#### VALUE IN ART

Value for Pattern Value for illusion of form 2D Design- Art 203

# Value in Art

An element of art, value refers to the lightness or darkness of a color.

Value becomes critical in a work which has no colors other than black, white, and a gray scale.

But without differences in value, objects blend together.



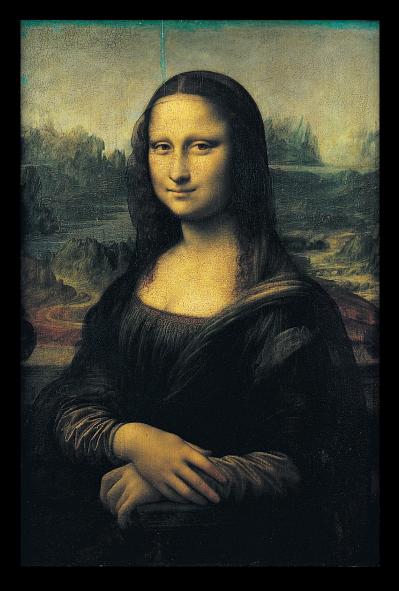
In this painting by Matthew Ritchie, the center part has many elements, textures and colors. But because the values are similar it's difficult to see the separate things.

### Value in Art

In the Renaissance, **Chiaroscuro**, **a** technique for creating the illusion of natural form based on the visual observation of the natural world was developed.

Artists noticed how it is the shift between light and dark that creates the ability to see objects in the world.

And, to create the illusion of a three dimensional form or object that shift could be replicated. By observing the way light hits an object and rendering it, artists could more closely render the real world.



LEONARDO DA VINCI, Mona Lisa, ca. 1503–1505. Oil on wood, approx. 2' 6" x 1' 9". Louvre, Paris

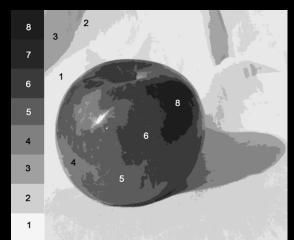
### Value—the point

The whole point of value in art is to create the illusion of light. So value is used to basically create the illusion of highlights and shadows.

Highlights and shadows combine to create the illusion of a light source. Remember, without light we cannot see. So technically, without a light source, you have no illusion.

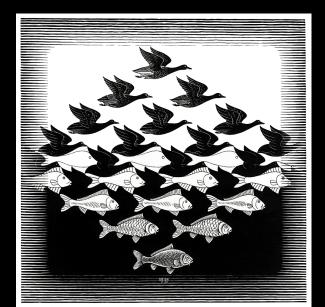






## Value-pattern

While we usually refer to value as creating the illusion of 3 dimensional form, it is also used for creating pattern.



Escher and Mackmurdo



### Value—

Look at these two images by Japanese artists.



Japanese woodblock print, and Haruki Murakami, Tan Tan Bo Puking--

Japanese artists have never cared about creating the 'illusion' of form. These artists use value differently.

How?

#### Value-

# Value can be used to create strong contrasts.





Drawing by Lucian Freud

Book Illustration by Aaron Douglas