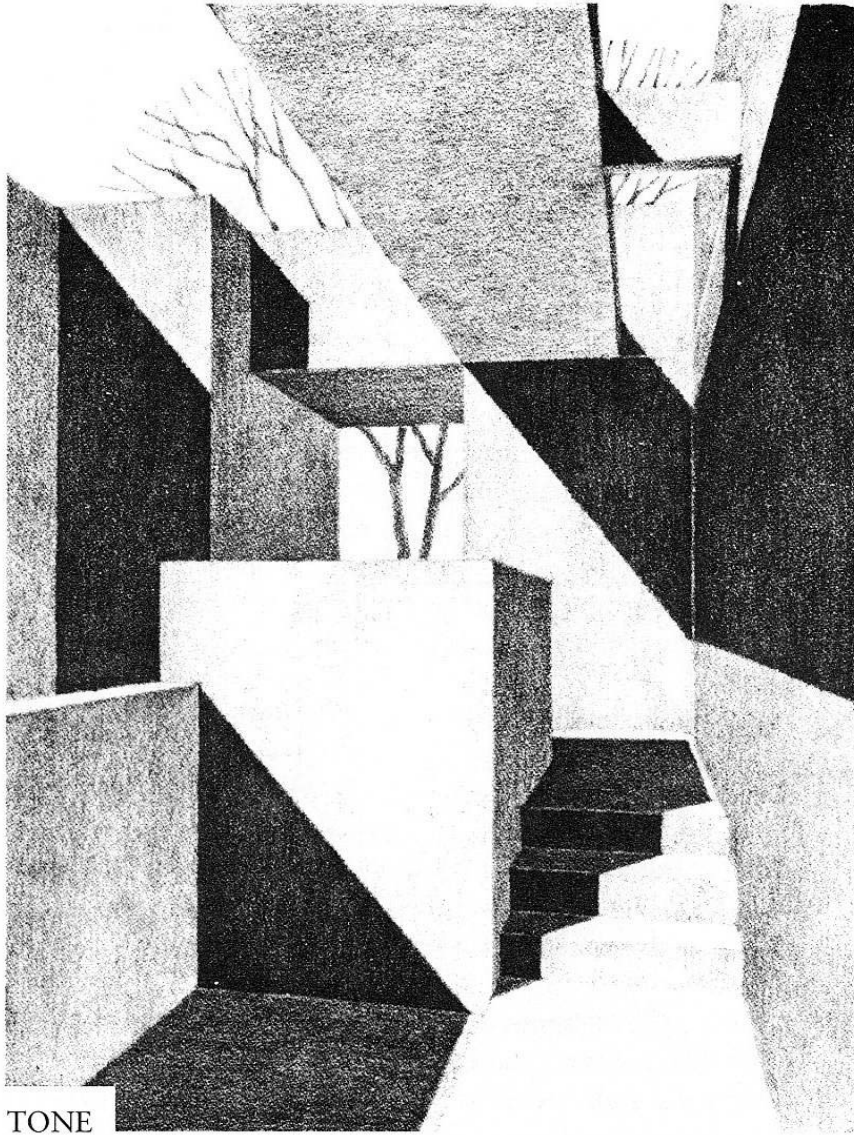


INDES 165: Visual Presentations

Tone and Line

From Design Drawing by Kirby Lockard



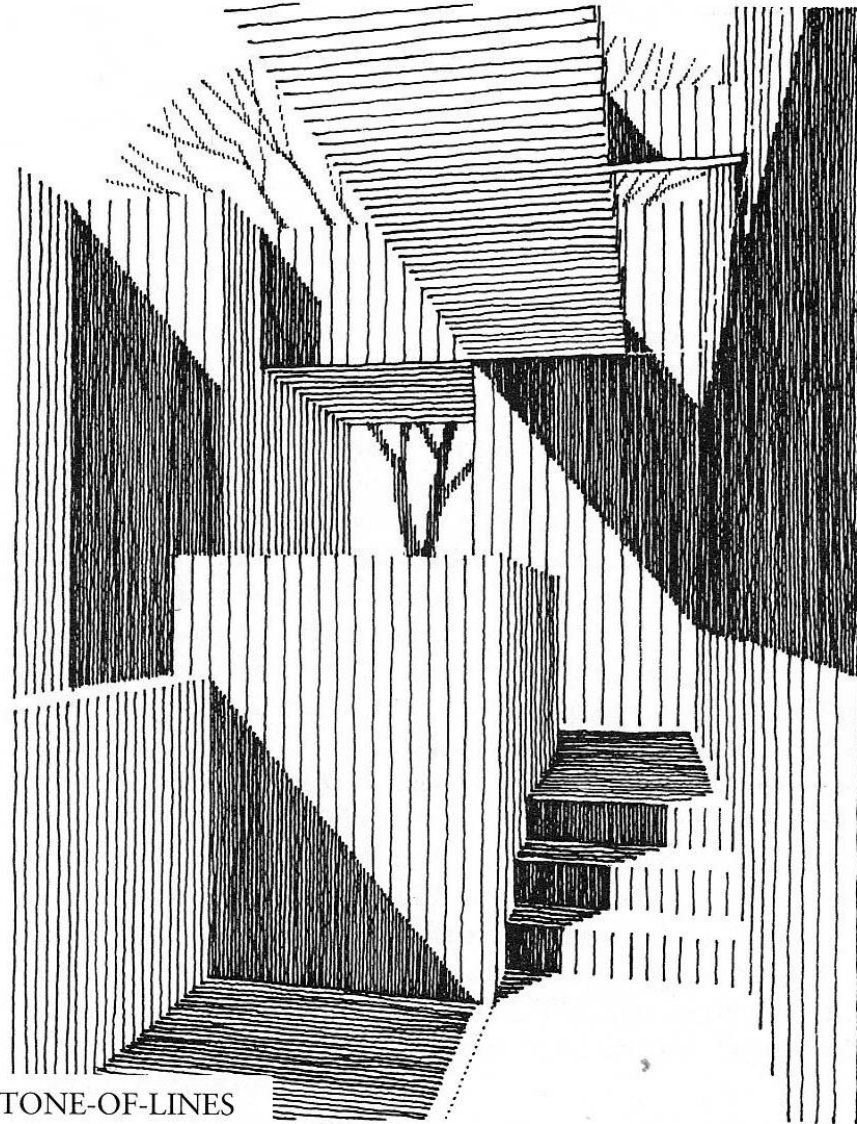
TONE

- surfaces toned evenly in relation to their differential reflectance of light
- spatial edges and planar corners defined by a change in tone—no lines
- stroking direction should respond to vertical or horizontal orientation of the surfaces, with the horizontal stroking always going toward the farthest vanishing point
