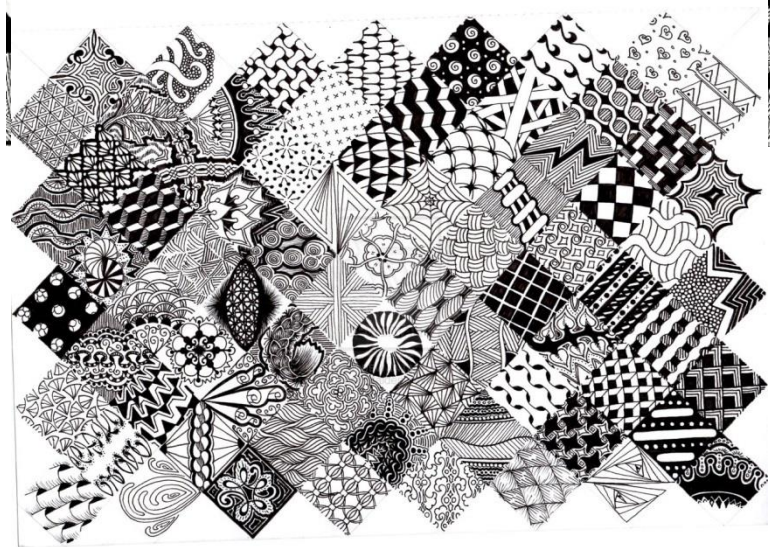


The Elements of Art & Design

Art Elements are the building blocks or 'ingredients' of visual art and design. They are used and combined in a variety of ways to create different visual effects.

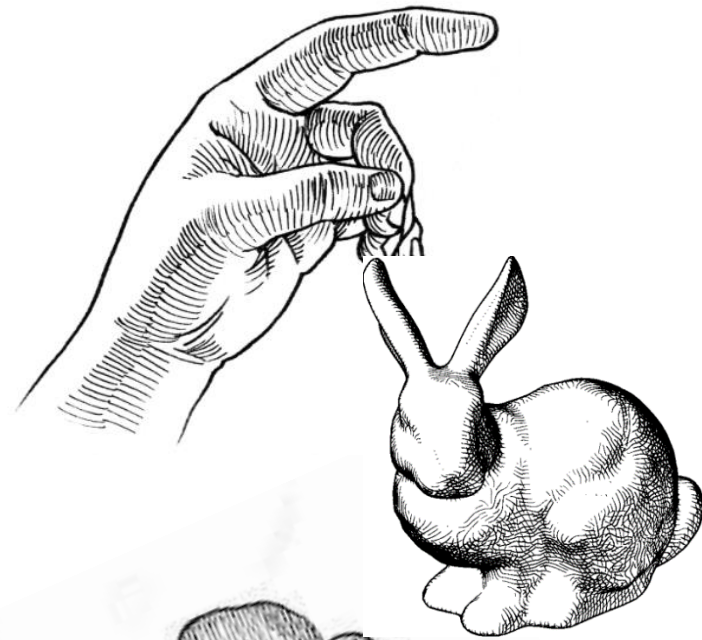
- **Line**
- **Shape**
- **Form**
- **Space**
- **Value**
- **Color**
- **Texture**

Line - thick, thin, vertical, horizontal, organic or geometric, broken or cor



Used to create pattern and movement

Line is the path of a point moving through space.



Used to describe forms through Contour, hatching, and Cross hatching

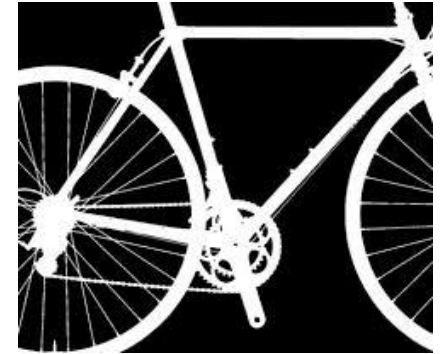
Shape — Connected and enclosed lines- 2-Dimensional
Geometric: circles, squares, triangles, straight lines, sharp edges

