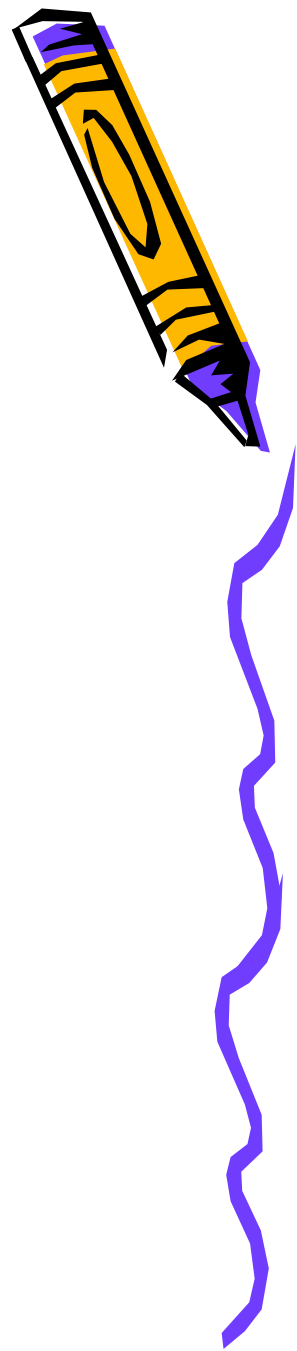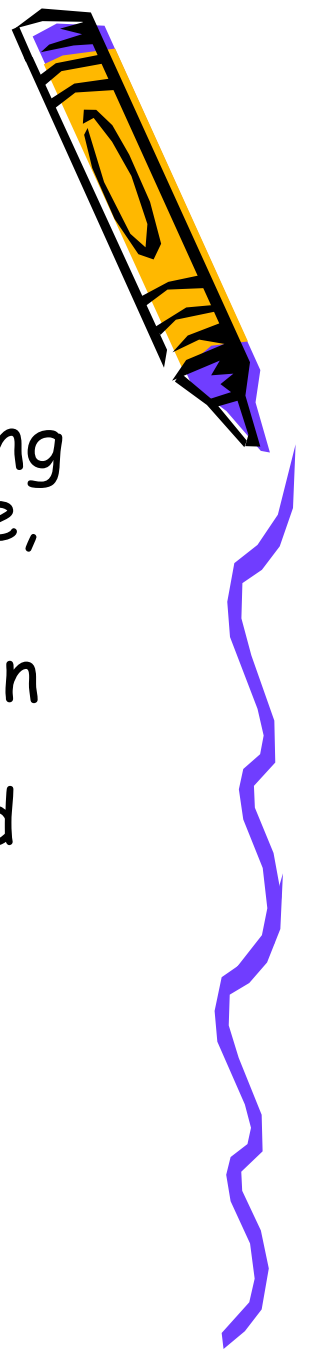# Elements of Art
-&- Principles of Design

