# **Elements of Art**

Line

Form

Shape

Color

Value

Space

Texture

## LINE:

### ELEMENT OF ART THAT IS A CONTINUOUS MARK. THERE ARE FIVE KINDS.

- •Horizontal
- •Vertical
- •Diagonal
- •ZigZag
- •Curved





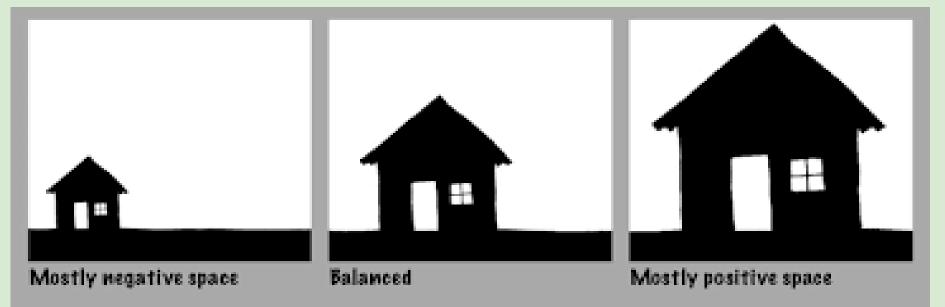


- **LINE:** ELEMENT OF ART THAT IS A CONTINUOUS MARK. THERE ARE FIVEKINDS.
- Vertical: Lines that are straight up and down
- Horizontal: Lines parallel to the horizon
- **Diagonal:** Lines that slant
- **Curved:** Lines that are always bending and turning
- **Zigzag:** Lines that are formed by short, sharp turns

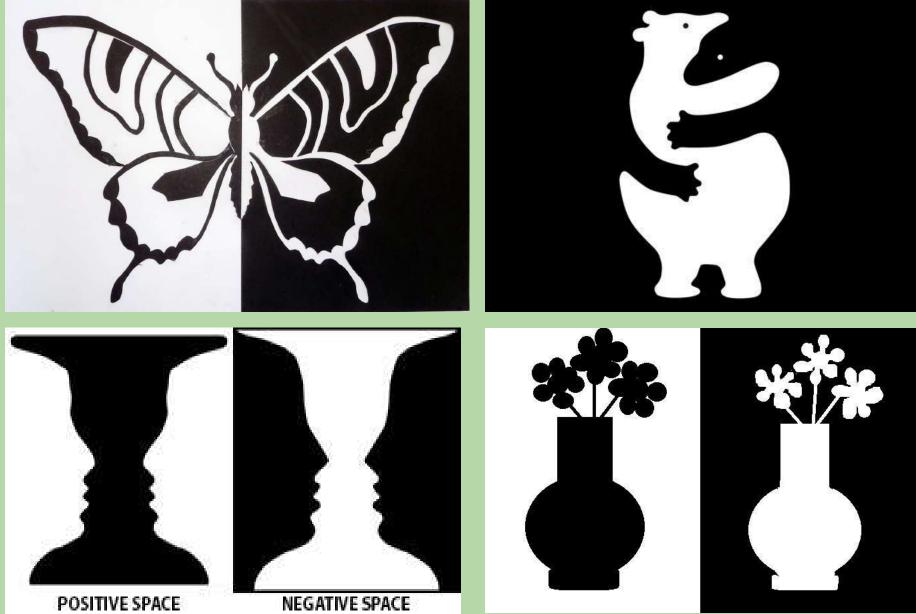
## **SPACE:**

ELEMENT OF ART REFERRING TO THE AREA'S; ON, AROUND, ABOVE, OR BELOW. THERE ARE TWO KINDS

- Positive: The space the object takes up
- Negative: The space around the object







## **TEXTURE:** ELEMENT OF ART THAT REFERS TO HOW THINGS FEEL OR APPEAR TO FEEL. THERE ARE TWO KINDS



### Actual: You can actually feel



Visual: You can see

## **Texture**

#### **Actual:**

You can touch and feel the texture **Real Texture** 



Simulated/Implied: Looks like it would have texture if you touched it Visual Texture