Organic: Fluid and curvy

Positive and Negative Shapes:

Negative shapes are
The shapes that make up
The space around the subject

Positive shapes
make up
the enclosed
areas of the
subject

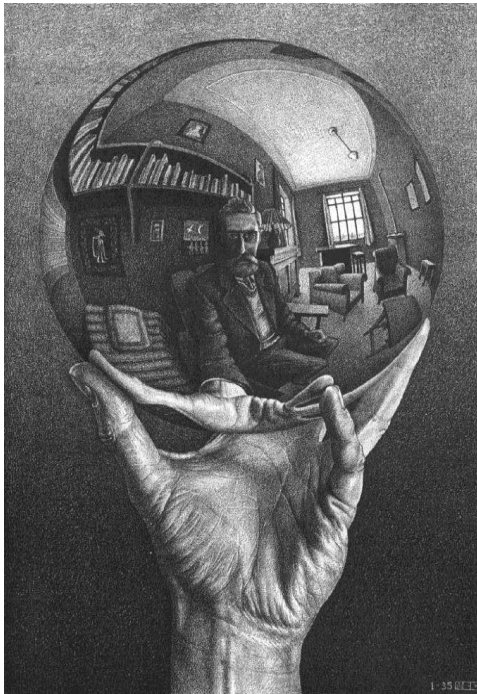


Pablo Picasso's
Crying Woman



ANDRÉ DERRAIN (1880-1954)
'The Turning Road at L'Estaque', 1906 (oil on canvas)

Form -has depth, length, and width and resides in **space**. It is perceived as three-dimensional
Perspective and realistic rendering are used to capture a sense of 3 dimensions on a flat picture plane



M.C Escher



Robert Arneson
'Wolf Head'



Space –An objects' external/ internal areas.

Does the area represented seem deep? Shallow? How much is used? Positive and negative spaces

Placement on page and **size** can be used to create a sense of depth



Pollock - Shallow Space



Wyeth - Christina's World - Deep Space

Value - the Lightness or Darkness of a color or grayscale



Color - Hue, Saturation, Intensity

Primary: Y, R, B

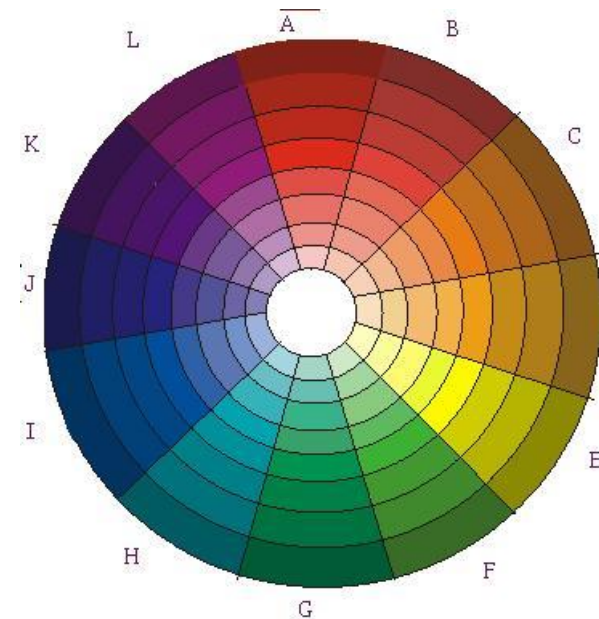
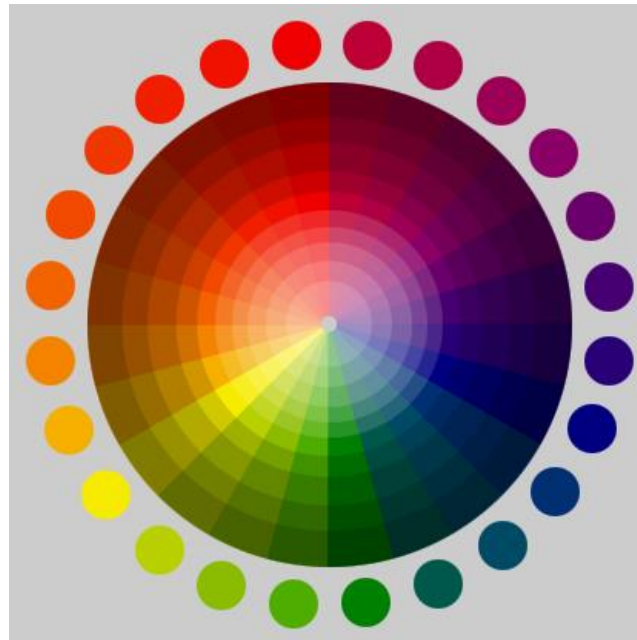
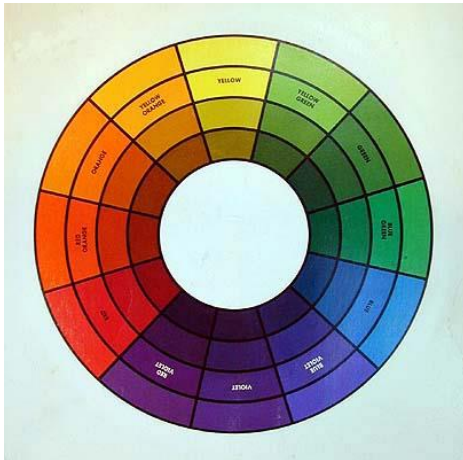
Secondary: G, O, V

