The Elements of Art

The Ingredients for a great Composition

What are the elements of art?

The Elements of Art are the "tools" that artists use to make art. There are 7 of them:

> LineValueTexture ShapeFormSpace Color

Line

A line is a path that a point takes through space. Lines can be thick, thin, dotted or solid. They can make straight movements, zig-zags, waves or curls.

They may be horizontal

vertical diagonal

Horizontal Lines are generally restful, like the horizon, where the sky meets land



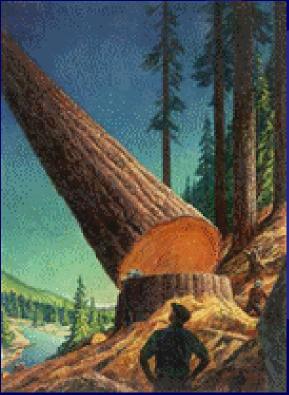
Vertical lines seem to be reaching, so they may seem inspirational like tall majestic trees or church steeples





Diagonal lines tend to be disturbing. They suggest decay or chaos like lightening or falling trees





Lines can convey emotion as well. They may show excitement, anger, calmness, tension, happiness and many other feelings.Because of this, some are said to be expressive.

Expressive Lines tend to be found in nature and are very organic

Other lines that are very measured, geometric, directional and angular are called **Constructive lines**. They tend to appear to be man-made because of their precision.

Shape

Shape is created when a line becomes connected and encloses space. It is the outline or outward appearance of something. Shapes are <u>2 Dimensional</u> (2-D) which means there are 2 ways they can be measured.

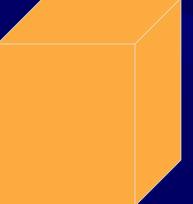
You can measure its **HEIGHT** and its **WIDTH**.

There are two basic types of shape.

The 2 types of shape

Geometric shapes have smooth even edges and are measurable. The include the square, the circle, the triangle and the rectangle. Organic shapes have more complicated edges and are usually found in nature. Leaves, flowers, ameba, etc.

Form A Form is a shape that has become 3-Dimensional (3-D) Form has HEIGHT, WIDTH and DEPTH---which is the 3rd dimension.Depth shows the thickness of the object. Forms are NOT flat like shapes are!



Turning **Shapes** into **Forms**

A triangle becomes a cone or a pyramid

A square becomes a cube

Turning Shapes into Forms A rectangle can become a box or a cylinder

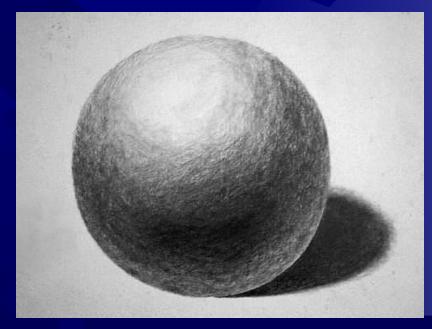
In order to turn a circle into a sphere, you must shade it. You can't add another side to it!



<u>Value</u>

Value is the lightness or darkness of a color. Value makes objects appear more real because it imitates natural light. When showing value in a work of art, you will need a **LIGHT SOURCE**.

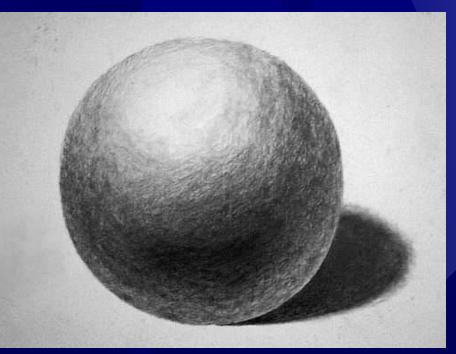
A <u>light source</u> is the place where the light is coming from, the darkest areas are always on the opposite side of the light.



<u>Value</u>

In order to have a successful drawing, you will need to show a **full value range**, which means that there are very light areas, middle tones, and very dark areas. This is a way of giving a work of art **Contrast**.

In drawing <u>value</u> can be added several ways:



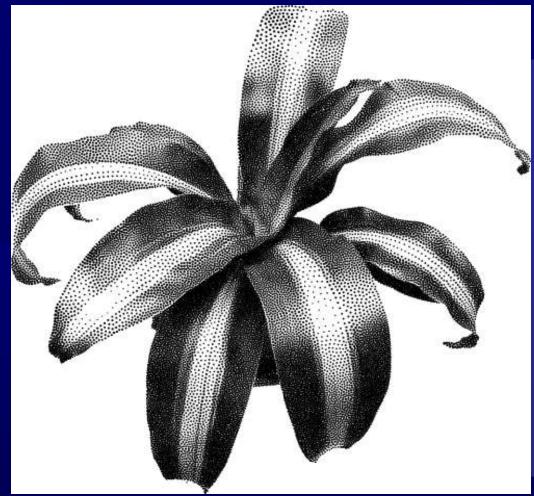
Ways value can be added:

Cross-hatching is when you use irregular lengths of parallel lines that cross over each other diagonally. The closer together the lines are placed, the darker the value.



