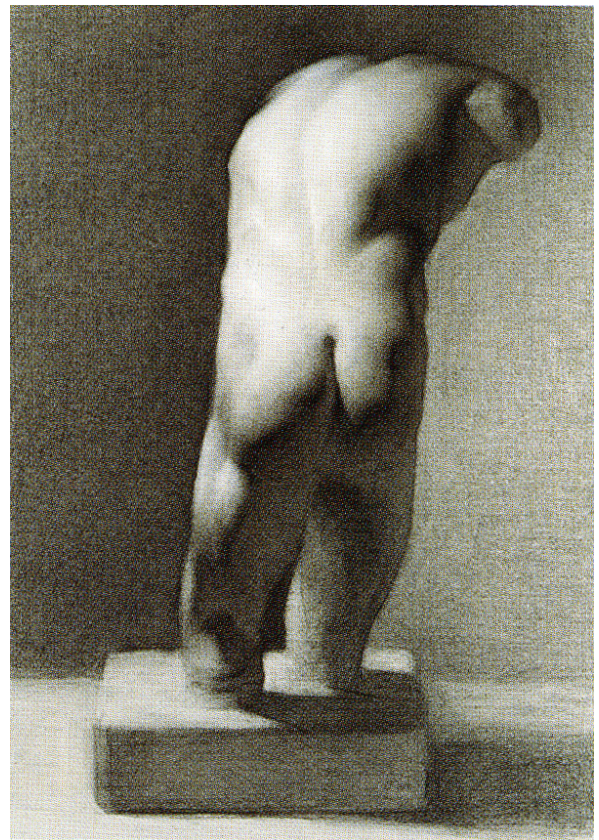
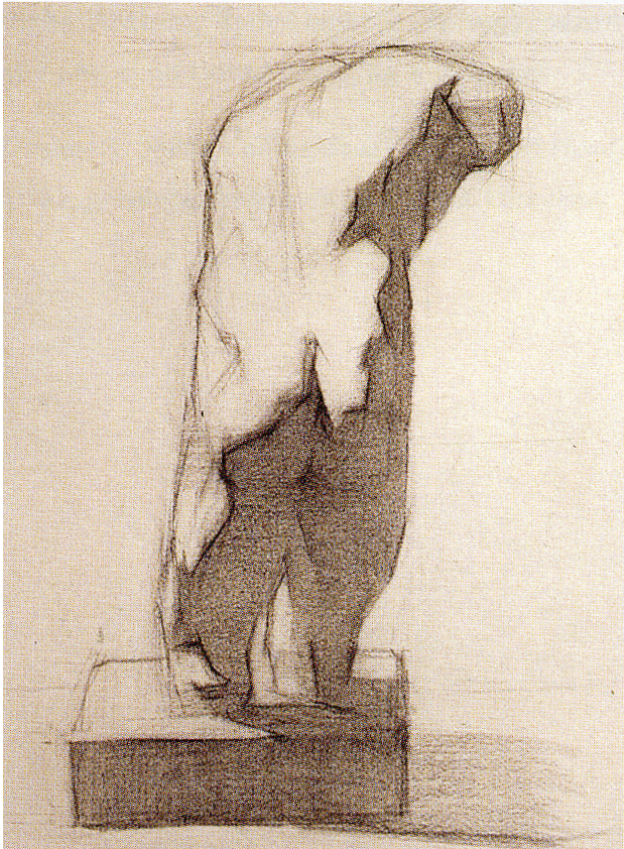
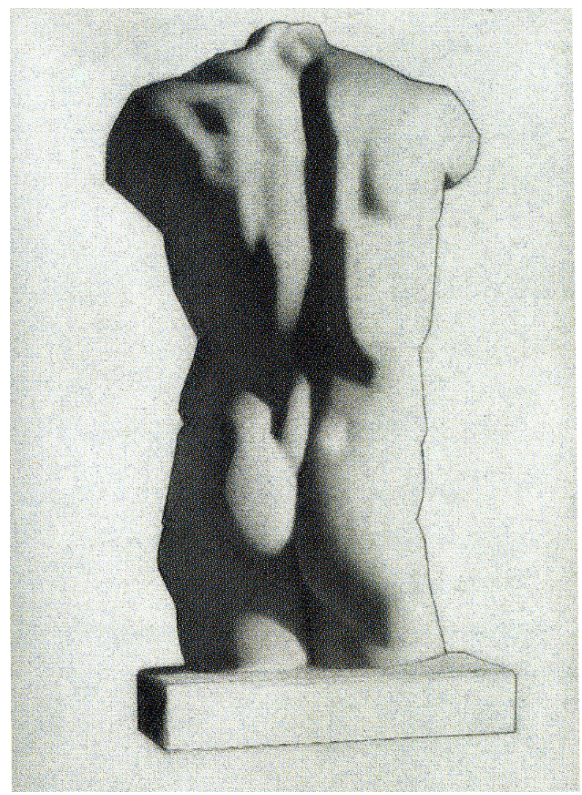
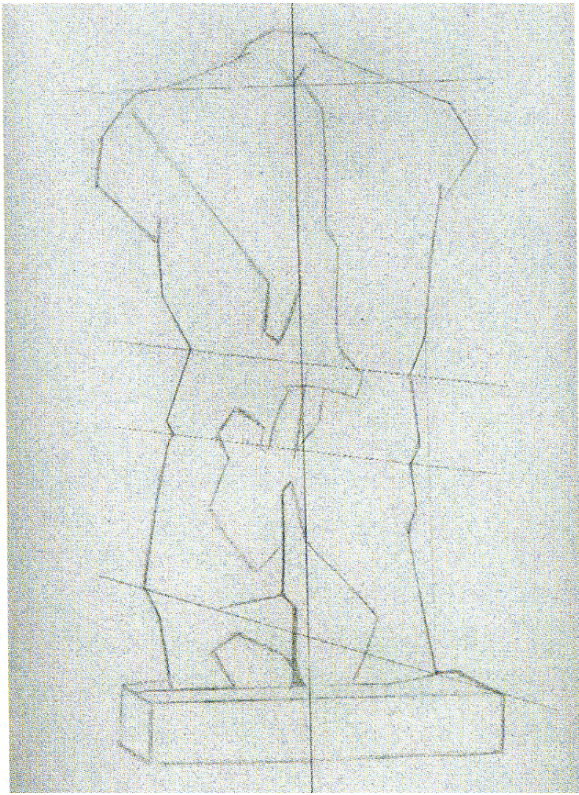


