## WHAT IS VALUE?

COMD 1100 | Prof. jake Wright

**Value** refers to the lightness or darkness of a color.

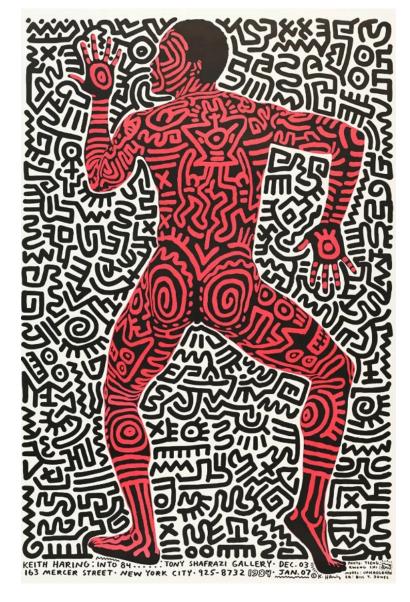
It ranges from low (dark) to high (bright).



**Contrast** refers to the difference in value between two adjacent colors.

It ranges from low (dark) to high (bright).

High-contrast images use very low and very high values, with fewer tonal variants (shades or tints) between light and dark colors.



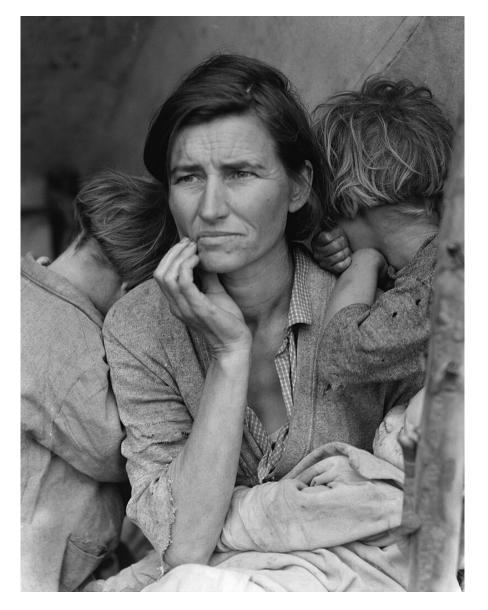


Katsushiro Otomo, poster art for *Akira*, 1988



Hedi Slimane, photography and album art for The Fame Monster, Lady Gaga, 2009

Low-contrast images show less difference in value between adjacent colors, and more tonal variants between dark and light areas.



Dorothea Lange, Migrant Mother, 1936



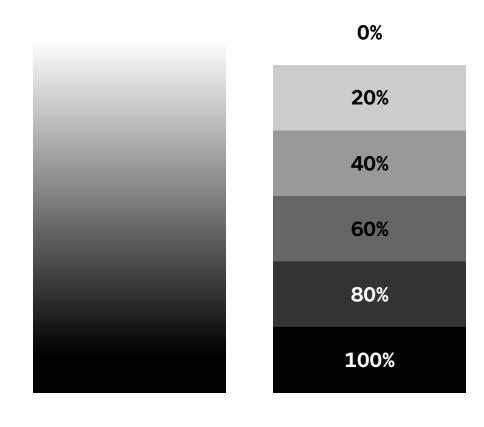
Claude Monet, Houses of Parliament: Effect of Fog, London, 1904



Jake Wright, monitor loop from a presentation I did for the 2018 What's New What's Next design expo

## VALUE SCALES AND GRADIENTS

- a *gradient* is a gradual transition from one color to another
- a *scale* breaks this transition down into intermediate steps
  - at the halfway point on a gradient or value scale, the color will be exactly 50% each; at 10% it's 10/90, etc.



## MIXING VALUES

- 80% gray is 80% black and 20% white
- this can be done by combining pigments
- also possible via optical mixing
  - when two small areas of color are placed next to each other, your vision combines them to create the illusion of a third
  - a black and white pattern will optically mix to the shade of gray with the same ratio of black to white
- Ben Day screens (right) were early patterns used to replace shades of gray in industrial printmaking

