

# ELEMENTS OF ART

The basic visual components used in the creation of a work of art.

LINE

VALUE

TEXTURE

SHAPE

FORM

COLOR

SPACE

# LINE

- A continuous mark with length and direction. A line is the basic component of art and the beginning of every work of art.



HORIZONTAL:  
parallel to  
the horizon



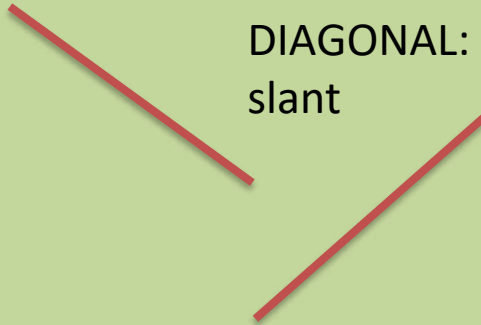
PARALLEL: evenly  
spaced apart and  
never meet



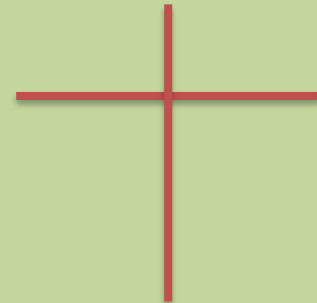
VERTICAL:  
straight up  
an down and  
do not lean



DIAGONAL:  
slant

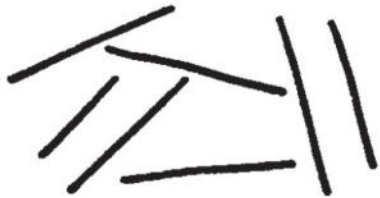


PERPENDICULAR:  
intersect



**LINES CAN BE...**

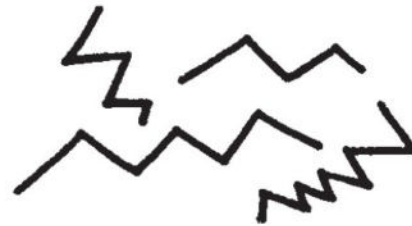
# LINES CAN BE...



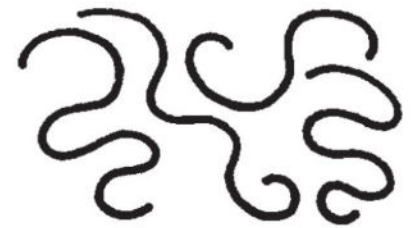
straight



curved



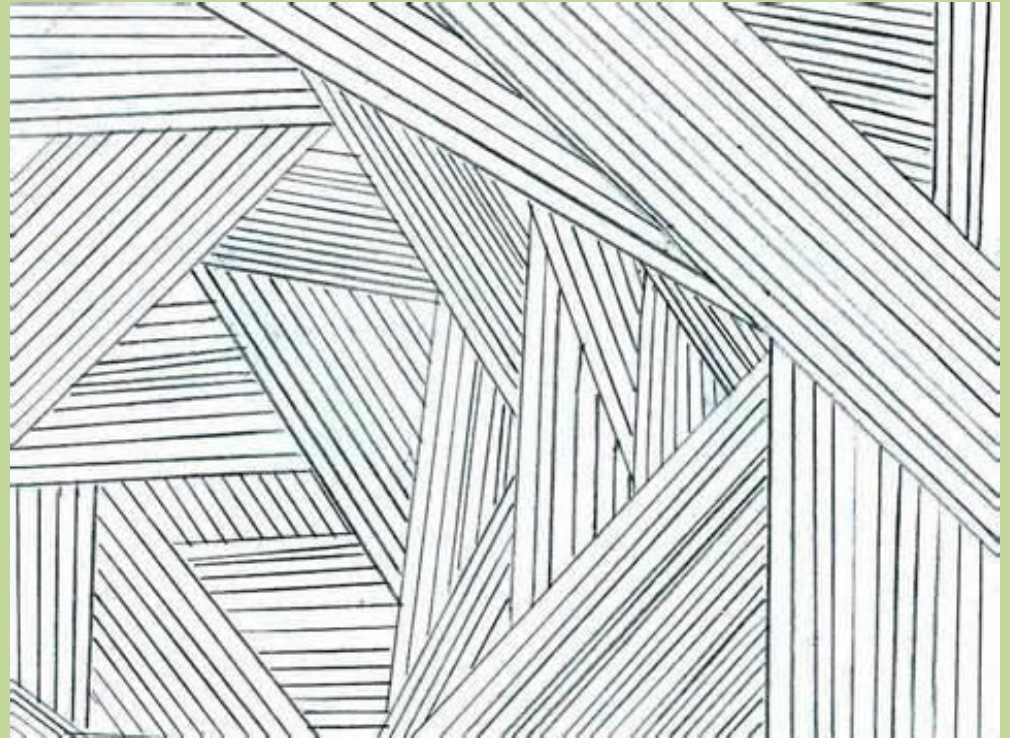
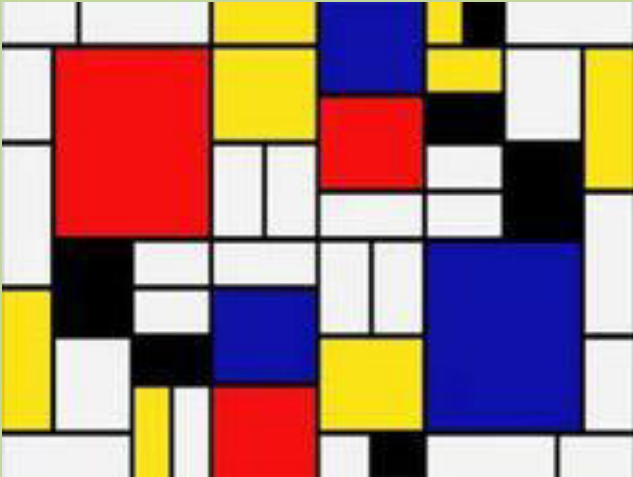
zigzag