Intermediate: Y-G, R-O, B-V etc

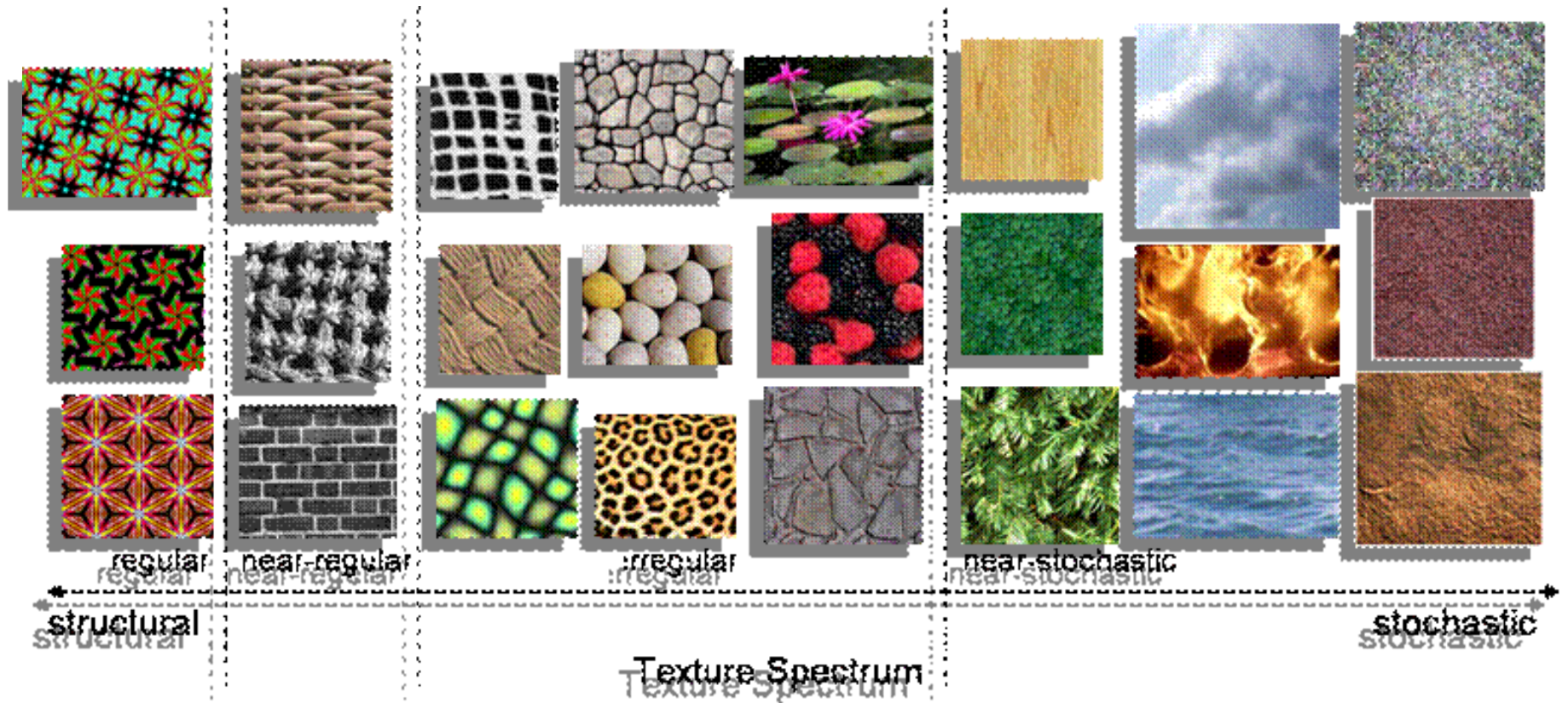
Complimentary Color: Opposites

Monochromatic- one color plus tints and shades

