

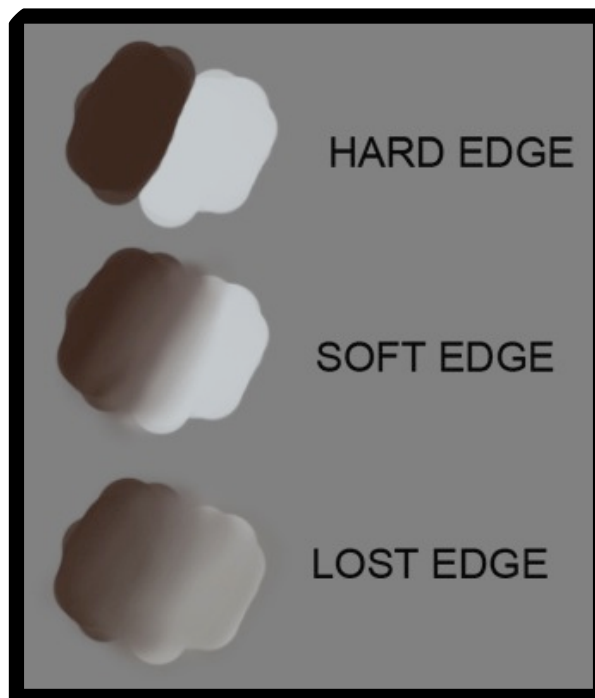
Definitions

Values: relative degree of lightness or darkness



Color-values: The relative degree of lightness or darkness of a particular color mixture.

Line/edge quality: The relative darkness, lightness, hardness, or softness of a contour or shadow edge.



Form: The visible shape or configuration of a subject. The specific roundnesses expressed by the anatomy of the human body, for instance.

Turning the form: Arranging the values in a painting or drawing so as to express the roundness of a subject.

Naturalistic: Derived from real life or nature, imitating it very closely

Grisaille: A method of painting in black, white, and raw umber. French, from *gris* 'gray.'

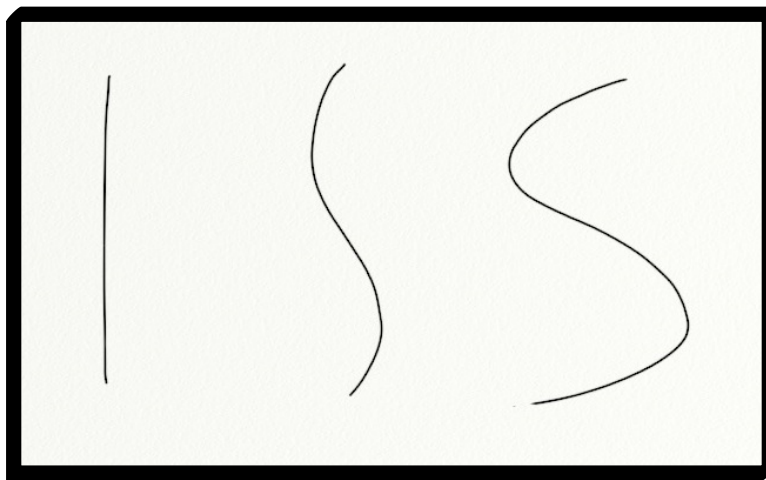
Monochromatic: Containing or using only one color (as in an underpainting when only using raw umber).

Unity of light (shadow): What can be observed when squinting while looking at a subject, or observing a subject in a black mirror.

Key: The interpreted relationships of values, in a drawing or painting, taken from observing a subject/picture plane.

Visual impression: The fall of light on a subject which can be well observed while squinting.

Gesture: The movement of a line in space. The first line has no gesture, the second has a little gesture, the third line has an extreme gesture. This idea can be expressed in both 2D and 3D.



Design: The interpretation of the underlying structure in nature as expressed through line, something we use both in the block in stage and at the end of a drawing/painting.

Light effect: Is achieved by arranging the appropriate contrast relationship between light and dark values in a drawing/painting.

Chroma: purity or intensity of color.