Ways value can be added <u>Stippling</u> is the use of dots to create shade. This is

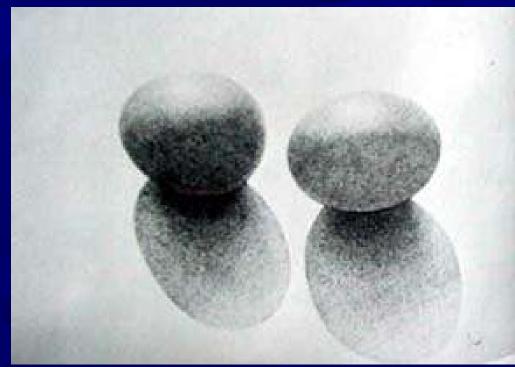
accomplished by placing dots very close together to create dark values and farther apart to create lighter values.



Ways value can be added

Soft shading is when you use your pencil to create soft gradual movements from one value to the next using full value

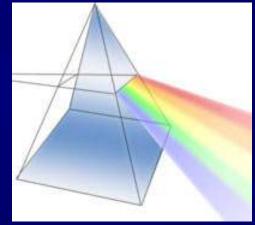
range.



<u>Color</u>

Color can add interest and reality to artwork. The use of a 12-step color wheel will help us understand color more effectively. When light is reflected through a prism, colors can be

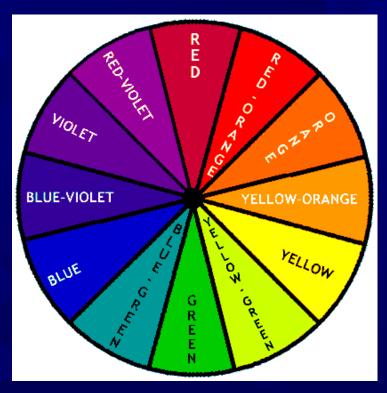
seen



These colors are: <u>R</u>ed, <u>Y</u>ellow, <u>O</u>range, <u>G</u>reen, Indigo, <u>B</u>lue and <u>V</u>iolet <u>Remember the anagram: ROY G BIV</u>

Color Wheel

A long time ago, artists decided that these colors would be more useful to them if they were placed in a wheel fashion. This became known as the color wheel





There are 3 **primary** colors: Red, Yellow and Blue

These colors are primary for 2 reasons:

- 1. They can't be mixed to be made
- 2. They make all the other colors on the color wheel

Color When you mix 2 primary colors together, you get a secondary color. For example: Red and Yellow=Orange

Red and Blue=Violet

Yellow and Blue= Green

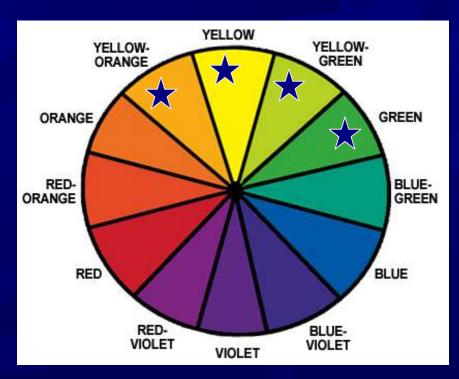
Color

When you mix a primary and a secondary color together you get an intermediate (or tertiary) color For example:

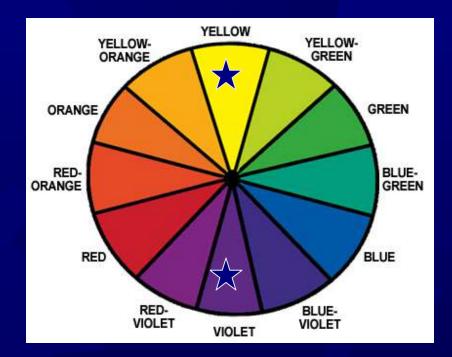
Red and Orange= Red-Orange Yellow and Green=Yellow-Green Blue and Green=Blue-Green Red and Violet=Red-Violet Yellow and Orange=Yellow-Orange Blue and Violet=Blue-Violet

Color is divided into groups based on the way they are placed on the color wheel:

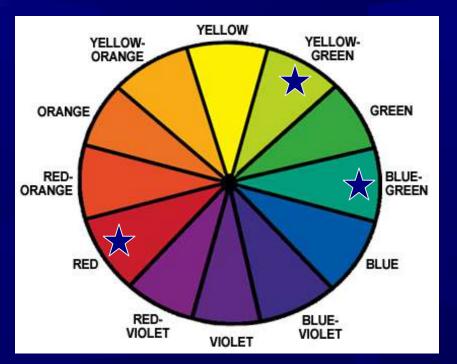
3-4 colors "next-door-neighbors" to each other creates an **analogous color scheme**