Analogous Colors- 3-5 colors right next to each other wheel



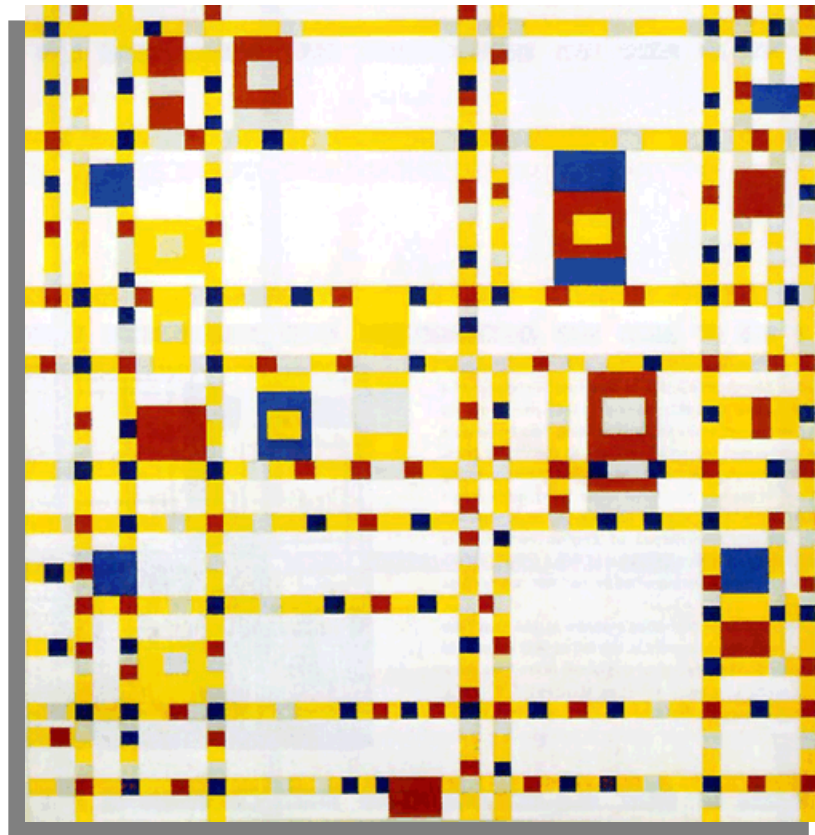
Texture – The tactile quality of a surface. Actual or Implied- Rough, Smooth, Shiny, Fuzzy, etc.



