**2D Design**

**Value Vocabulary**

**Value**

Degrees of light and dark

**Value scale**

A range of incremental degrees of change between extreme light and extreme dark

**Local value**

The actual value of objects perceived when free from the effects of strong light and shadow

**Light**

The illumination of an object that makes sight possible and helps define forms in space

**Shadow**

The state of being blocked or partially blocked from directional light or illumination; a precise area of shade cast by an object intercepting directional rays of light

**Tone**

The degree of surface illumination; homogeneous quality of light or dark as exemplified in a smooth transition of rounded objects

**High key, Middle key, Low key**

The lightest half of the value scale, the middle section of the value scale being equidistant from extreme light and dark, the darkest half of the value scale

**Full range**

A complete gradation of tones from the extreme lightest to the extreme darkest values

**Shade**

A lessened degree of light caused by the blockage or partial blockage of directional light rays