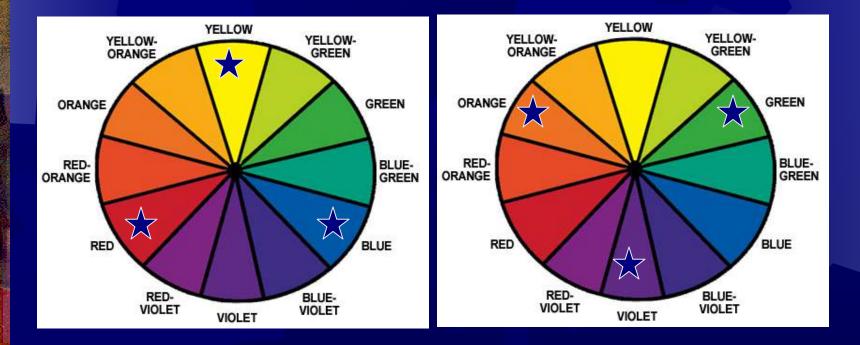
2 colors that are directly opposite each other (going across the center) creates a complimentary color scheme



A Split-Complimentary color scheme is a complimentary color and the two colors on either side of its compliment.

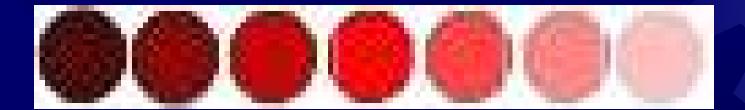


A Triadic color scheme uses 3 colors that are equally spaced apart on the color wheel



When you use only one color plus its tints and shades, you are using a monochromatic color scheme

A **tint** is a color plus white A **shade** is a color plus black



Colors have temperatures

Colors can convey emotion and feelings too.

Have your ever felt "blue?" Been "green' with envy? Called a "yellow" coward?

It is important that artists understand the effects of color when they are trying to get the viewers of their art to feel a particular way.

Color Temperatures

Warm colors are those that have Reds, Yellows and Oranges. Warm colors seem to advance (or come forward) in an artwork.

<u>Cool colors</u> are those that have Blues, Greens and Violets. Cool colors seem to recede (or go back into) an artwork.



Texture is the way the surface of an object actually feels.

In the artistic world, we refer to two types of texture---tactile and implied

Tactile (or Real) Texture

Tactile (or Real) Texture is the way the surface of an object actually feels.
Examples would be sandpaper, cotton balls, tree bark, puppy fur, etc.

Implied Texture

Implied Texture is the way the surface of an object looks like it feels. This is the type of texture that artists use when they draw and paint. Textures may look rough, fuzzy, gritty, or scruffy, but can't actually be felt.







<u>Space</u> is basically divided into 3 parts: <u>Foreground,</u> <u>Middle Ground and Background</u>



Generally, the **background** area is considered to be the upper 1/3 of the picture plane. The **middle ground** area is considered to be the middle 1/3 of the picture plane. The **foreground** area is considered to be the lower 1/3 of the picture plane.

Space

Space can be shallow or deep depending on what the artist wants to use. **Shallow space** is used when the artist has objects very close to the viewer.





Deep Space

may show objects up close but objects are shown far away too.

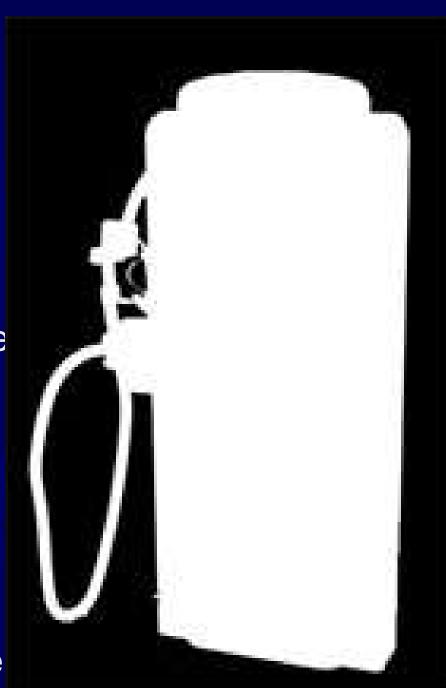


Space

Positive and Negative space is a way that an artwork is divided. When planning a work of art, both areas must be examined so that they balance one another. Drawing items running off the page and zooming in on objects are ways to create visual interest within a work.

<u>Space</u>

Positive space is the actual object(s) within the artwork **Negative Space** is the area in and around the objects. It is the "background" and it contributes to the work of art---you can't have positive space without negative space



Space

Perspective is also a way of showing space in a work of art. **Perspective** is when the artist uses a vanishing point on the horizon and then creates a sense of deep space by showing objects getting progressively smaller as they get closer to the vanishing point.



Space

Objects may **overlap** as well. When objects are overlapped it is obvious that enough space had to be in the picture to contain all the objects that have been included



The Elements of Art in Review

The Elements of Art are the "tools" that artists use to make art. They are the basic "foundation" of a good composition

> LineValueTexture ShapeFormSpace Color