Elements of Art

- Line
- Shape
- Form
- Space

- Texture
- Value
- Color

Line

- A line is a basic element of art, referring to a continuous mark, made on a surface, by a moving point.
- A line is long relative to its width. It can define a space, create an outline or pattern, imply movement or texture and allude to mass or volume. Absolutely essential in creating art, the line.
- Types of Lines
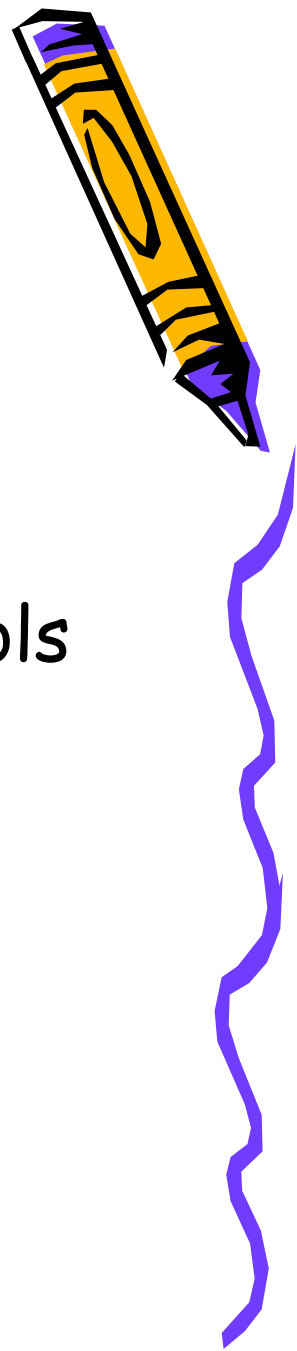
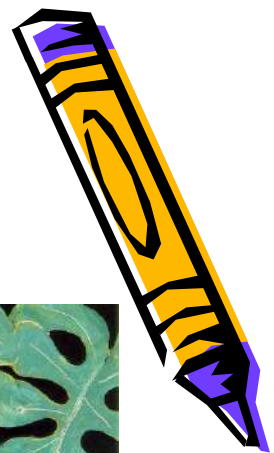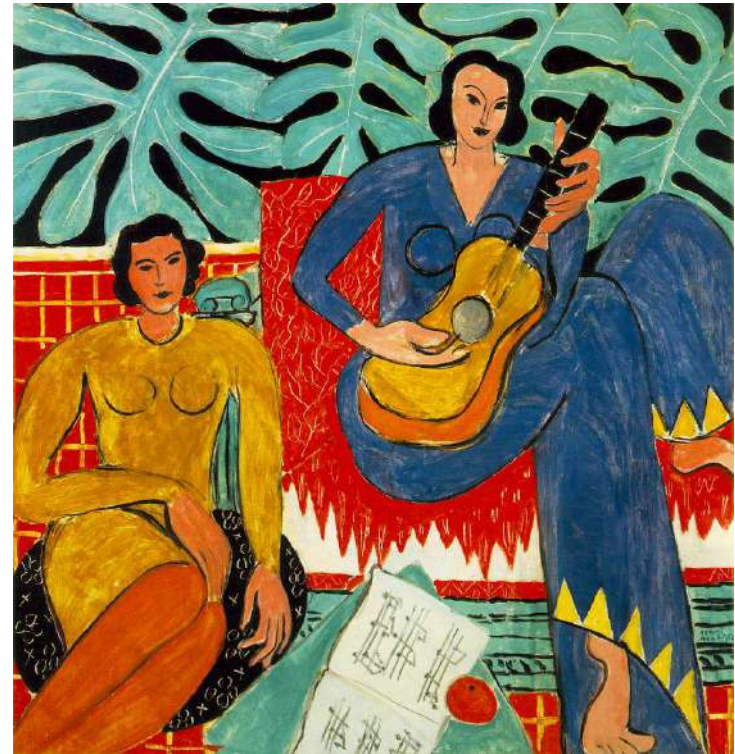# How do these use *line*?

Van Gogh Kandinsky

Shape

- **Geometric** shapes - circles, rectangles, squares, triangles and so on - have the clear edges one achieves when using tools to create them.

- **Organic** shapes have natural, less well-defined edges (think: an amoeba, or a cloud).

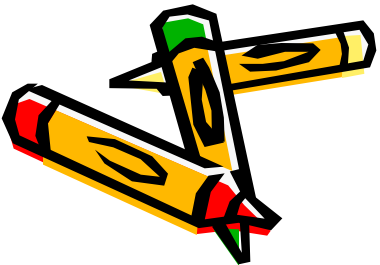# How do these use *Shape*?

Picasso Matisse

Form

- **Form** is an element of art. At its most basic, a form is a three-dimensional geometrical figure (i.e.: sphere, cube, cylinder, cone, etc.), as opposed to a *shape*, which is two-dimensional, or flat.

How do these use *Form*?

SeuratDali

Space

- An element of art, space refers to distances or areas around, between or within components of a piece.
- Space can be *positive* (white or light) or *negative* (black or dark), *open* or *closed*, *shallow* or *deep* and *two-dimensional* or *three-dimensional*.
- Sometimes space isn't actually within a piece, but the *illusion* of it is.
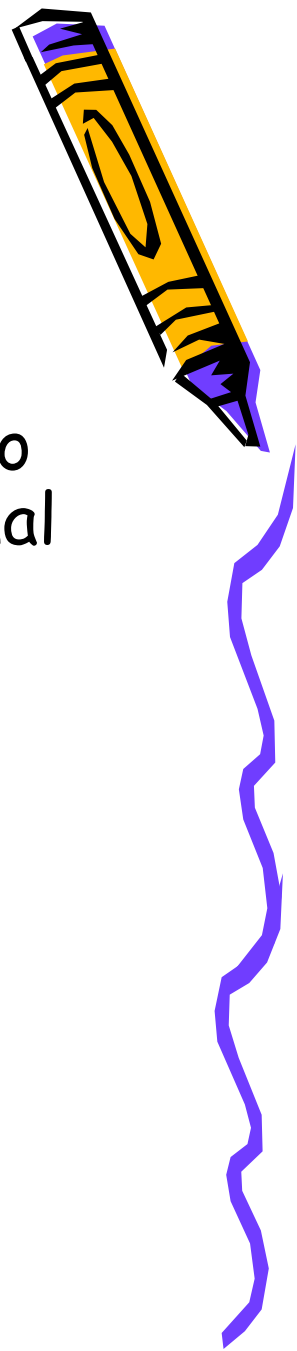
# How do these use *Space*?

