Elements of Art



LINE is a continuous point or mark in space.

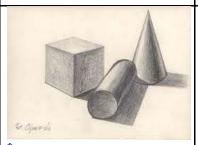
- Types of lines: **STRAIGHT and CURVED**
- Directions of lines: VERTICAL, HORIZONTAL and DIAGONAL
- Lines can have **VARIATIONS**: length, width, space between the lines, degree of curve.



SHAPE is an area defined by an outline or edge.

It is two-dimensional: length and width.

- There are 2 kinds of shapes: **GEOMETRIC** and **IRREGULAR**.
- **GEOMETRIC SHAPES** are triangles, squares, rectangles, circles or other polygon figures that can be measured mathematically.
- IRREGULAR SHAPES are non-geometric and can't be measured mathematically.



FORM is an object with three-dimensions – length, width and DEPTH

- It is defined as mass which occupies and contains physical space
- **Geometric** shapes become forms when depth is added: circles become spheres, squares become cubes, and triangles become pyramids.
- Irregular shapes become "free" or "organic" forms.



SPACE is the open parts between, inside, or surrounding shapes or forms. In two-dimensional art it can refer to the feeling of depth.

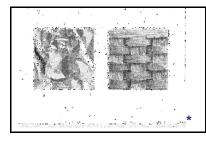
- There are two kinds of **SPACE** in a work of art: **POSITIVE** and **NEGATIVE**
- POSITIVE SPACES are the area of a surface occupied by a shape or form

 the main idea of the artwork
- NEGATIVE SPACES are the spaces surrounding the forms supports the main idea



VALUE is the lights and darks of a color. There are:

- TINTS the light values, when white is added to a color
- SHADES the dark values, when black is added to a color
- In TWO DIMENSIONAL ART, Value is used to give an object FORM



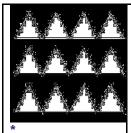
TEXTURE is how the surface feels or looks like it would feel if we could touch it. There are two types or texture in art:

- **ACTUAL TEXTURE** how something actually feels
- VISUAL or IMPLIED TEXTURE how it appears to feel, or looks like it would feel if we could touch it.

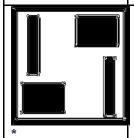
Principles of Design

	Emphasis is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by making it different from other areasThis is created by Contrast where something is different in size, co etc.
*	Unity is the feeling of Harmony between all parts of the work of art, which creates a sense of oneness or wholeness. This is created by repeating similar elements in a work of art: color, line, textures, shapes, etc.
*	Rhythm is created when one or more elements of design are used repeatedly: think of rhythm in music. Instead of sound, artists add visual "beats" to a picture. Rhythm can be used to create a feeling of Movement, which leads the viewer's eye around the work of art.
	Variety is the use of several different elements to hold the viewer's attention and make it visually interesting. Variety can be created in many ways: changing a single element of art or using many elements at once.
5	Proportion refers to the relative size and scale of the various elements in a design. It is the relationship between the sizes of objects or parts of a whole in a picture.

Elements of Art



Pattern is created by **Repetition**, when an element of art repeats in an artwork. Pattern and repetition can help create **Unity**.



Balance is the distribution of the visual weight in a work of art. If the design was a scale, these elements should be balanced.

- In symmetrical balance, the two sides of the artwork have the same or similar elements
- In asymmetrical balance, the sides are different but appear to have the same "weight".
- In radial balance, the elements are arranged around a central point and may be similar.