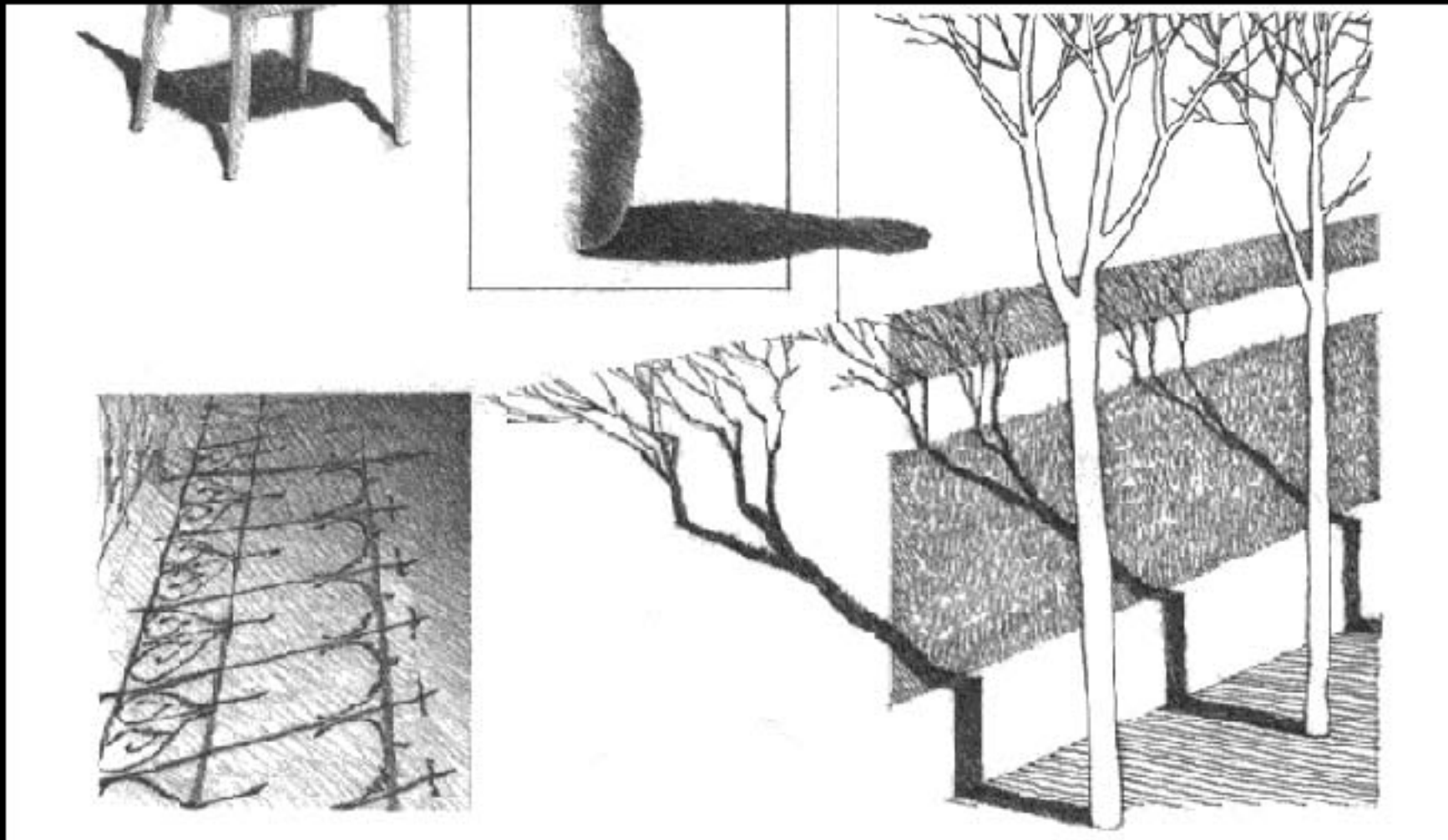# LIGHT | SHADE

intense light   diffuse light

Light is not static—it is sometimes harsh, sometimes diffuse.

Clearly delineated contrasts of value imply sharp edges, abrupt turns at corners, and the illumination of a bright, direct light.