- Remember to begin by breaking down what you are drawing by focusing on the biggest bulk shapes first, the light mass and the shadow mass.
- Do not get the reflecting light confused with the light mass. Reflecting light is still part of the larger shadow mass, even though it is a lighter part of the shadow.
- Middle values, also called halftones, fall within the light mass (the area being hit by direct light). In most cases, reflected light will be darker than any area within the light mass.
- Always compare one area to another. Where are the darkest darks and the lightest lights? Sometimes these changes are very subtle and other times they are more extreme. The key is making sure you pay attention to this and adjust the values in your drawing accordingly, based on what you are seeing.

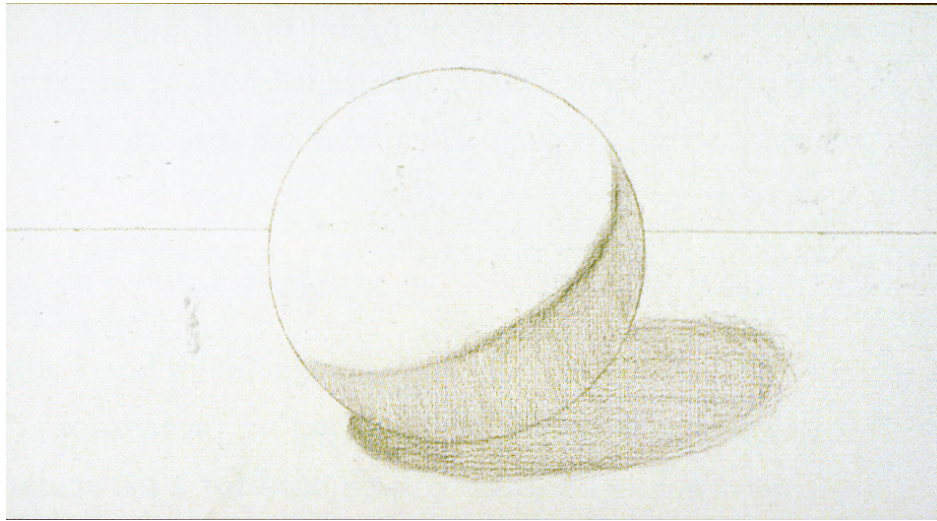


Begin your drawing with a gesture. The examples above show how angle measuring was used to establish the overall proportions.

Remember to start with an accurate structural line drawing, clearly separating the light and dark areas. Subtle value gradation and the halftones / middle values can be established later.



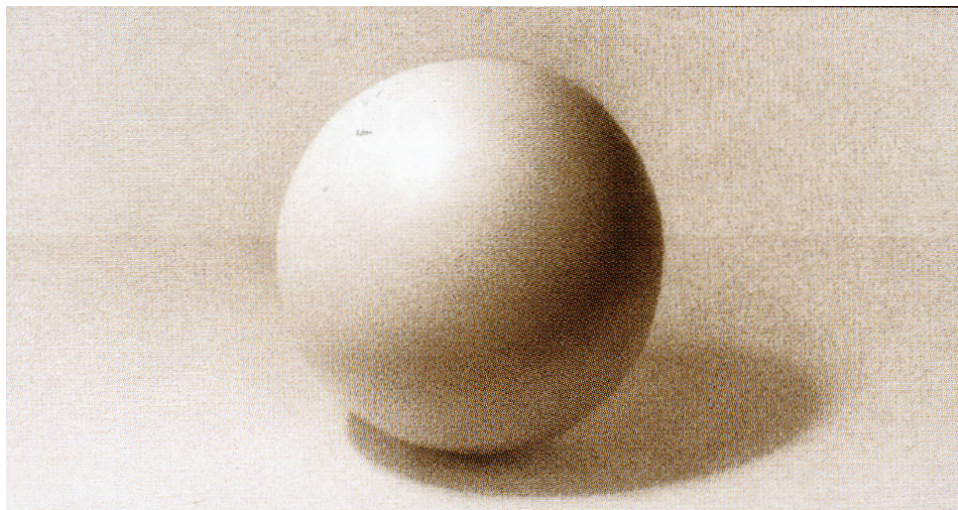
Sphere Drawing



Stage 1: Position the circle and horizon line in relation to your paper, and draw the shadow shape and cast shadow.



Stage 2: Develop the circle into a sphere by placing halftones along the core shadow line of the sphere and additional tones adjacent to the sphere.



Stage 3: Fully resolve the halftones on the sphere and add depth and space to the background.