THTR 353 Scene Design

Skills Sheet #2

The Gray scale

Use format like this to create a gray scale using a mark-making technique of your choice.

The value (darkness) should progress from one block to the next with lightest value at one end and darkest at
the other. The value change from one box to the next should be the same at every transition.

This exercise is designed to take an object we are comfortable with (a pencil) and sharpen (pun) our skills at using it. It also is designed as a way to increase your awareness of light to dark values which will help in executing shaded sketches.

Try making your darkest square first, then the middle, refining as you build it up.

Why do this?

Mastering the tools at your disposal are essential for a scenic designer. These tools are literally part of a designer's vocabulary. Gray scales help to "connect" the eye and the hand. Gray scales address the development of pencil skills and the designer's eye.This is an exercise which is continuously valuable. As you master a progression of 5 boxes, increase the number (and thus refine the gradations between them).