wavy

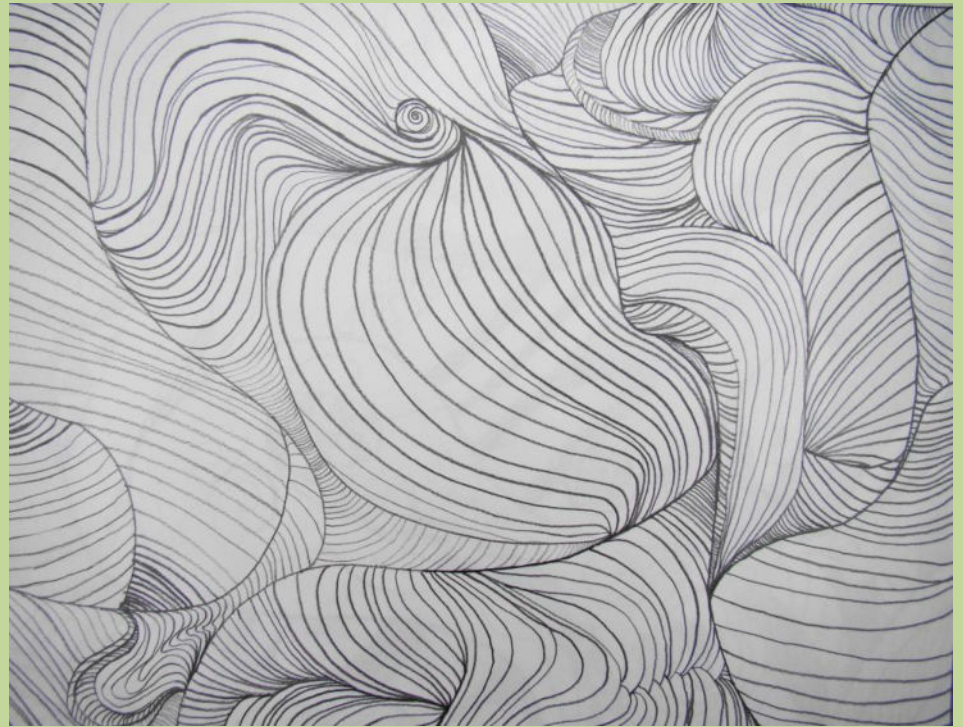
# RECTILINEAR LINES (STRAIGHT)

- Lines moving in a straight line with angles.



# CURVILINEAR LINES

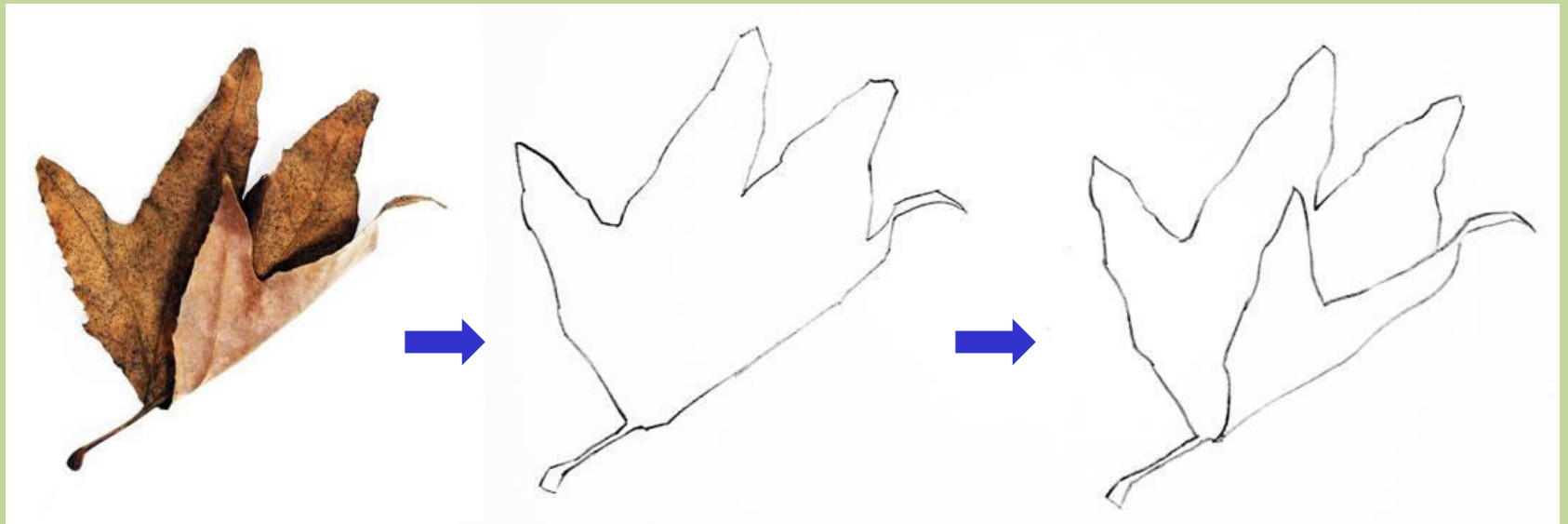
- Lines consisting of curves.





# CONTOUR LINES

- The outline of an object or objects
- With little detail
- Absolutely no shading or value



# GESTURAL LINES

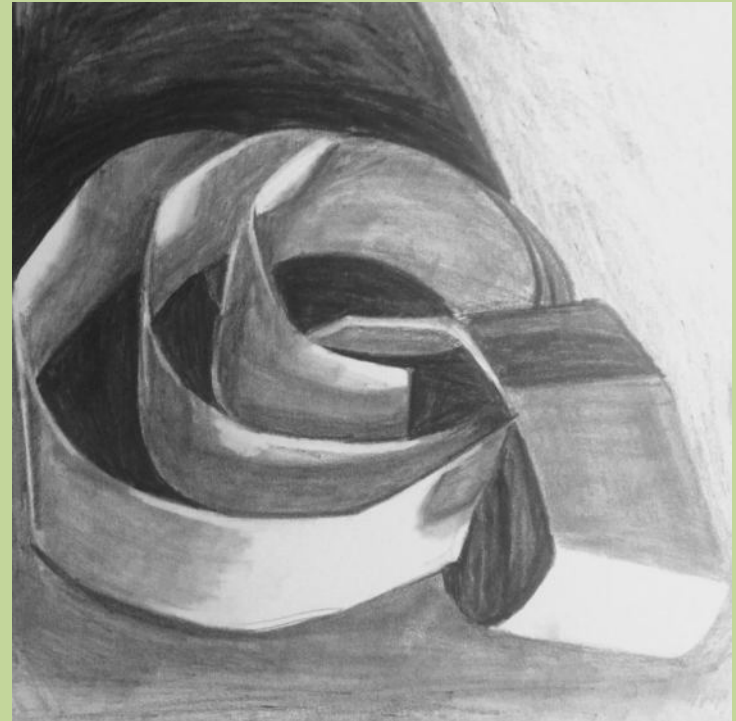
- Lines that are energetic and catch the movements and gestures of an active figure.





