

# Shattered/ Abstract Value Project

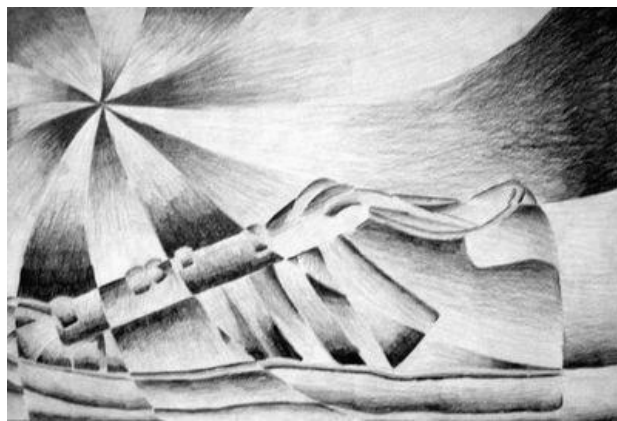
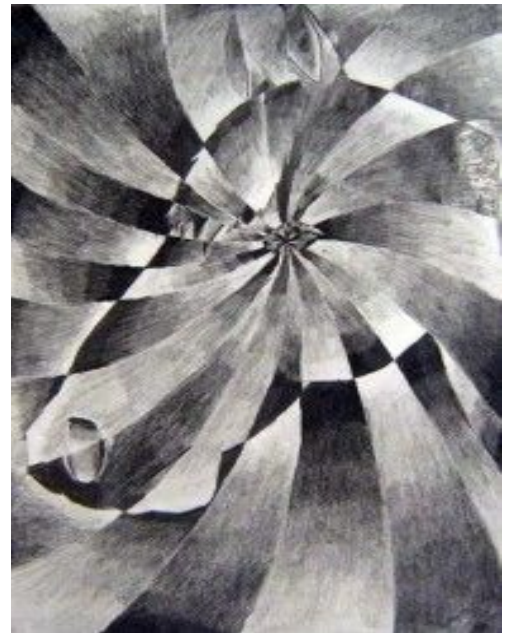
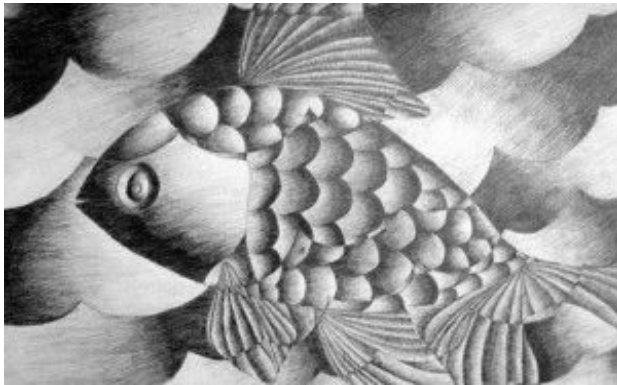
## ESSENTIAL QUESTIONS:

What is value?

What is the purpose of value in an artwork?

How would a work of art be different without a range of values?

