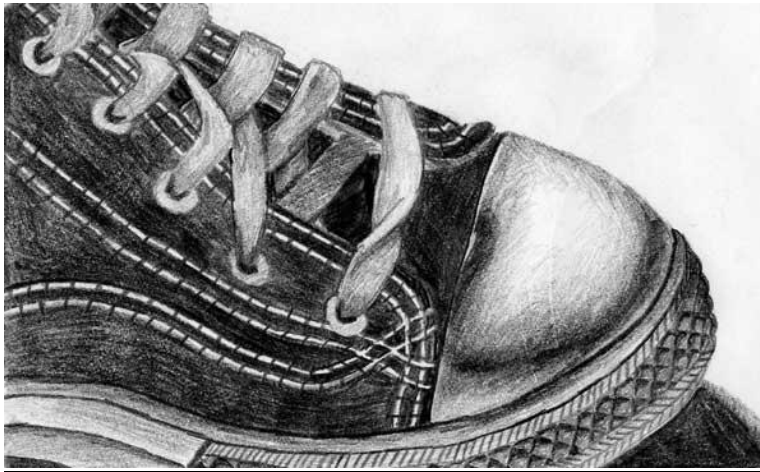


VALUE STILL LIFE

6th Grade Visual Art



Project Objective:

T.S.W. demonstrate knowledge of contour outline drawing and shading techniques to create the illusion of a 3-dimensional object (sneaker).

Procedures (Steps):

1. Complete 2 thumbnail sketches (contour outlines).
2. Complete 1 rough draft. Outline in black marker.
3. Trace rough draft onto FINAL drawing paper.
4. Add a full range of values (high contrast).

Grading Criteria:

- **Artist must create an accurate rendering of shoe (contour outlines and value).**
- **Artist must include a full range of values (high contrast).**

**See general grading rubric.*