# VALUE

- The degree of lightness or darkness in any color.
- Value helps create the illusion of depth and three-dimensionality.

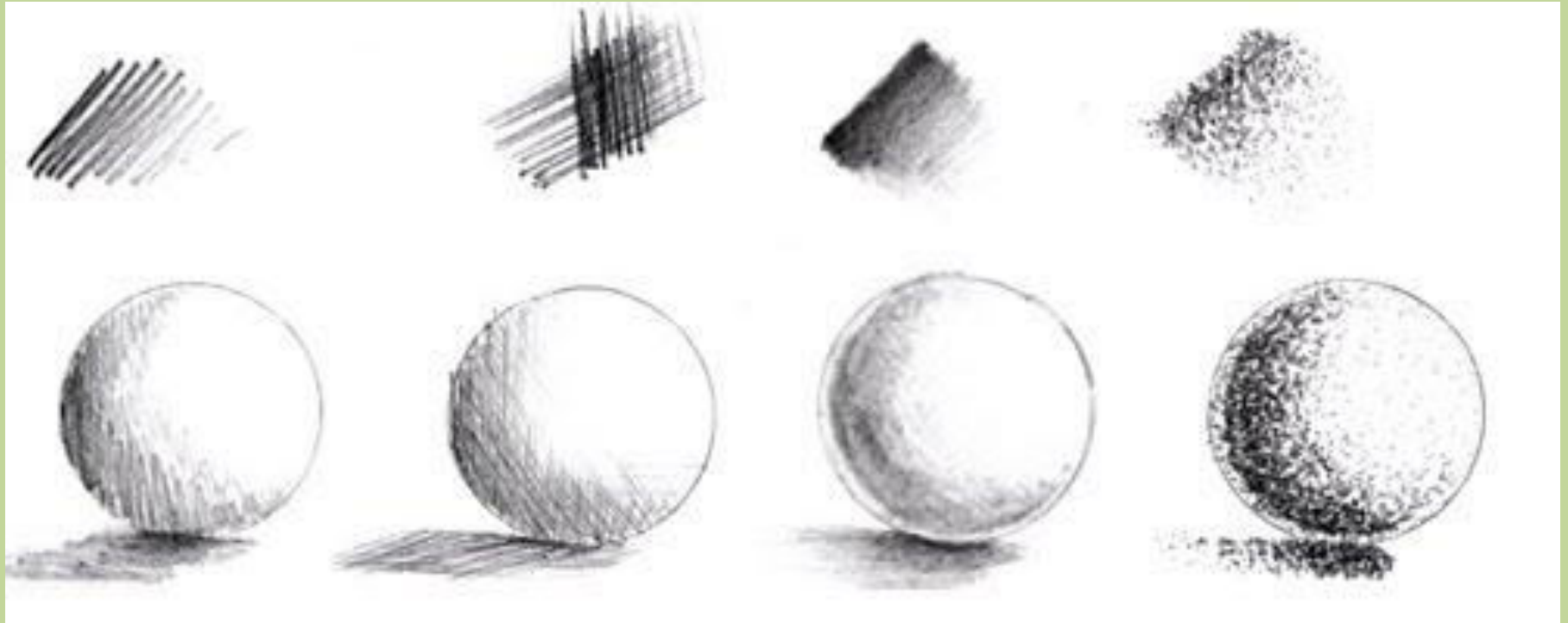


When artists make marks on the page, they are often using lines. Sometimes artists even use those marks and lines to show value.

## TYPES OF MARK MAKING

- LINE (Contour, Gestural, etc.)
- HATCHING (a series of closely spaced parallel lines)
- spaced parallel lines that overlap) CROSSHATCHING (closely
- STIPPLING (creating Value by making small dots)
- SHADING (showing change in value by darkening areas that would be shadowed and leaving other areas lighter)

# SHADING TECHNIQUES



Hatching

Crosshatching

Blending

Stippling

When using these techniques, the degree of value is controlled by:

- Gap between the marks
- Lightness / darkness of the marks
- Thickness of the marks

# GRAYSCALE

- A range of value going from black to white, with the center being known as middle gray.
- Also known as a gray scale or a value scale.



# TEXTURE

- The element of art that refers to the way something feels or appears to feel.
- Two types of texture:
  1. Actual/Physical
  2. Implied/Visual



# ACTUAL/PHYSICAL TEXTURE

- Texture you can feel through touch
- Artists can use layers of paint to build physical texture.
- An artist may actually use textural material in their artwork.



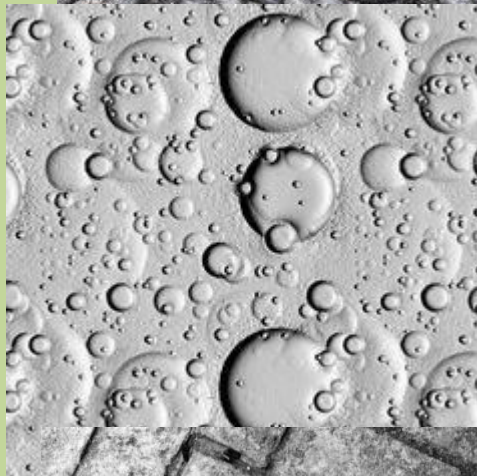


# Implied Texture

- Illusion of a surface texture.
- Imitates real texture.
- Can be seen but not touched.