## COMPLEX EXAMPLES:

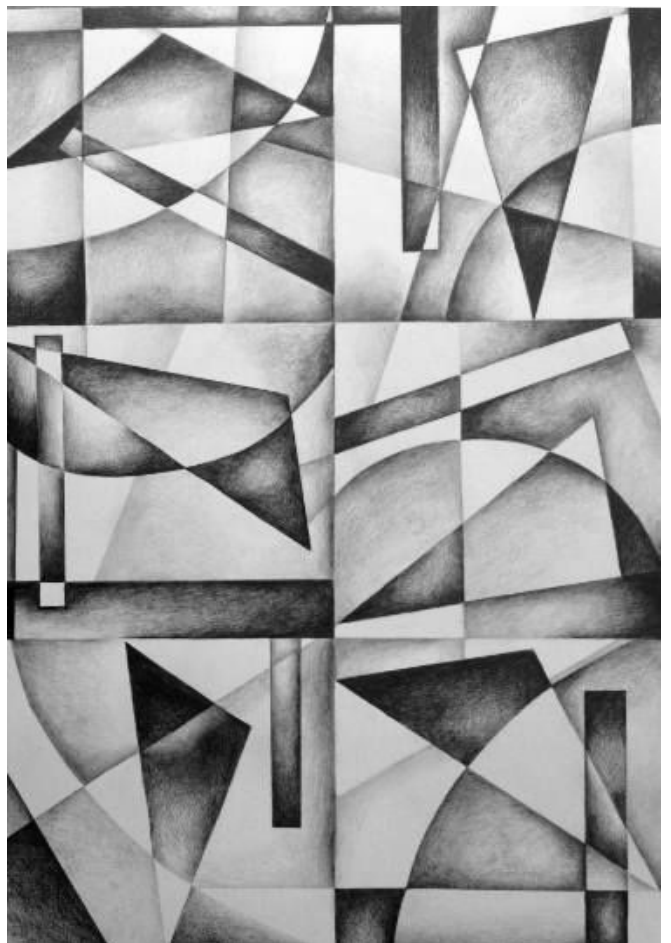
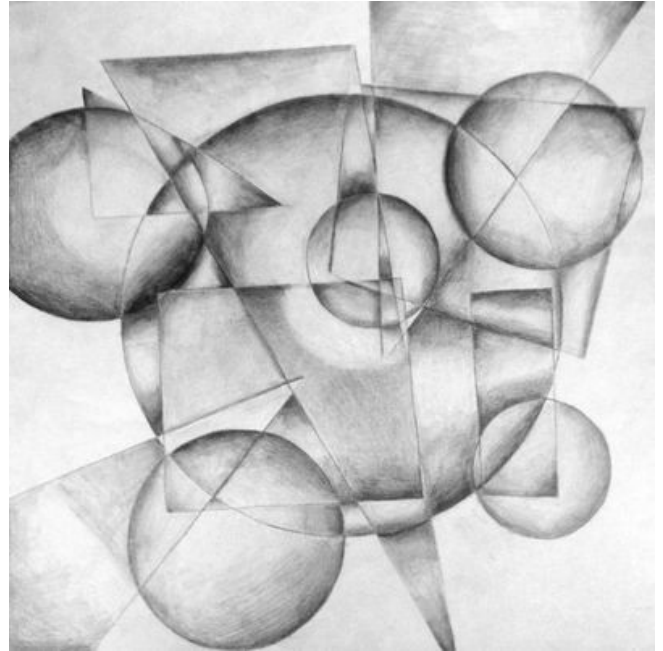
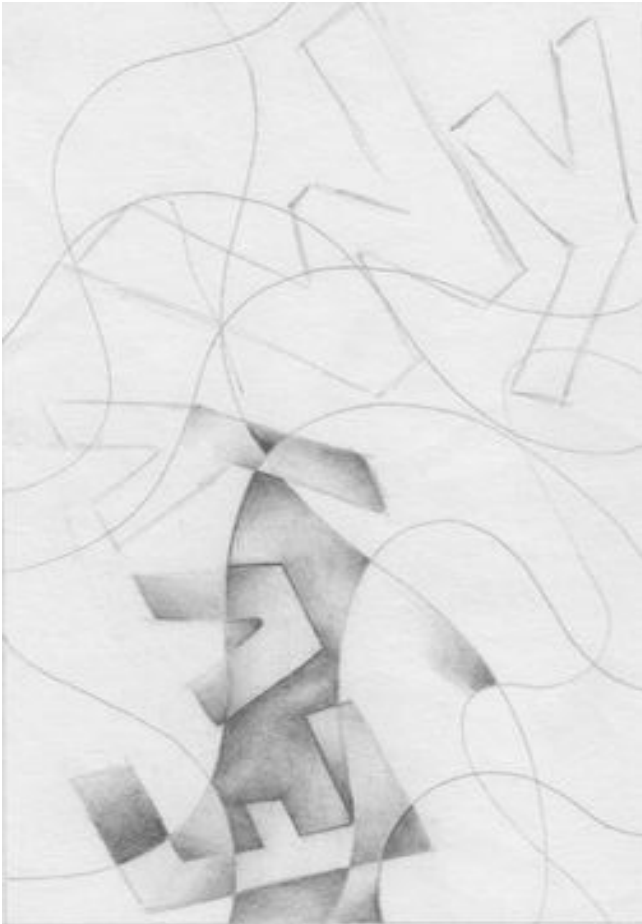




## ABSTRACT VALUE PROJECT

Focused on shapes, value, and composition only

### SIMPLE EXAMPLES:





# Shattered Values Assignment

(Adapted from a lesson by Ken Vieth in the book [From Ordinary To Extraordinary](#)).

1. Select a subject of which you can make a contour line drawing. Focus on a single object, such as a car, insect, person or fish. Be sure to fill your page.
2. "Shatter" the subject in some way by breaking it up with lines or shapes or patterns of some sort. These lines will overlap your first drawing. (There are numerous methods you could, but be creative. Think of various ways that lines break up objects: shattered glass, wavy lines of water, spiral lines as seen on a snail shell, geometrical divisions of shapes.) The objective is to create more shapes in your drawing, like a giant puzzle.
3. In your drawing, focus on each individual shape you have created, and apply the entire range of value (from black to light gray) in each shape. Proceed from shape to shape, deciding which part should be the richest black and which should be the lightest gray. Sometimes you may want to alternate from one shape to the next. You may also want to vary the direction of your shading inside your object from that outside your object in order to emphasize it.
4. Fill the entire paper with values, including positive shapes of the object and negative background shapes.
5. Critique your work. Compare and contrast to cubist artists such as Braque and Picasso.

Braque:



Picasso:

