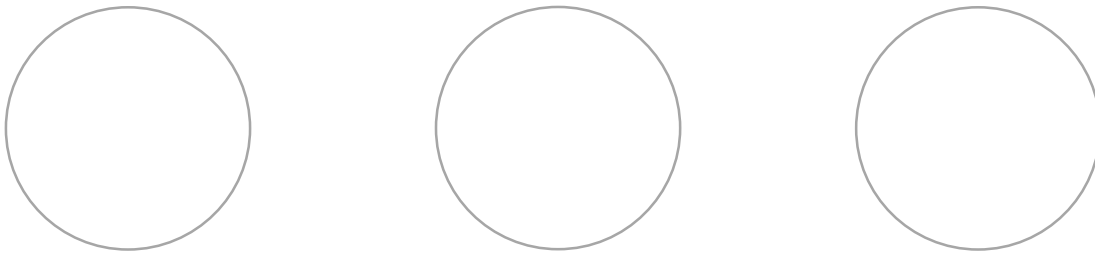


Basic forms & basic value methods: blending, crosshatching, stippling and scumbling.

Draw three sphere here. Indicate the lightsource with an arrow & draw cast shadow. Use three different value methods & a full range of values high to low to show the form of each sphere.



Linear perspective is using orthogonal lines that link to a vanishing point to show depth.

Complete the boxes using 1 point perspective. Add value according the lightsource provided