Principles of Design - How the Elements of Design are USED

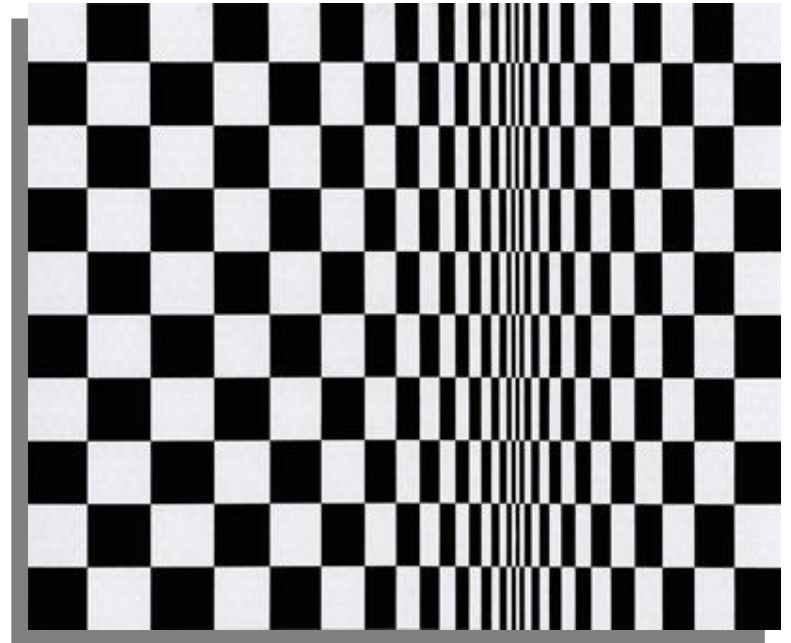
- Rhythm
- Movement
- Balance
- Pattern
- Contrast-
- Emphasis
 - Unity
 - Variety

Rhythm - as in music, establishing a pattern using one of the elements



Mondrian - Broadway Boogie
Woogie

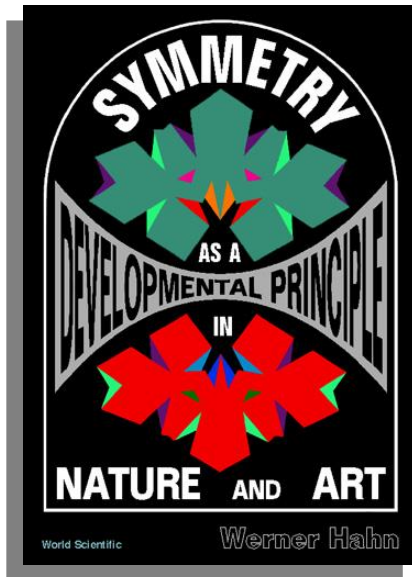
Movement - Controlling the eye of the viewer through the use of the elements of art



□p Art - Movement through repetition and careful placement

Balance – Distribution of visual weight.

