Name: PRINDLE

Class Code: P3-7
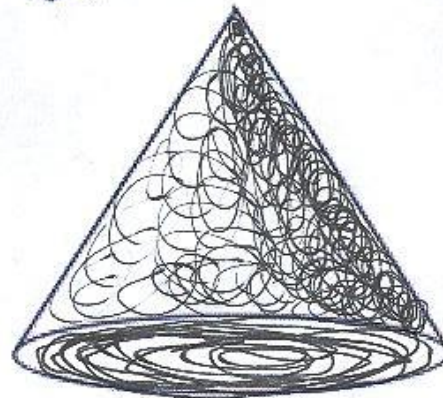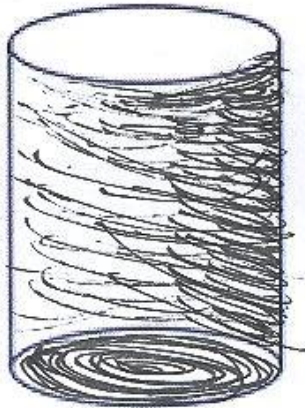
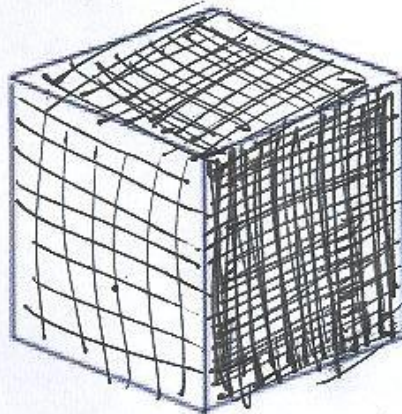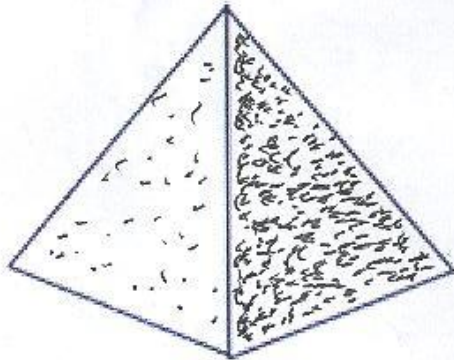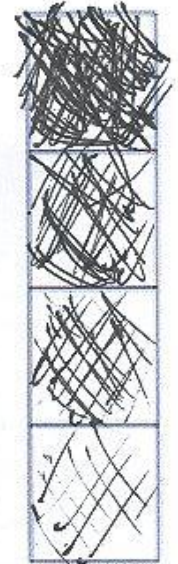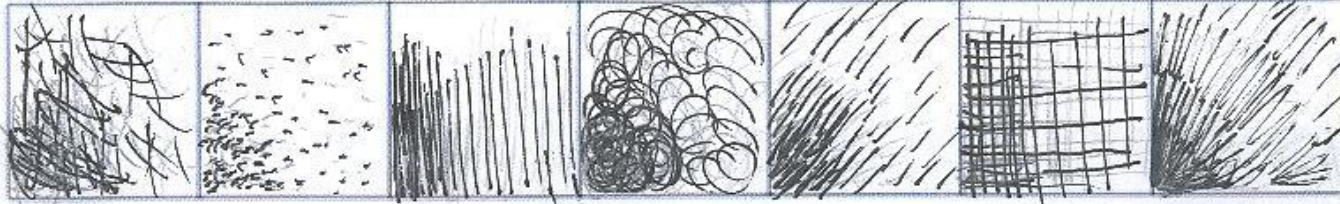1. Use the 7 boxes above to test some texture and value techniques.
2. Use the long box on the right to create a value scale starting with dark at the top and moving towards light at the bottom.
3. Apply a textural technique to the shapes to show tone. Decide where your light is coming from.

40 Points