

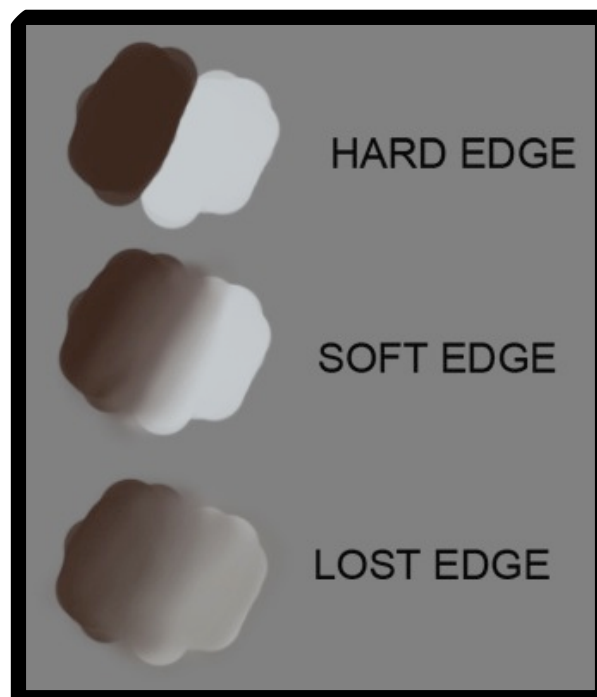
# Definitions

**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.'

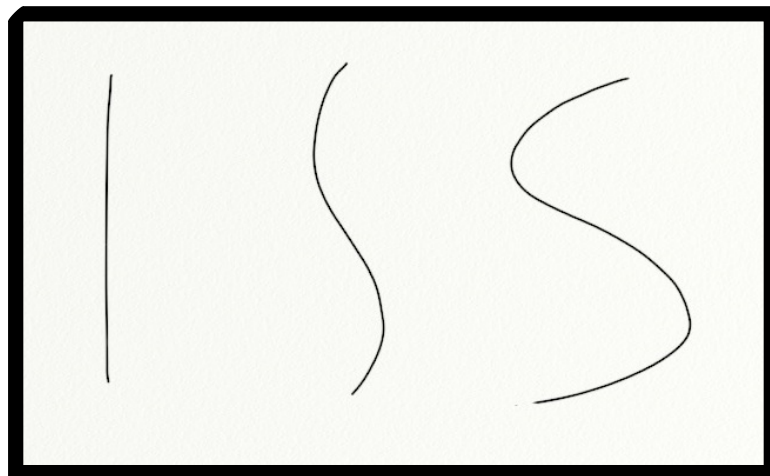
**Monochromatic:** Containing or using only one color (as in an underpainting when only using raw umber).

**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 (see illustration below). 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.

**Breadth:** A kind of simplification in a drawing or painting that accentuates the structure and form rather than the details.

**Appelles Line:** The border in between two convex planes which tends to be accentuated by a highlight.