Formal, Informal, Symmetrical, Asymmetrical,
Radial



Symmetrical Balance

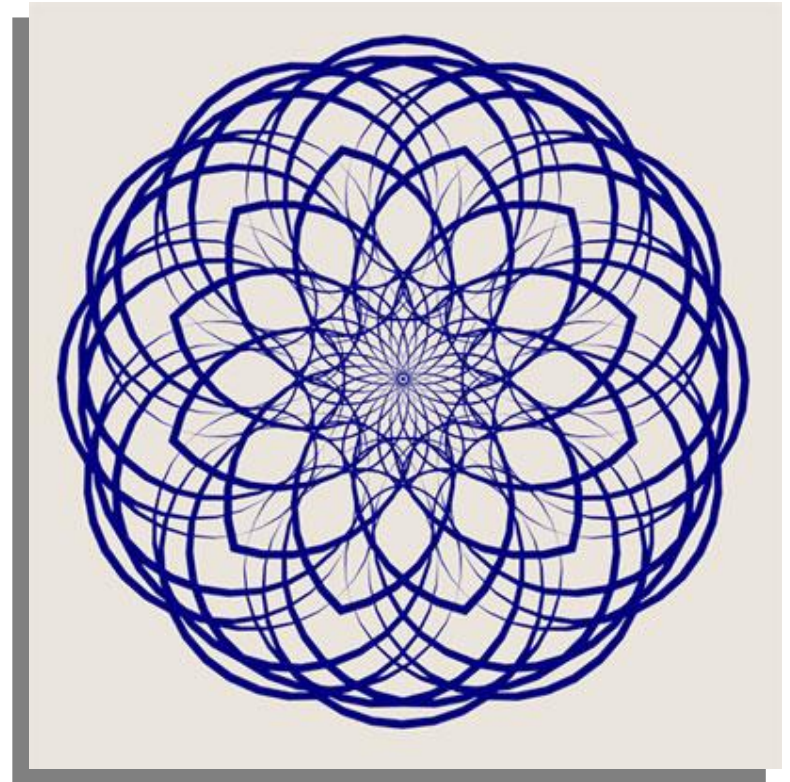
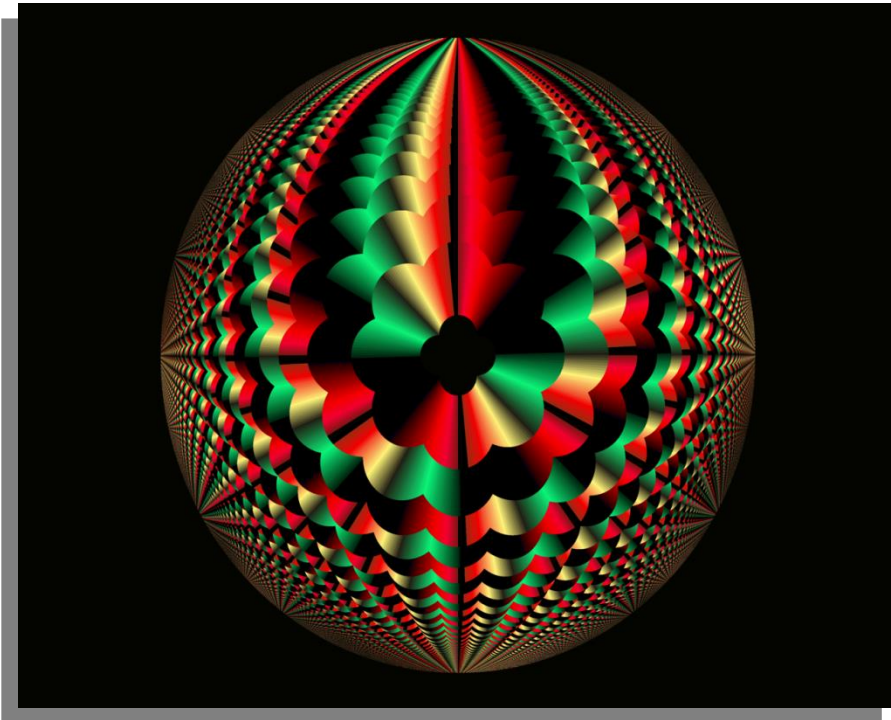