Monet

Manet

Texture

- **Texture**, another element of art, is used to describe either the way a three-dimensional work *actually* feels when touched, or the *visual* "feel" of a two-dimensional work.

- Take rocks, for example. A real, 3-D rock might feel rough or smooth, and definitely feels hard when touched or picked up. A painter, depicting a rock, would create the illusions of these qualities through use of color, line, shape, etc.
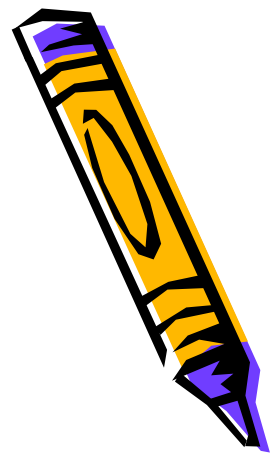
# How do these use *Texture*?

PollackClose
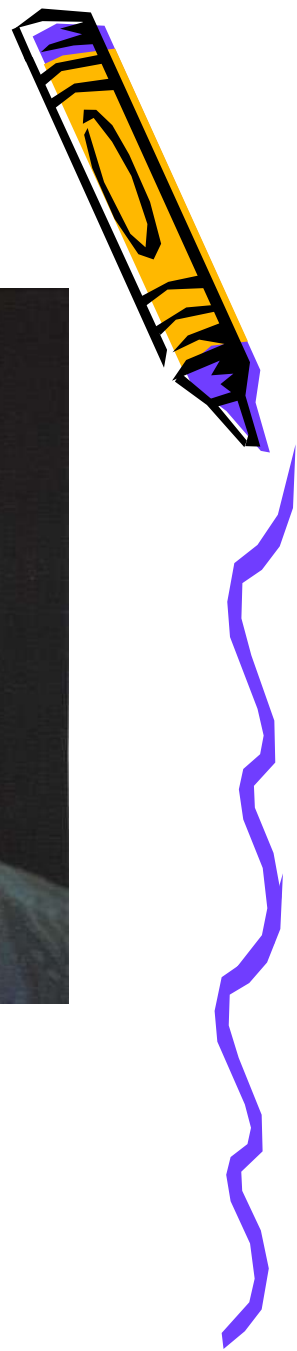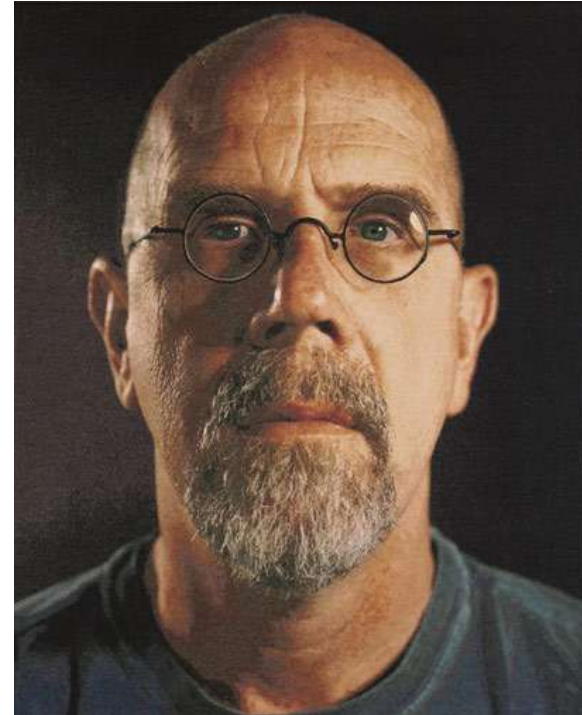
Value

