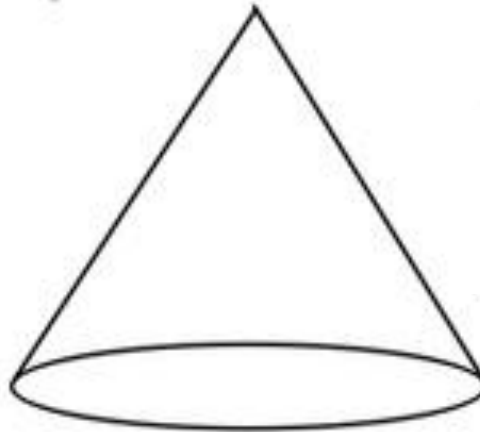
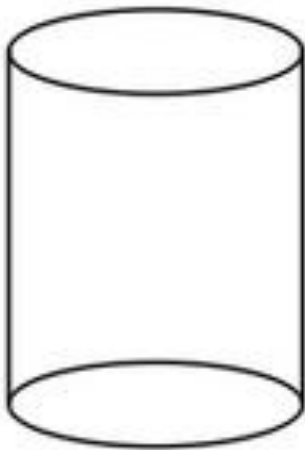
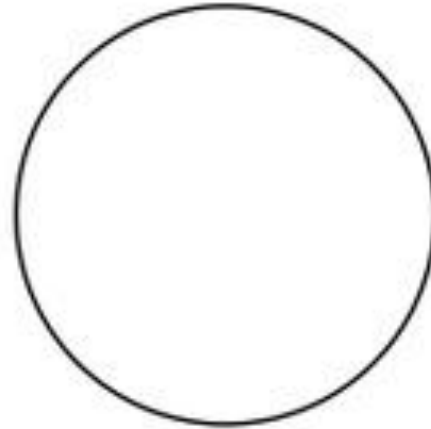
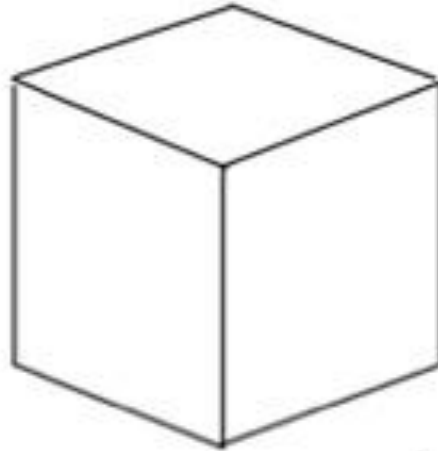
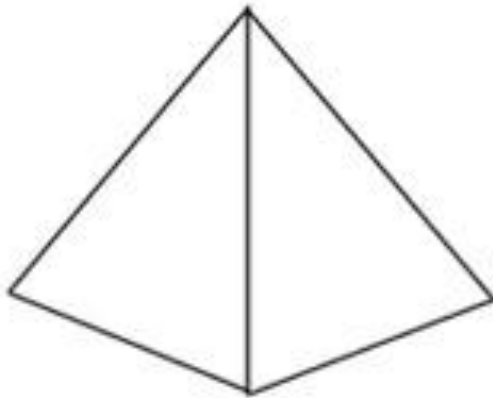


Name:

Class Code:

--	--	--	--	--	--	--

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