Gradual tonal changes, on the other hand, convey soft edges, gently curving forms, and the illumination of indirect light.
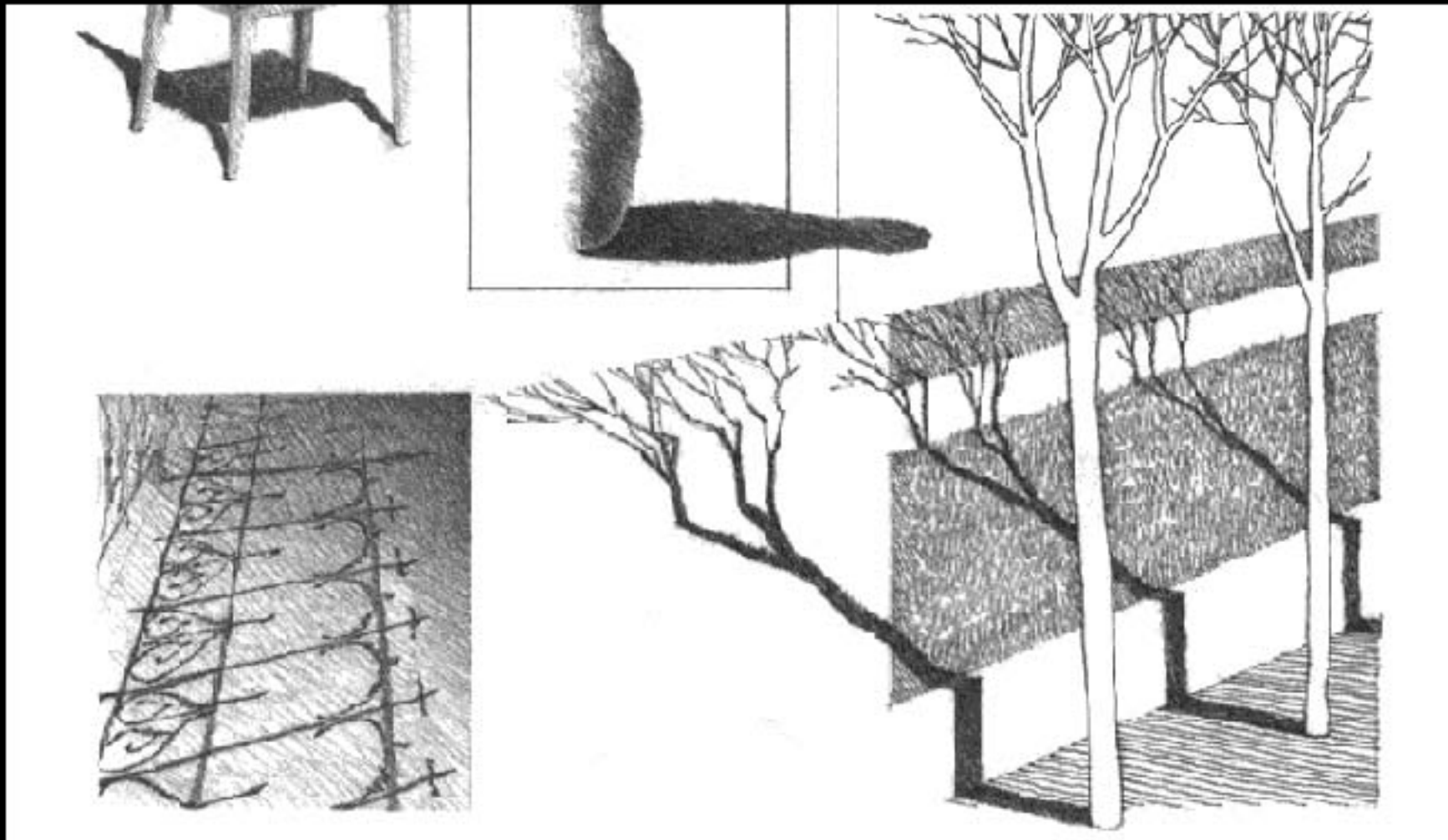
Shaded surfaces and cast shadows are usually neither opaque nor uniform in value. One should apply shades and shadows as transparent washes that belong to the form and through which we can read the texture and local color of the surface.

Shade becomes shadow along spatial edges or shifts in planes. In order to retain a sense of three-dimensional forms occupying space, we should distinguish between the values of surfaces in shade and those of cast shadows.

LIGHT | SHADE

- Disclose the relative position of objects in space.

- Anchor an object to the surface on which it sits.

- Reveal the distance between forms and the surfaces upon which they are cast.

- Clarify the form of the surfaces upon which they are cast.

- Generally darkest where they meet a surface in shade, becoming lighter toward its outer edges. The boundaries of cast shadows are distinct in brilliant light, but softer in diffuse light.

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