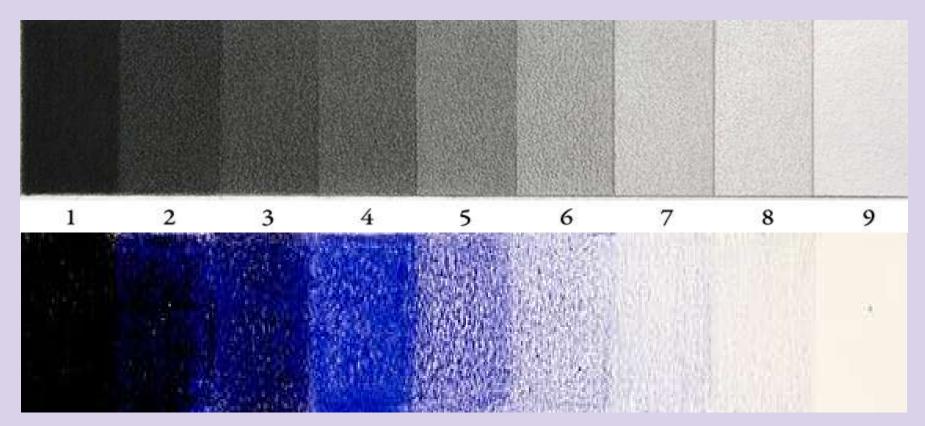


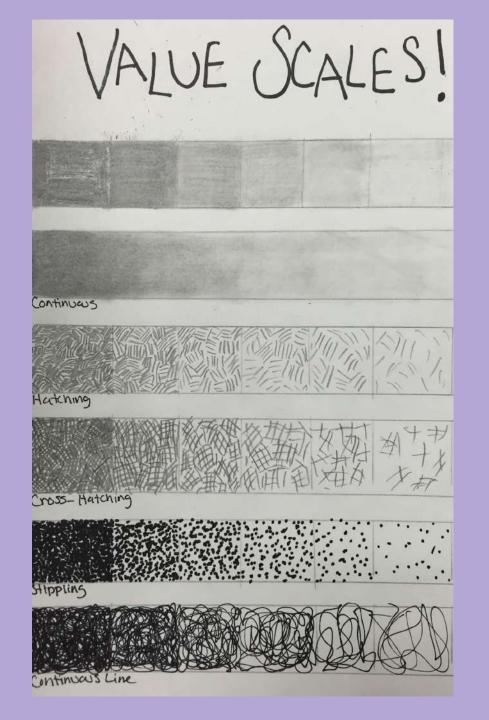
## **Album of Visual Textures**

# LEAF PRINT POTATO PRINT SPLASHING AND DRIPPING PAINT RUBBING BRUSH STROKES

WAX AND TEMPERA SCRIBBLES **CROSS-HATCHING** TACTILE TEXTURE PRINTED TEXTURE (COLLAGE)

### VALUE: ELEMENT OF ART THAT DEALS WITH THE RELATIVE DEGREE OF LIGHTNESS AND DARKNESS



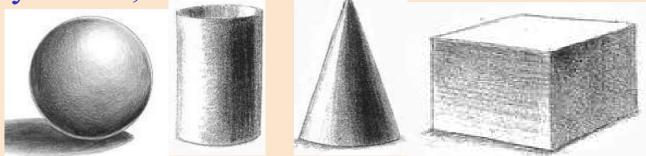




### FORM:

#### ELEMENT OF ART THAT IS THREE-DIMENSIONAL (3-D) AND ENCLOSES SPACE. IT HAS LENGTH, WIDTH, AND HEIGHT. THERE ARE TWO KINDS:

**Geometric:** mathematical equation. Cubes, Spheres, Cones, Cylinders, Pvramids



Organic: Free flowing, in nature Plants Animals People, Organisms







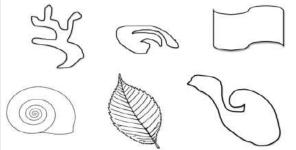
## **SHAPE**:

### ELEMENT OF ART THAT IS TWO-DIMENSIONAL (2-D) AND ENCLOSES SPACE. IT HAS LENGTH AND HEIGHT.

### THERE ARE TWO KINDS

**Geometric:** mathematical equation. Triangle, square, circle, rectangle

Organic: Free flowing. in nature. Abstract



### COLOR: ELEMENTS OF ART DERIVED FROM THE REFLECTED LIGHT. THERE ARE THREE PROPERTIES

• Value: Lightness to darkness

• Intensity: How bright to how dull

