

See shapes, not things

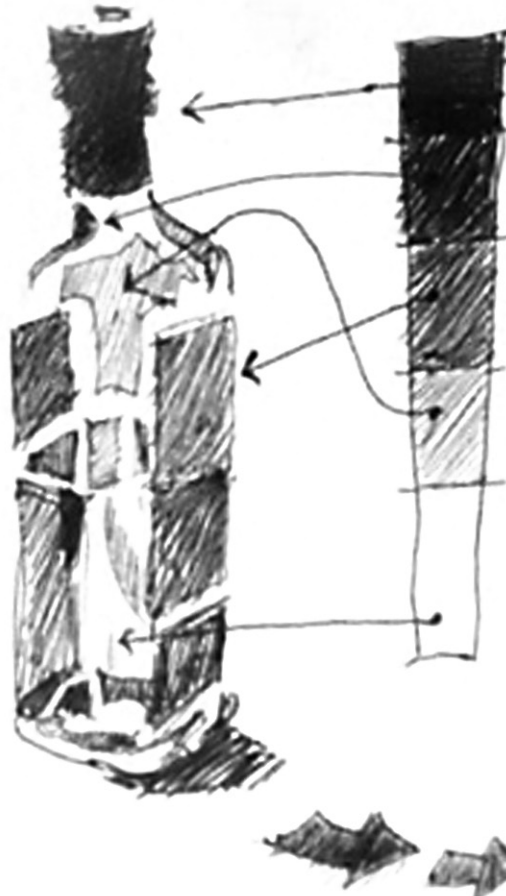
One way of looking is to see things and the other way is to see shapes. Seeing shapes is a way of simplifying the world around us by grouping related-value objects into individual hunks.

For example, in the bottle on bottom left, it is rendered according to outlines and bits of details. While this is a plausible approach, working in watercolor lends itself to describing shapes using 'pieces' of value.

**Described
by rendering**



**Described by
value/shapes**



Use clear values and shapes to make the bottle seem "there."

Each individual shape should interlock with every other shape – sort of how a jigsaw puzzle works.

An interesting sidenote to working in value/shape mode is that you may be occasionally complimented on all the "detail" in your work, which is ironic, because this mode doesn't really show any detail at all.

