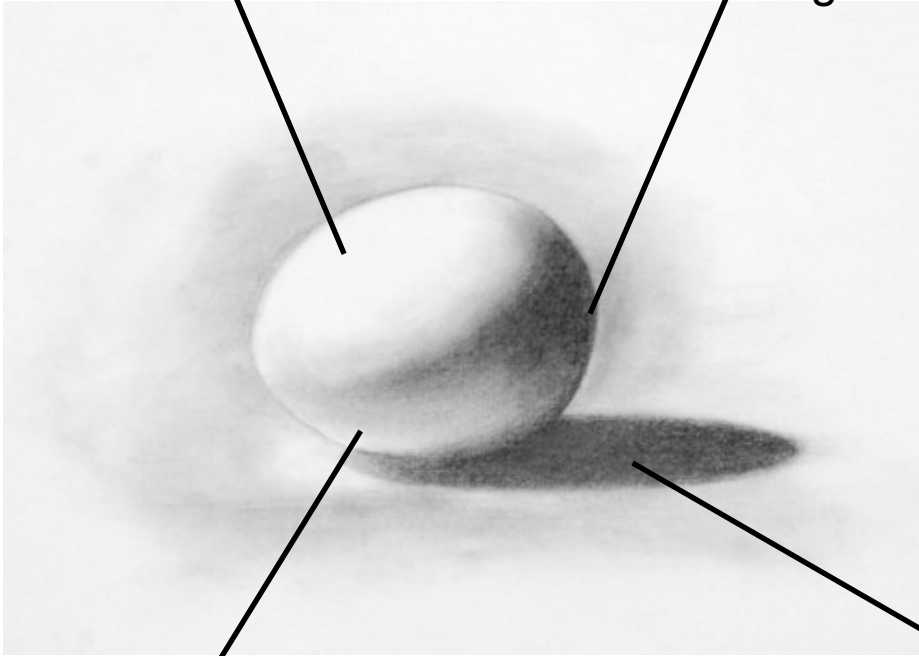HIGHLIGHT-lightest
value on an object.
Usually caused by the
light source

SHADE- dark value
caused by an absence
of light

REFLECTED LIGHT- a
light value that bounces
up from the surface on
to the object

SHADOW-dark area that
is caused by light being
obstructed or blocked
(also known as a cast
shadow)