- An element of art, **value** refers to the lightness or darkness of a color.
- Value becomes critical in a work which has no colors other than black, white, and a gray scale.
- For a great example of value in action, think of a black and white photograph. You can easily visualize how the infinite variations of gray suggest planes and textures.
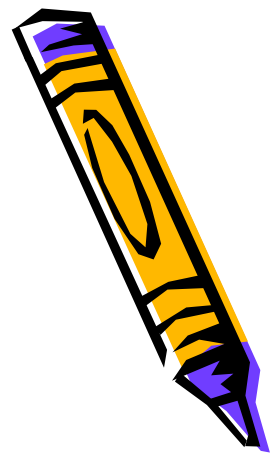
# How do these use *Value*?
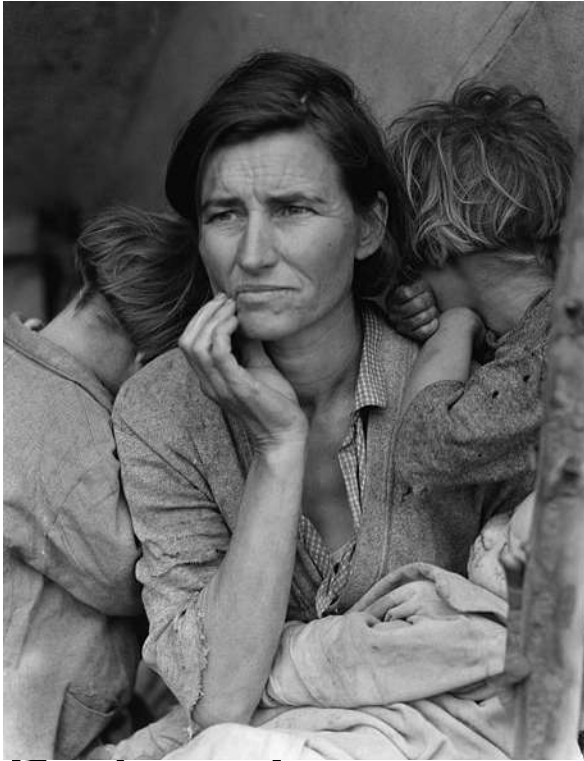
Reinagle

Color

- Color is the element of art that is produced when light, striking an object, is reflected back to the eye.
- There are three (3) properties to color. First is hue, which simply means the name we give to a color (red, yellow, blue, etc.).
- The second property is intensity, which refers to the strength and vividness of the color. For example, we may describe the color blue as "royal" (bright, rich, vibrant) or "dull" (grayed).
- The third and final property of color is its value, meaning its lightness or darkness. The terms shade and tint are in reference to value changes in colors.
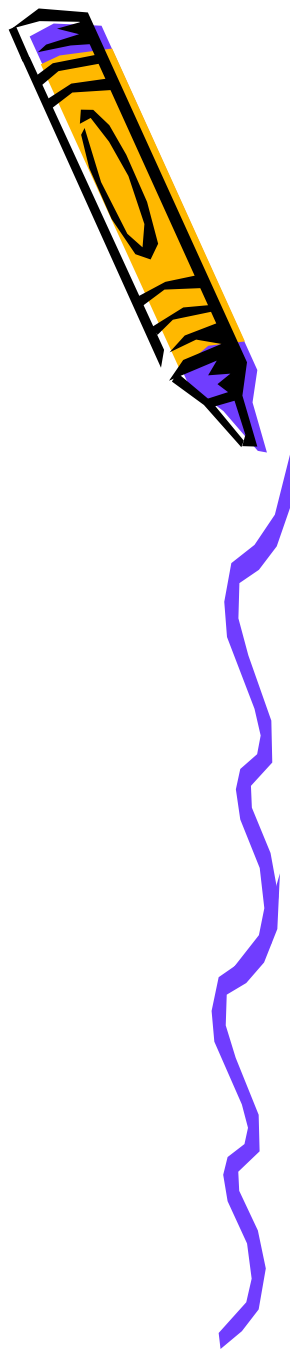
How do these use *Color*?