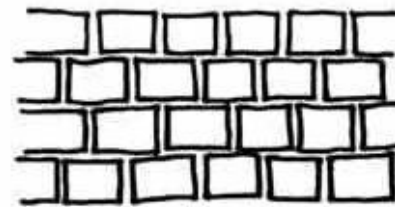
Mark making techniques, such as hatching can be used to create implied or visual texture.



SMOOTH



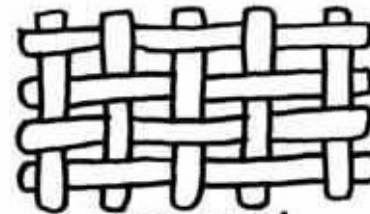
ROUGH



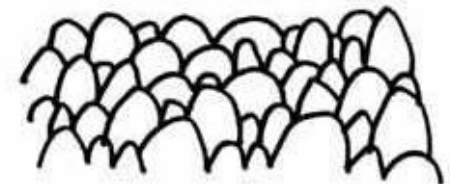
HARD



SOFT



WOVEN



BUMPY/LUMPY



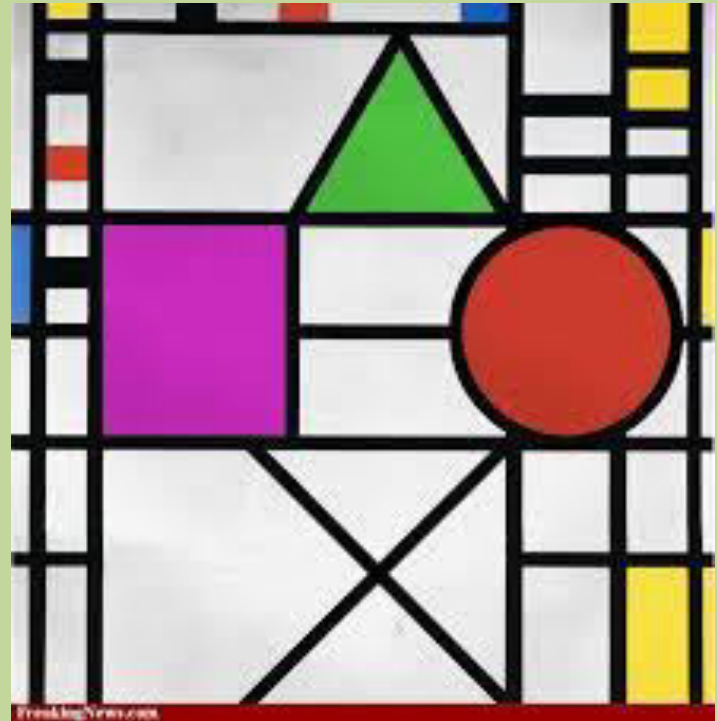
JAGGED/IRREGULAR



RIDGED

# SHAPE

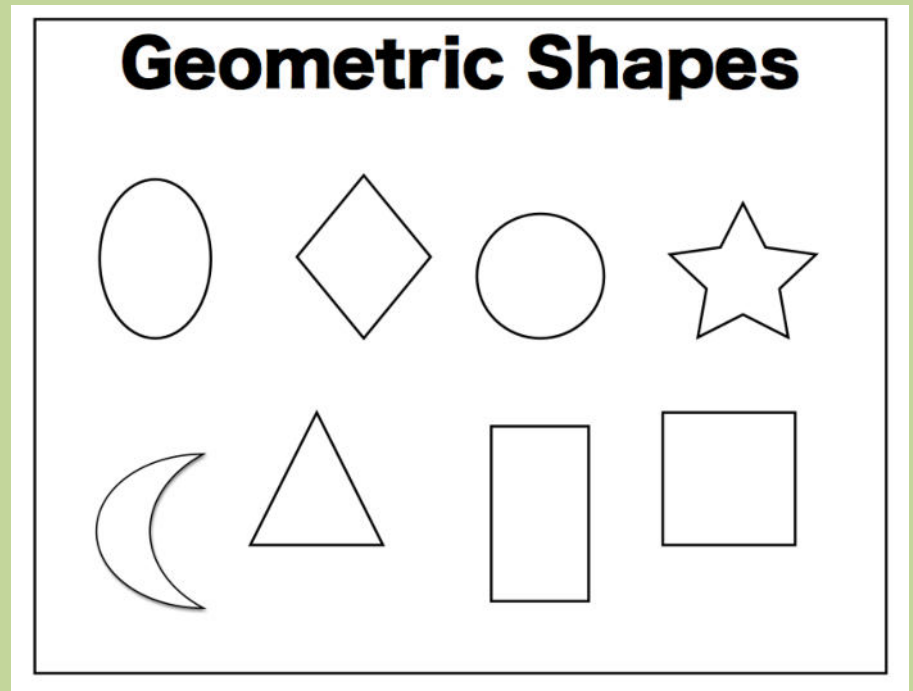
- A two-dimensional enclosed area that is defined in some way.
- Shapes are divided into two groups:
  1. Geometric
  2. Organic