- surface tones may be graduated within the surface to heighten contrasts with other tones at the surface's edges

time factor: 9

skill factor: 9

INDES 165: Visual Presentations



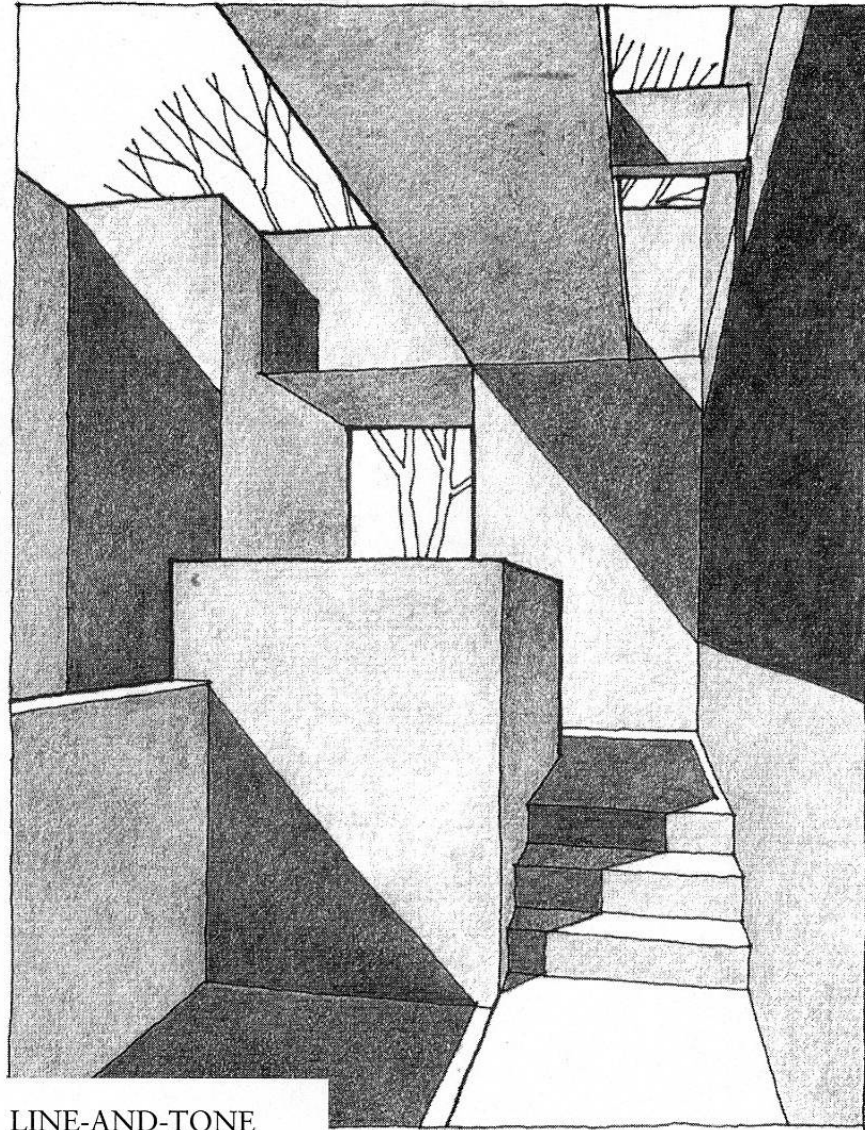
TONE-OF-LINES

- surfaces toned in relation to their differential reflectance of light
- tones made up of evenly spaced lines
- spatial edges and planar corners defined by a change in line spacing—no spatial edge lines
- direction of lines should respond to vertical or horizontal orientation of the surfaces, with horizontal lines always going toward the farthest vanishing point

