**Value**

Lightness or darkness in colour or an artwork

- **HIGH KEY**
  - Artworks with mostly light values. They tend to create a happy mood.
- **LOW KEY**
  - Artworks with mostly middle to low values. They tend to create a serious mood.

**Value Scale**

A way to show a range of values by placing different shades of grey (or a colour) in stages starting with the lightest and progressing to the darkest.

**Space**

Lighter values appear closer to the viewer, darker values appear farther away.

**Contrast**

The greater the contrast between lights and darks the more visible and dynamic an object appears.

**Grey Scale**

A way to show a range of values by placing different shades of grey (or a colour) in stages starting with the lightest and progressing to the darkest.

**Space**

Lighter values appear closer to the viewer, darker values appear farther away.

**Contrast**

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**High Key**

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**Low Key**

Artworks with mostly middle to low values. They tend to create a serious mood.

**Hue**

The name given to a colour, e.g., red, blue.

**Value**

The lightness or darkness of a colour.

**Intensity**

The brightness or dullness of a colour.

**Primary**

Red, yellow, blue - these colours cannot be mixed from other colours. All other colours are mixed from them.

**Secondary**

Violet, orange, green - they are created by mixing equal amounts of two primary colours.

**Tertiary**

Created by mixing secondary and primary colours together, e.g., red-violet, blue-green.

**Complementary Colours**

A wavelength of light seen by the eye when it bounces off a surface

**Analagous Colours**

The name given to a colour, e.g., red, blue.

**Triad Colours**

The lightness or darkness of a colour.

**Primary**

The brightness or dullness of a colour.

**Secondary**

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**Tertiary**

Violet, orange, green - they are created by mixing equal amounts of two primary colours.

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