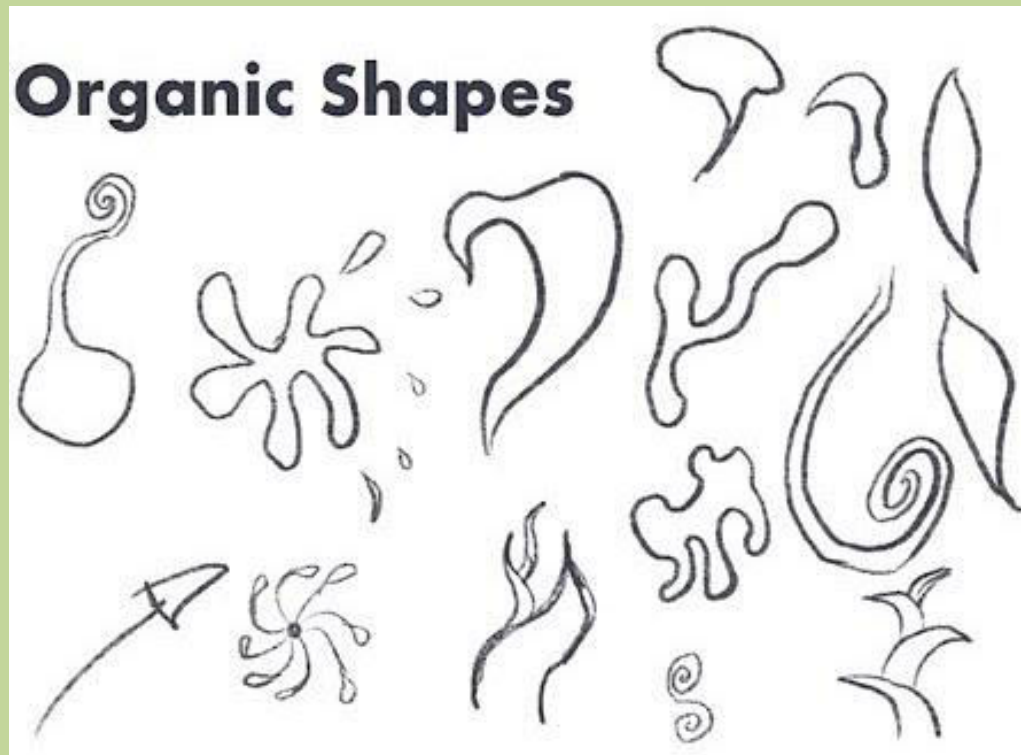
# GEOMETRIC SHAPES

- These are shapes you already know and have seen in math. They are created using mathematical formulas.
- These shapes include squares, triangles, hexagons, circles, etc.



# ORGANIC SHAPES

- Freeform shapes, some of which may be found in nature



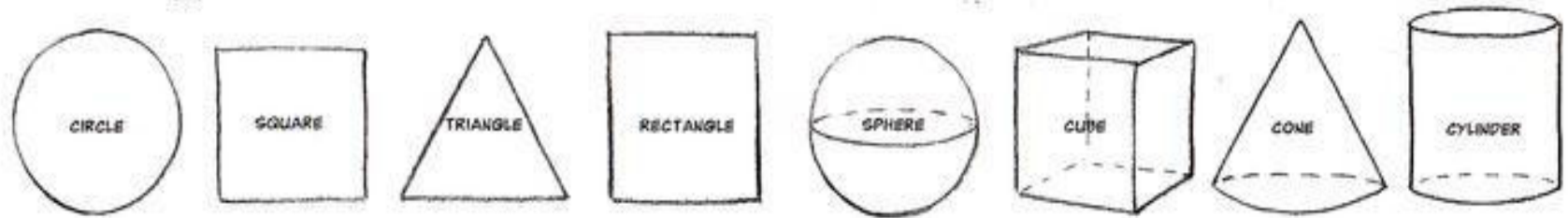
# FORM

- An Element of Art that is three dimensional and encloses volume. Like shapes, forms can be geometric or organic.
- Sculptors create actual forms, while two dimensional artists create forms by shading.

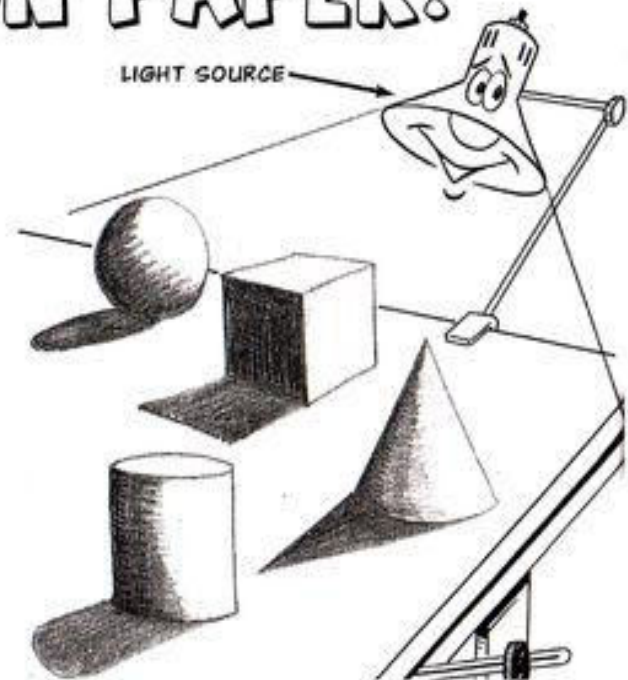
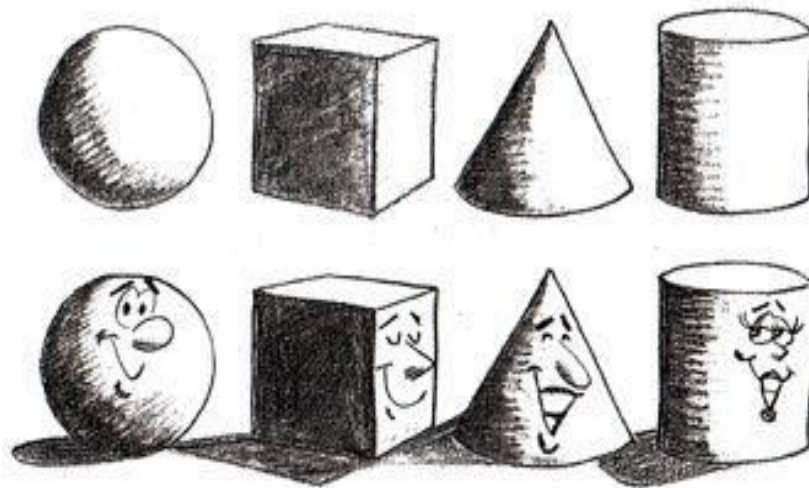




