

(Light Source)



Parts of Light

Value = the brightness or darkness in a work of art. (Often referred to as shading or parts of light and shadow.)

Including all the parts of light (highlight, body/half-tone, body shadow, reflection, & cast shadow) and all values (white, light, medium, & dark) is essential to good drawing or painting.

Parts

Highlight = areas receiving the most light; closest to light source.

Body/Half-tone = areas receiving even amount of light. Middle area.

Body Shadow = darkest area on the subject; furthest away from the light source.

Reflection = light bouncing onto the subject from the surface it's resting on.

Cast Shadow = shadow cast on ground by the subject.

Light Source

Before an artist begins to add value or shade a work, they need to pay close attention to where the light is coming from. Identify the light source and the direction light is coming from. This will affect how light falls on the subject. (all values or shading need to be consistent with the light source).

