

Elements of art are stylistic features that are included within an art piece to help the artist communicate.



Look for the "Listen Icon" on each page to get more insight of the Elements of Art!



Elements of Art

The ABCs of Art.

LINE

SHAPE

FORM

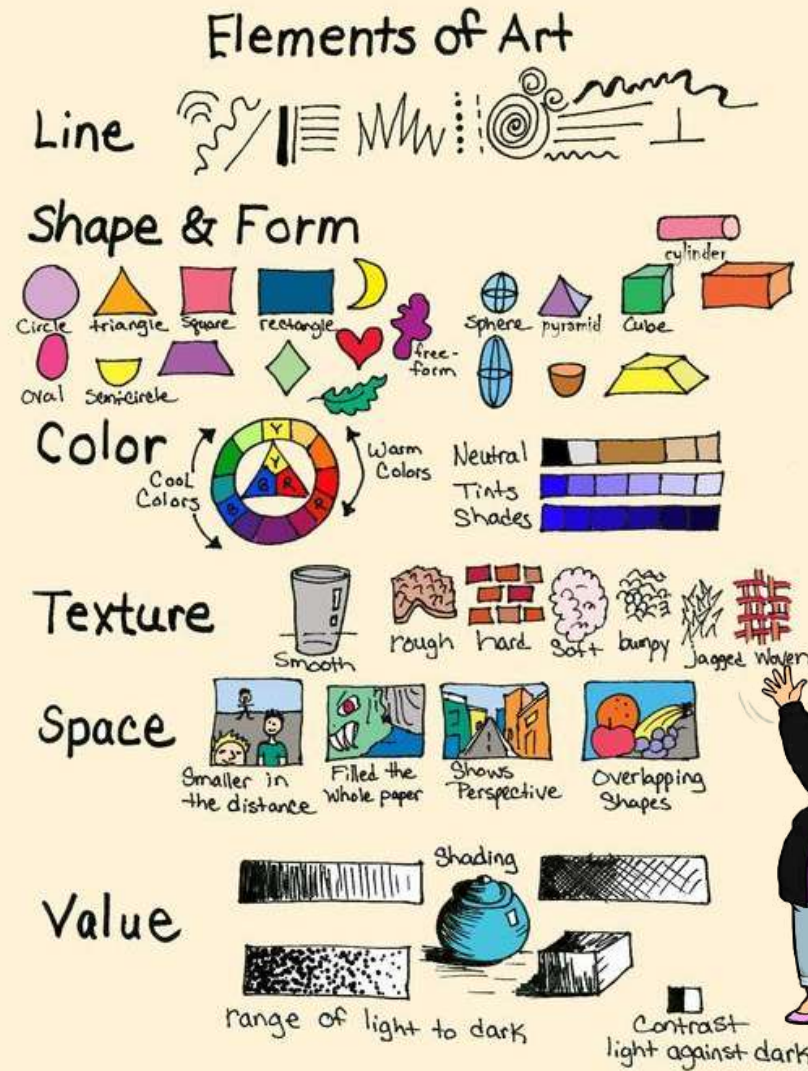
VALUE

SHARE

TEXTURE

SPACE

Elements of Art.