Shapes are Flat **FORMS ARE FAT**



**ARTISTS USE SHADING TO MAKE FORMS LOOK 3-D ON PAPER.**



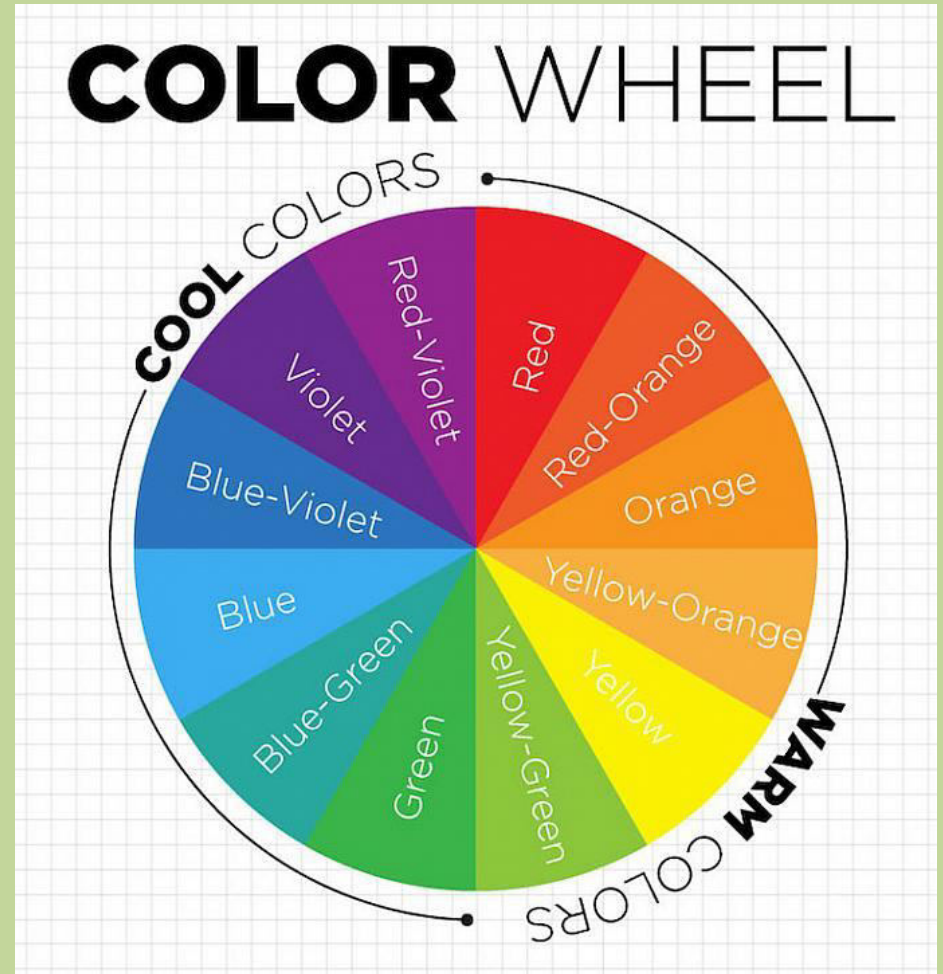
# COLOR

- An element of art that is produced when light strikes an object and reflects back to the viewer's eye.
- Hue (another word for color)
- Intensity (brightness)

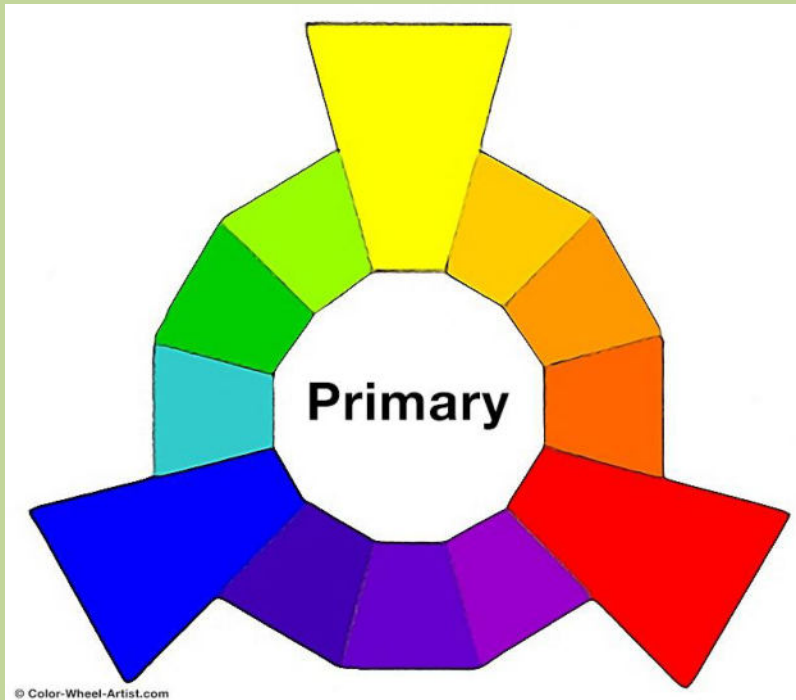


# COLOR WHEEL

- The color wheel is used to visually display the relationships between primary colors, secondary colors, and tertiary colors.
- Artists use the color wheel as a reference to create functional color schemes.



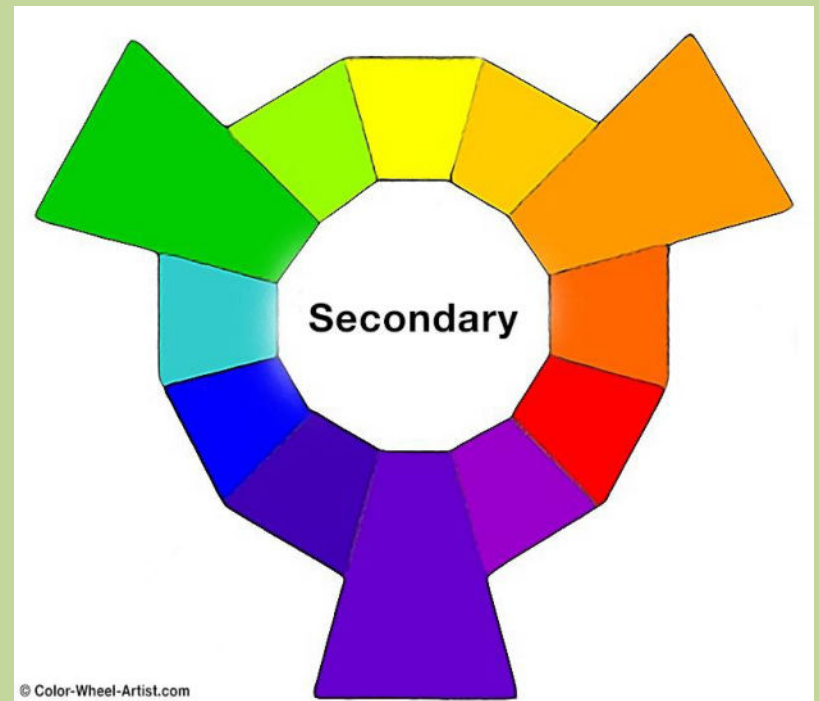
# PRIMARY COLORS



- Red, Yellow and Blue
- The primary colors cannot be created by mixing any other colors together.
- These are the colors from which all other colors are created.