O'KeefeGoings
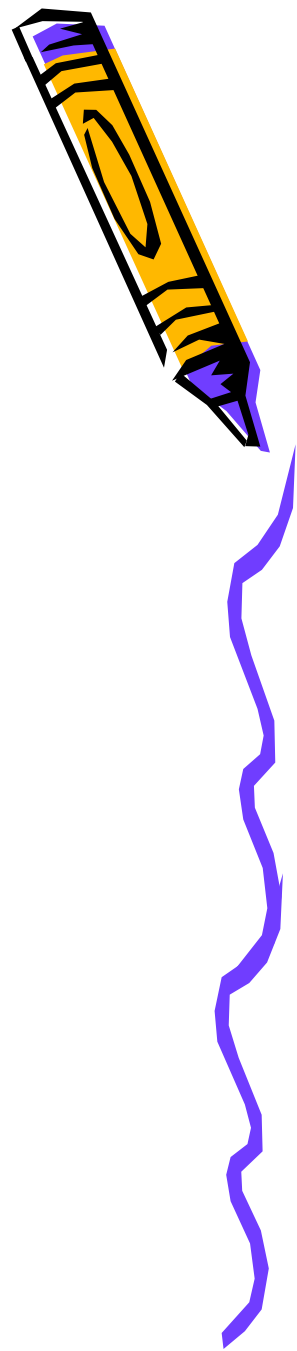
Principles of Design

- Balance
- Proportion
- Repetition
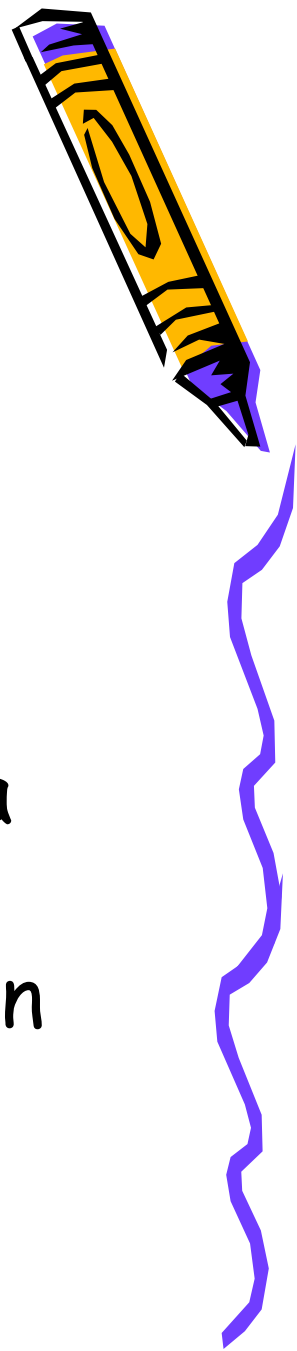- Rhythm
- Emphasis
- Unity and Variety

Balance

- **Symmetrical balance** can be described as having equal "weight", horizontal/vertical
- **Asymmetrical balance** involves placement of objects in a way that will allow objects of varying visual weight to balance one another around a point.
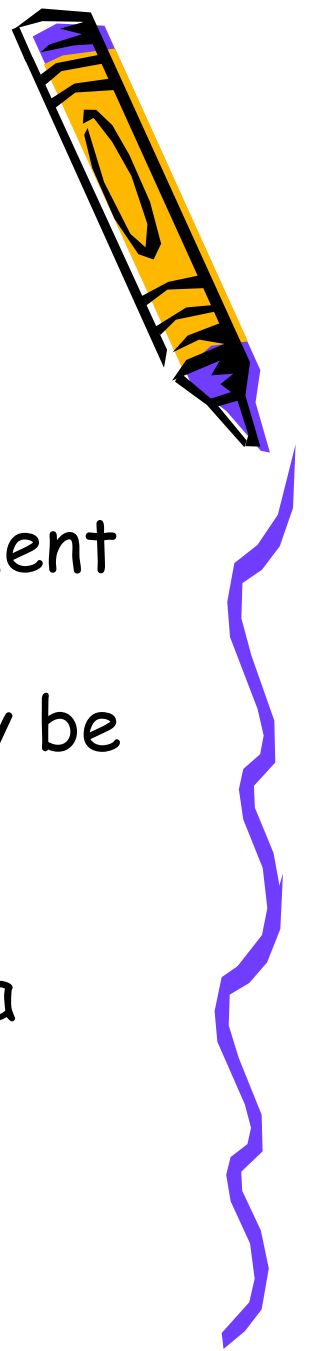
Proportion

- Proportion refers to the size of a part of an object in comparison to the remainder of the object.

- For instance, if you are designing a building, the window should be in proportion to the building, based on the chosen scale.