time factor: 10

skill factor: 7

INDES 165: Visual Presentations



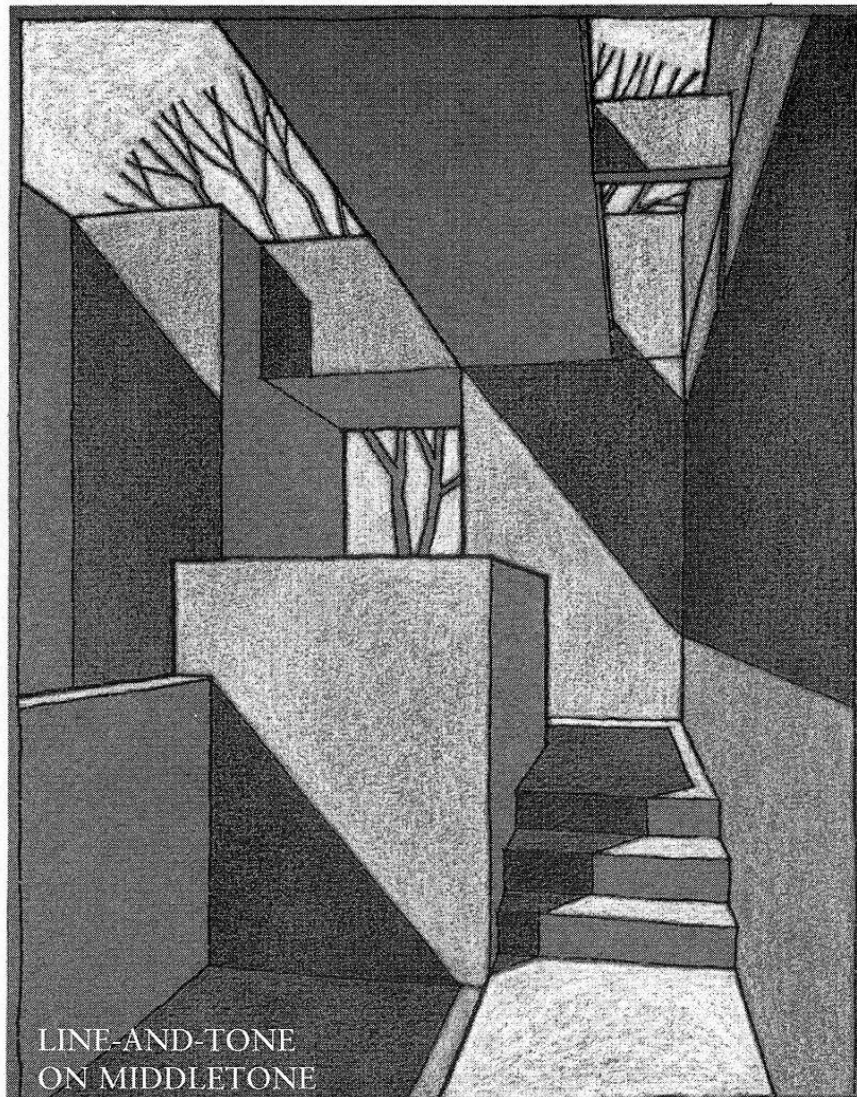
LINE-AND-TONE

- spatial edges and planar corners defined with lines
- spatial edges profiled—the farther an edge lies in front of its background the heavier the line should be, but its heaviness should be lightened in proportion to its distance from the viewer
- surfaces toned evenly in relation to their differential reflectance of light
- stroking direction should respond to vertical or horizontal orientation of the surfaces, with the horizontal stroking always going toward the farthest vanishing point

time factor: 7

skill factor: 4

INDES 165: Visual Presentations



LINE-AND-TONE
ON MIDDLETONE

- spatial edges and planar corners defined with lines
- spatial edges profiled—the farther an edge lies in front of its background the heavier the line should be, but its heaviness should be lightened in proportion to its distance away from the viewer
- surfaces toned evenly in relation to their differential reflectance of light—black for shadow, white for sunlight, unrendered middletone paper for shade
- stroking direction should respond to vertical or horizontal orientation of the surfaces, with the horizontal stroking always going toward the farthest vanishing point

time factor: 7

skill factor: 4