# SECONDARY COLORS

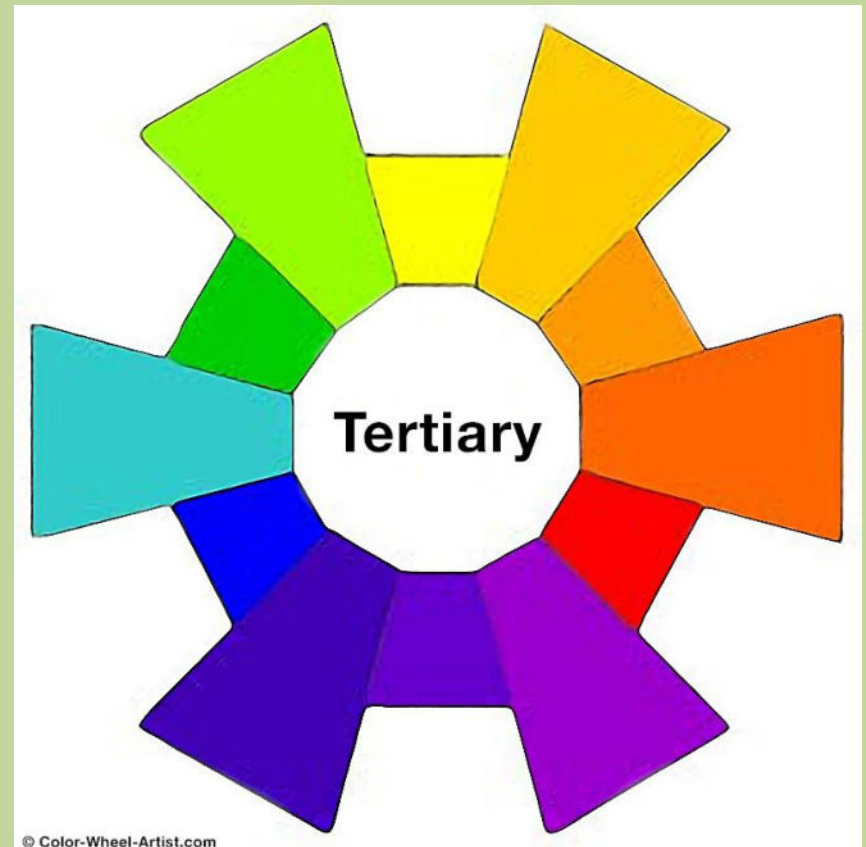
- The secondary colors are the result of mixing two primary colors together.
  - Red + Blue= Violet
  - Red + Yellow= Orange
  - Blue + Yellow= Green



# TERTIARY COLOR GROUP

- The tertiary colors are a combination of a primary and secondary color.

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





# Monochromatic

- One color and its values.
- The monochromatic scale uses 1 color + black and white.
- Mono = One  
Chroma = Color



# SPACE

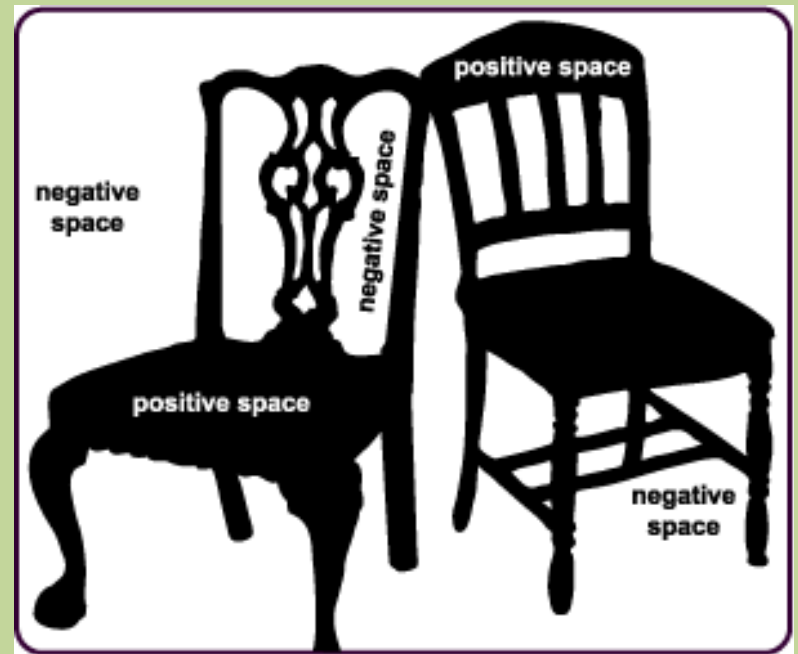
- The distance or area between, around, above, below or within things.



# Positive Space/Negative Space

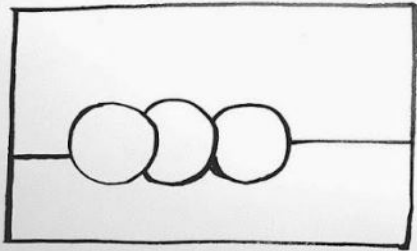
There are two different kinds of space found in art, positive and negative space.

