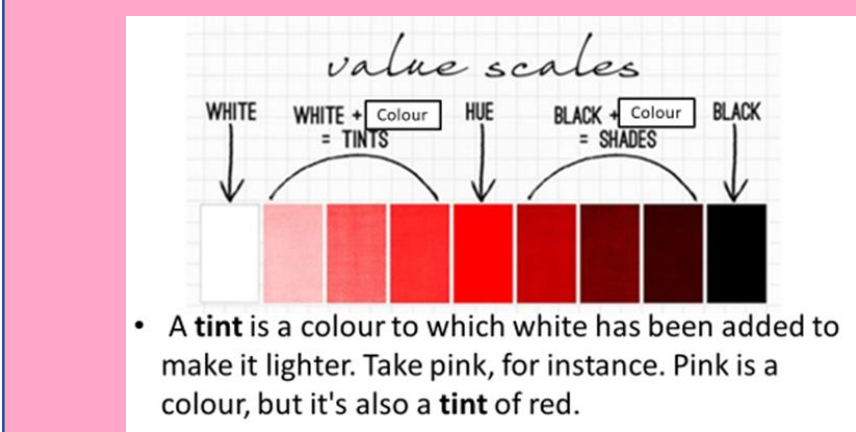# Knowledge Map: Tone, Tints and Shades
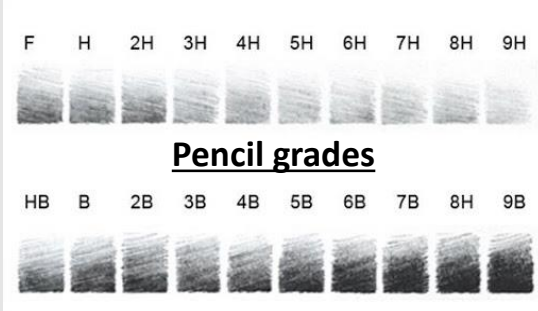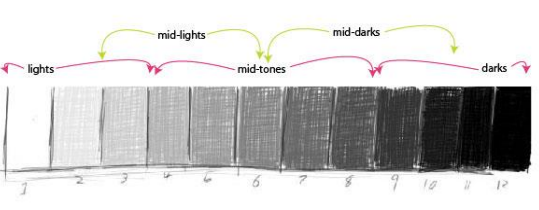
Monochromatic
Containing or using only one colour:
"monochromatic light"

- **Tone**
- This refers to the lightness or darkness of something. This could be a shade or how dark or light a colour appears.
- Tones are created by the way light falls on a 3D object. The parts of the object on which the light is strongest are called **highlights** and the darker areas are called **shadows**. There will be a range of tones in between the highlights and shadows.

value scales

WHITE   WHITE + Colour = TINTS   HUE   BLACK + Colour = SHADES   BLACK

- A **tint** is a colour to which white has been added to make it lighter. Take pink, for instance. Pink is a colour, but it's also a **tint** of red.
- A **shade** is a colour to which black has been added to make it darker.
- A **Hue** is an original colour from the colour wheel.

mid-lights   mid-darks
lights   mid-tones   darks

F	H	2H	3H	4H	5H	6H	7H	8H	9H

Pencil grades

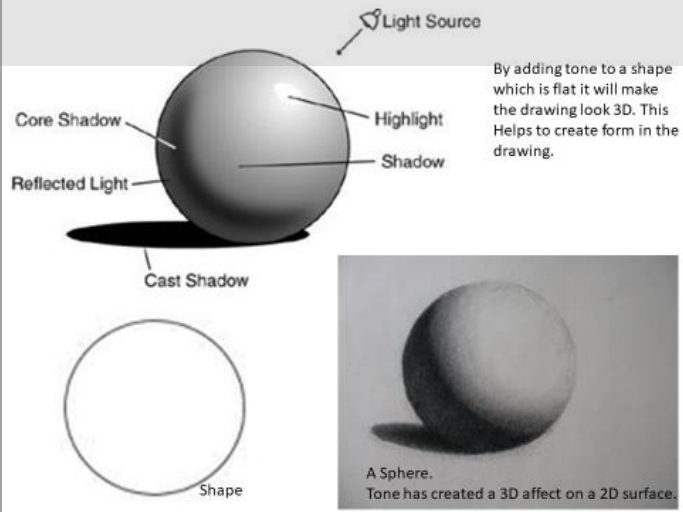| HB	B	2B	3B	4B	5B	6B	7B	8H	9B

Artist influence   Van Gogh

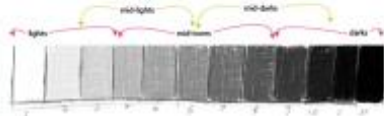A shape is an area enclosed by a line. It could be just an outline or it could be filled in.

A shape with no tone is flat.

When we add tone to create a 3D effect we must follow the direction of line of the object; also know as contouring.

Light Source

Core Shadow — Highlight
Reflected Light — Shadow
Cast Shadow

By adding tone to a shape which is flat it will make the drawing look 3D. This Helps to create form in the drawing.

Shape

A Sphere.
Tone has created a 3D affect on a 2D surface.

Line/Shape + Tone = FORM

TINT = pure hue + white

TONE = pure hue + grey

SHADE = pure hue + black