



Elements of Art

“THE WORDS OF ART”



TEXTURE IS: the surface quality of a work of art.

VISUAL – texture that is created to look like something it is not

SIMULATED – the visual effect of texture without actually adding texture

INVENTED – a creative way of adding alternate materials to create an interesting texture

ACTUAL – the REAL DEAL; looks just as it feels

COLOR IS:

- from a light source, that is either view directly or as reflected light.
- Daylight or white light contains light waves for all colors. There is no color with out light! The absence of light is complete darkness or black.
- The mixture of all visible light is white light. White light is made up of all the colors in the rainbow. Water droplets in the air act like a prism does when light passes through. It organizes random color light waves into the order of their wave length. We see that organized pattern as a rainbow.
- These colors are always in the same order and are called the Color Spectrum. When organized in order around a circle; the color spectrum is called a Color Wheel.



HUE

the name of a pure color, such as red, blue, or yellow



VALUE

the lightness or darkness of a hue

TINT: add white

SHADE: add black



INTENSITY

the brightness or dullness of a hue changed by adding varying amounts of its complimentary color

PURE HUES: high-intensity

DULL HUES: low-intensity



ANALOGOUS

color next to each other on the color wheel



MONOCHROMATIC

tints and shades of one color



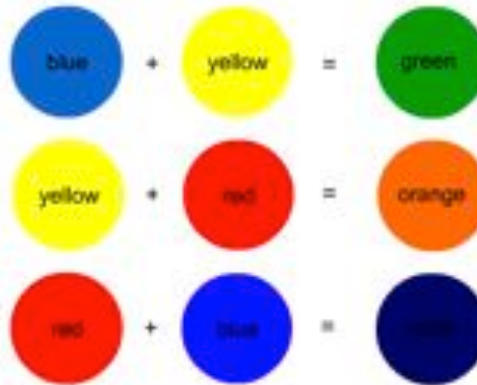
COMPLEMENTARY

colors opposite each other on the color wheel



PRIMARY

- red, yellow, and blue
- cannot be made from mixing other colors



SECONDARY

- equal amounts of two primary colors
- green, orange, and violet



INTERMEDIATE

- a primary with one of the secondary colors next to it on the color wheel
- yellow green, yellow orange, blue green, blue violet, red violet, and red orange

A blue rectangular background with rounded corners. On the left side, there are three overlapping circles of varying shades of blue, creating a layered effect. The text is positioned on the right side of the rectangle.

SPACE IS:

the area within, around, above or below an object or objects

SPACE: KEY TERMS



- POSITIVE – the subject matter that takes up space in an artwork
- NEGATIVE – the area around the subject matter
- PERSPECTIVE – to represent 3D images on a 2D picture plane **
- FOREGROUND – the part of a view that is nearest to the observer, usually on the bottom of the picture plane
- MIDDLEGROUND - the middle distance of a piece
- BACKGROUND - the part of a scene or picture that is farthest from the viewer



CONVERGING LINES

The use of lines that converge on vanishing points to achieve a more realistic illusion of space.



PLACEMENT

where a shape or object is in relationship to the horizon line creates depth. Things closer to the horizon line appear further away**



SIZE

larger objects appear closer, smaller further away**



OVERLAPPING – partially covering one object with another makes the one in front appear closer**

CHIAROSCURO – the use of strong contrasts between light and dark to create a sense of volume/form**

ATMOSPHERIC PERSPECTIVE/DETAIL – objects as they recede into distance begin to lose color brightness and detail**

FORM IS: pertains to the volume or perceived volume of an artwork.

Three-dimensional artwork has depth as well as width and height. Three-dimensional form is the basis of sculpture. However, two-dimensional artwork can achieve the illusion of form with the use of perspective and/or shading techniques.



GEOMETRIC

- measureable, named shapes, like sphere, cube, cylinder, etc.



ORGANIC



- more natural occurring shapes that usually aren't named.



LINE IS:

the path of a dot, point etc. through space and that is always has more length than thickness





TYPES OF LINES:

HORIZONTAL
VERTICAL
DIAGONAL
ANGULAR/ZIG-ZAG
CURVED



VARIATIONS IN LINES:

LENGTH
WIDTH
DIRECTION
DEGREE OF CURVE
TEXTURE



TECHNIQUES WITH LINES:

OUTLINE
CONTOUR LINE
IMPLIED LINE
GESTURAL LINE
CALLIGRAPHIC LINE
HATCHING/CROSS-HATCHING

SHAPE IS:

a two dimensional area confined by a actual line or implied line.



ORGANIC



GEOMETRIC