- **Positive Space:** the space taken up by shapes and forms
- **Negative Space:** the empty spaces between shapes and forms

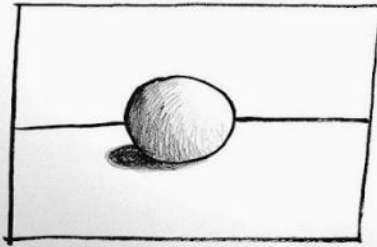


# SIX WAYS TO CREATE THE ILLUSION OF SPACE

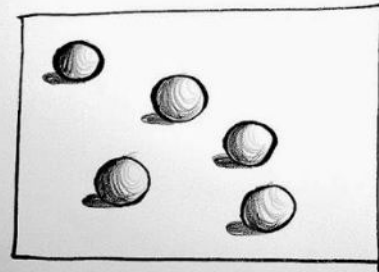
① OVERLAP



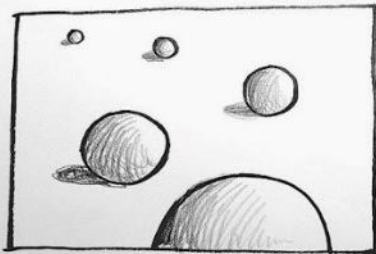
② SHADING



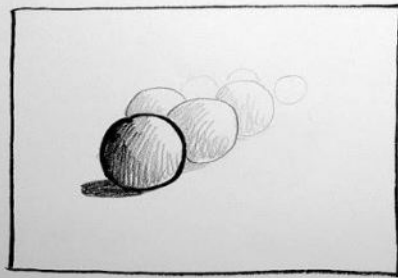
③ PLACEMENT



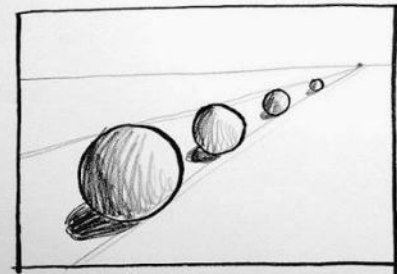
④ SIZE



⑤ VALUE and FOCUS

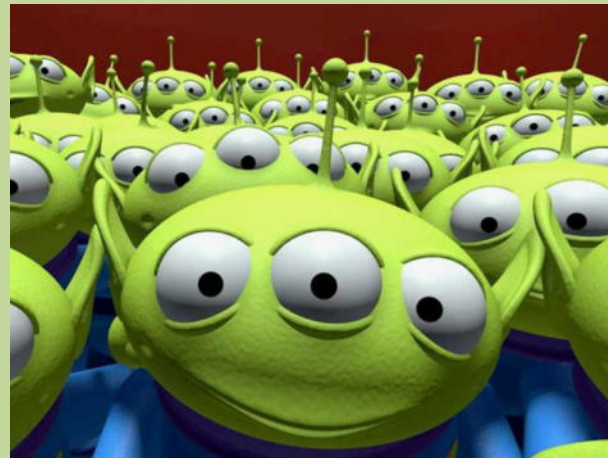


⑥ LINEAR PERSPECTIVE



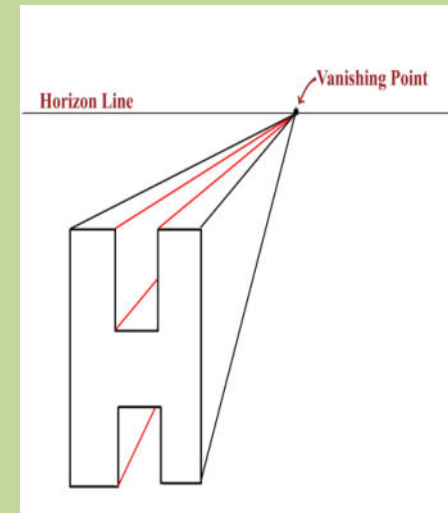
# Overlapping

- Artists overlap things to create the illusion of space.
- This occurs when objects are arranged behind and in front of each other.



# 1 Point Perspective

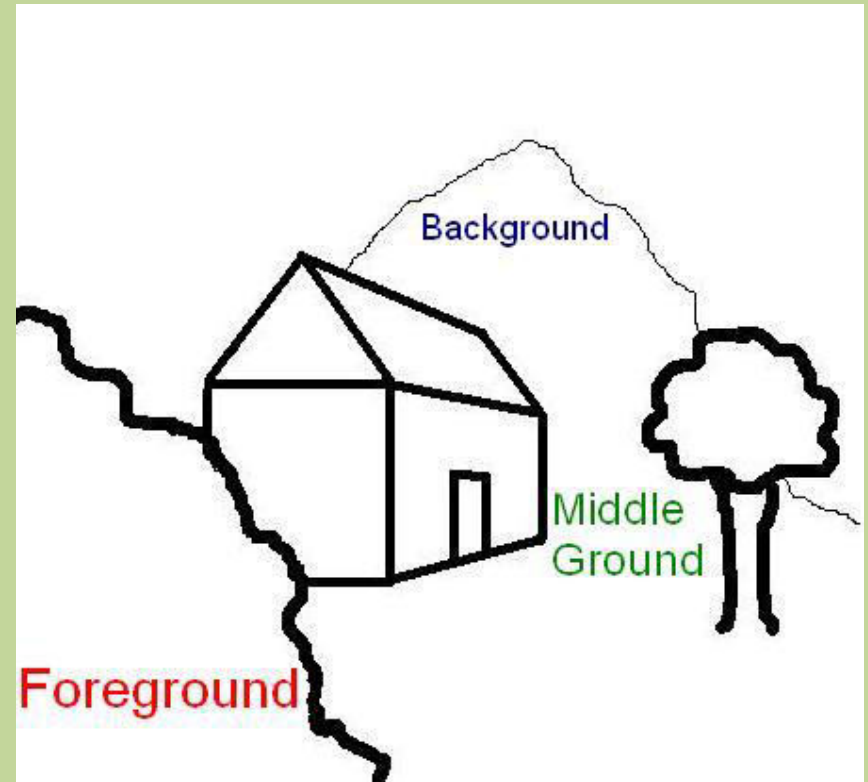
- Method that shows how things appear to get smaller as they get further away, converging towards a single vanishing point on the horizon line.





# Visual Planes

- A work of art can be divided into 3 planes.
  - Foreground of a composition is the visual plane that appears closest to the viewer.
  - Background is the plane in a composition perceived furthest from the viewer.
  - Middleground is the visual plane located between the foreground and background.



# Foreground, Middleground, Background Example