Edgar Degas - Asymmetrical
Balance



Radial Balance

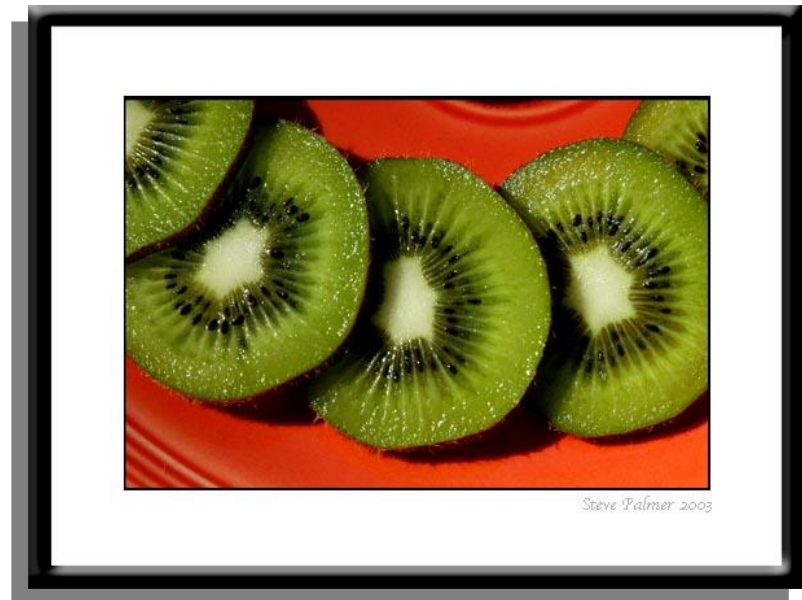
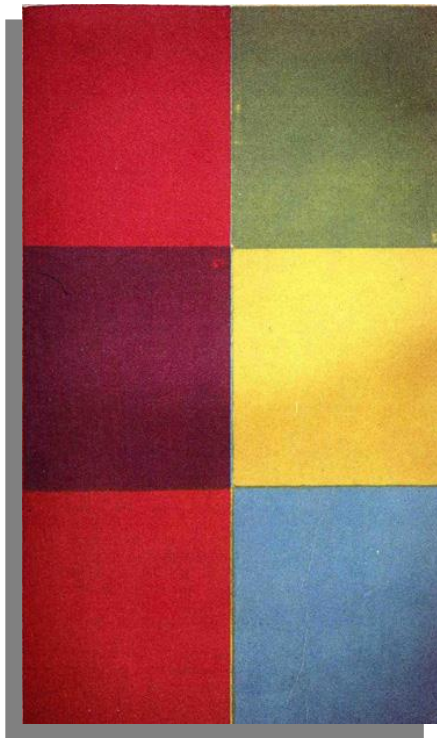
Pattern – An orderly repetition of an object.



Fractals are patterns from nature

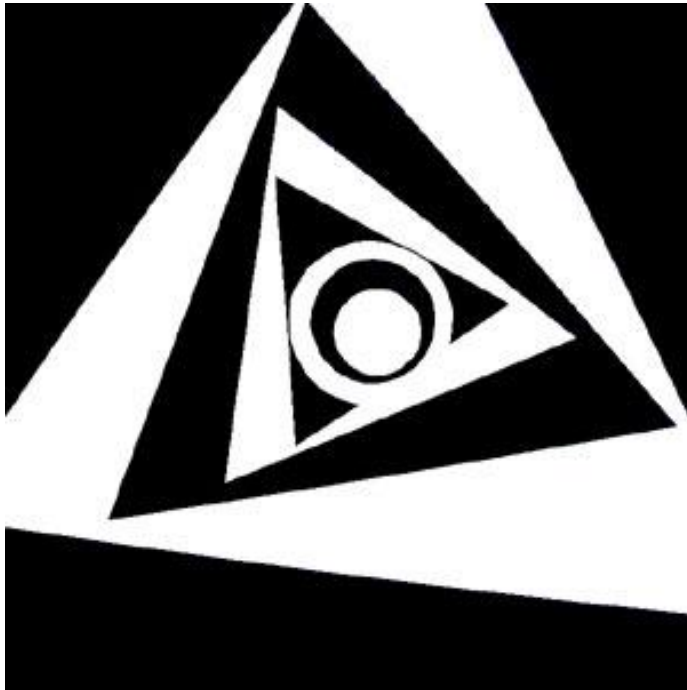
Contrast – Differences in elements of design:

small vs. big, Light vs. dark, intense color vs. neutral color, jagged vs. smooth, warm vs. cool, complimentary color pairs



Complementary Colors produce
Contrast

Emphasis - Focal Point, area of interest to which the eyes are drawn.
Usually created by contrast and intentional placement in composition



Unity – Visual Harmony. The finished piece should hold together visually, seem complete, and not too busy.

Unity is created by Repeated elements of Design.



Variety- Visual interest

Variety is created by using a range of **contrasting** and different elements of Design

