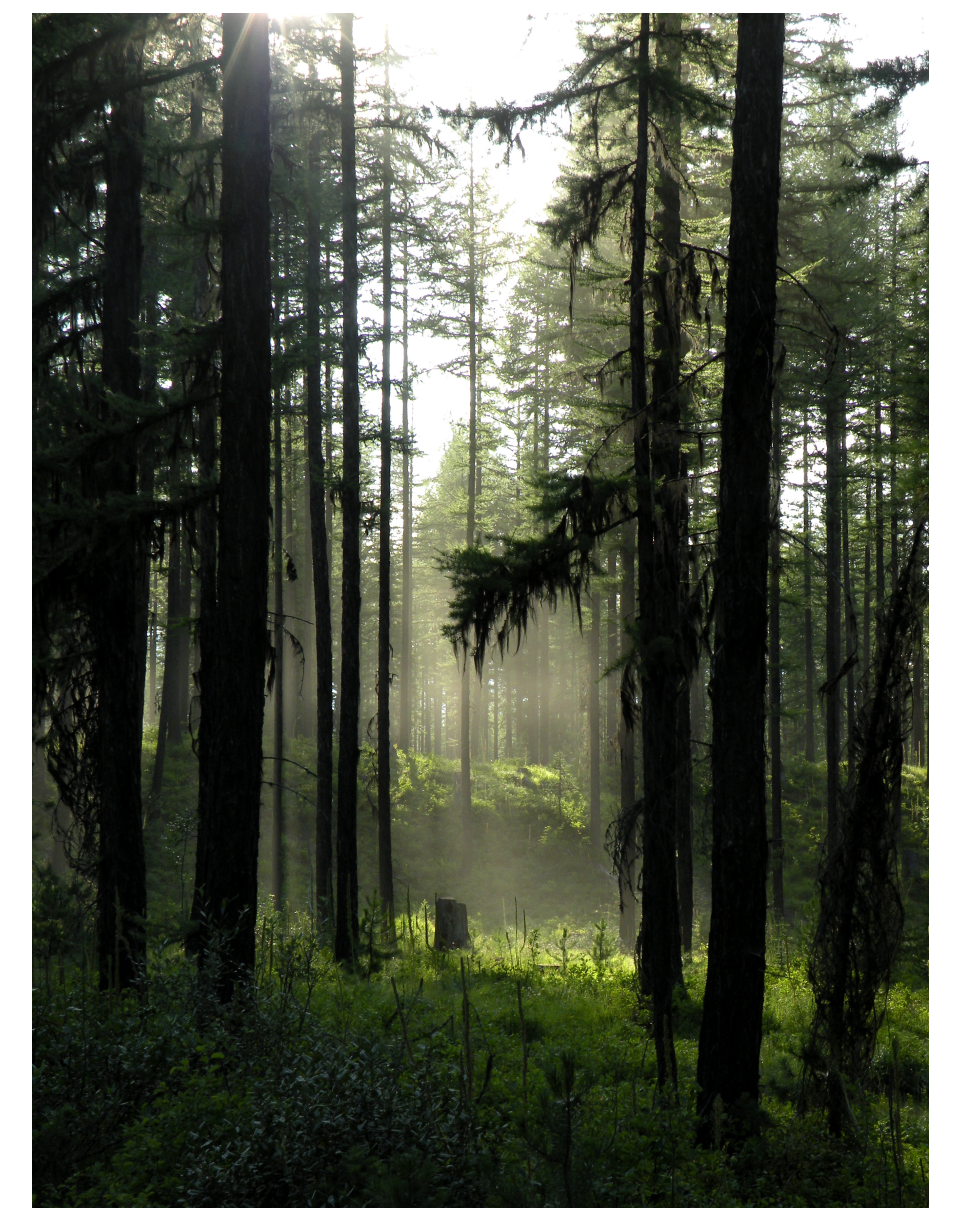


# VALUE



Use value to create a sense of depth

**Light**

**Dark**

Warm



Cool



Bright



Dull