Repetition

- Repetition is used to create patterns within a design, where a particular element of design is repeatedly utilized. This repetition may be clearly visible, or may be underlying and could be noticed after a clear understanding of the image. Repetition is used to create rhythm in a design.
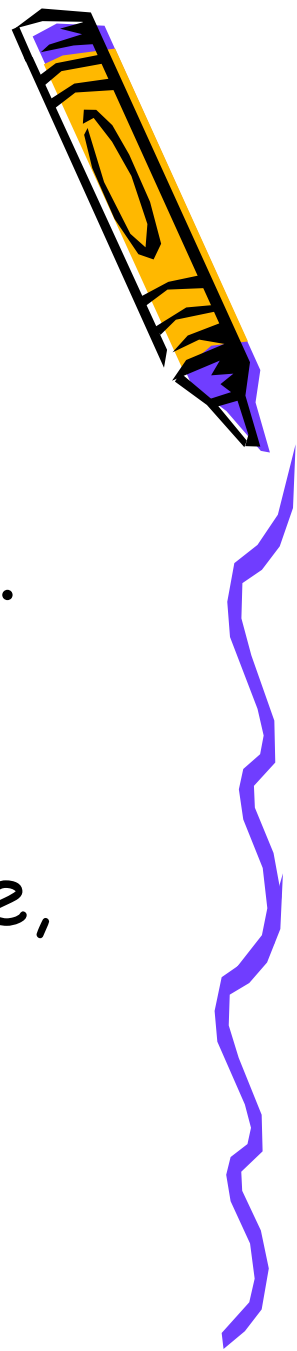
Rhythm

- Rhythm is used to create order in a design composition. The pattern of rhythm may vary depending on the choice of element used.
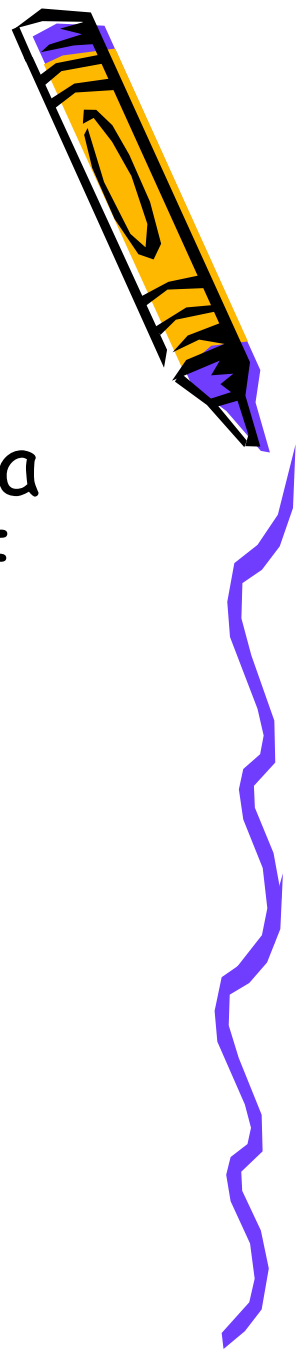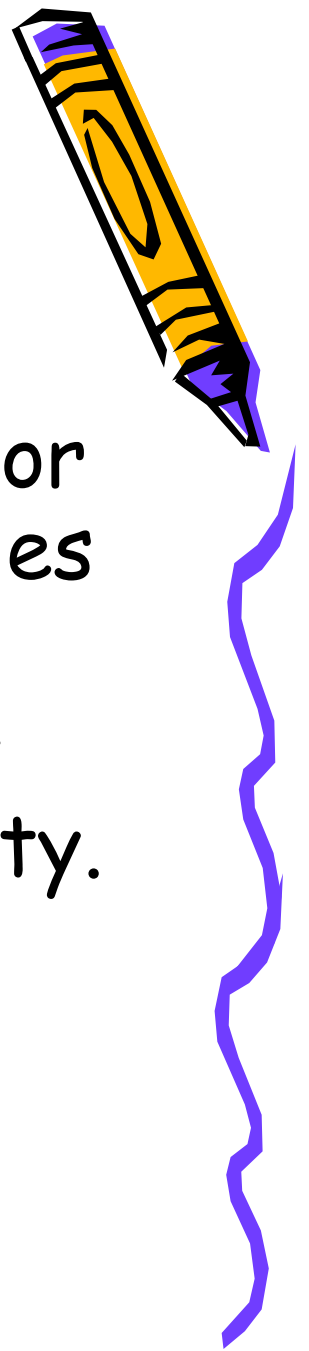
Emphasis

- Emphasis is used to grab the attention of the viewer in a design.
- An element of design can be emphasized by the use of color, gradation, contrast, texture, shape, or placement in comparison to remainder of the design

Unity and Variety

- Unity is achieved by the use of all or any of the aforementioned principles of design.
- It is important to understand that unity can be achieved even in variety.
- Unity and Variety need to work together.