LINE

SHAPE

FORM

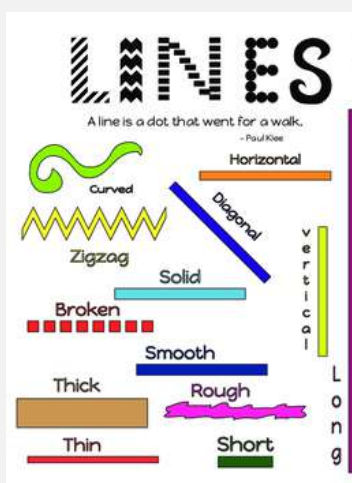
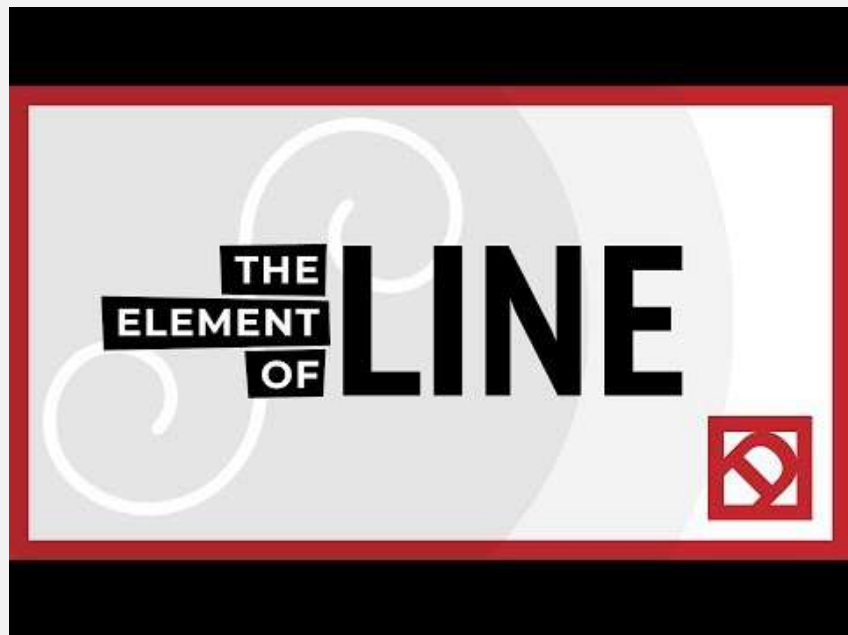
VALUE

COLOR

TEXTURE

SPACE

LINE IN ART.



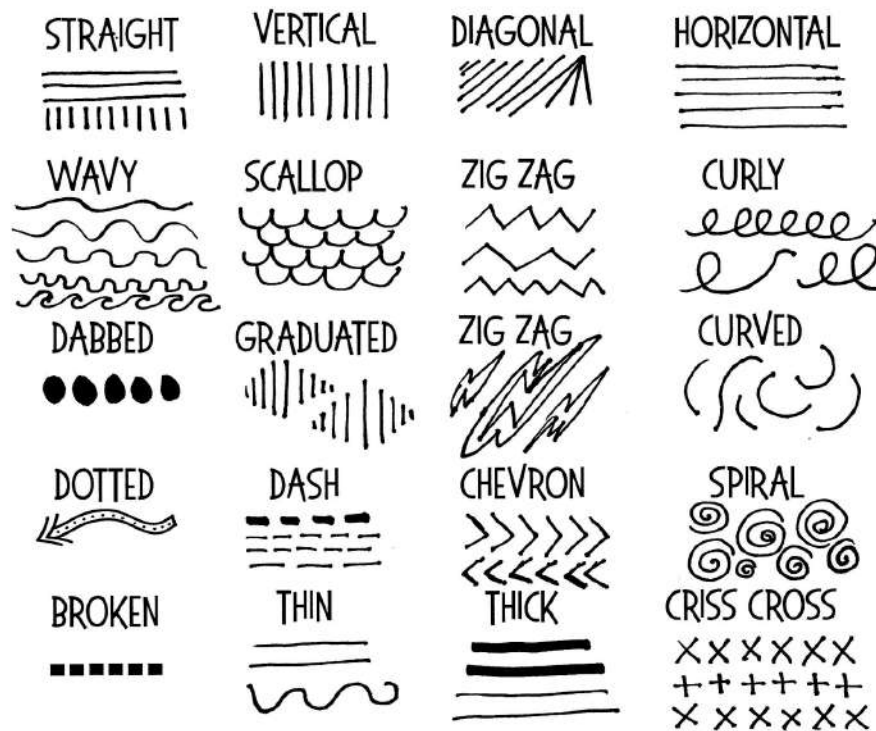
Line can control a viewer's eye. It can describe edges. It can indicate form as well as movement. It can also indicate value and a light source in drawing.

LiNe



A path created by a moving point, mark or object.

There are many types of lines: thick, thin, horizontal, vertical, zigzag, diagonal, curly, curved, spiral, etc. and are often very expressive. Lines are basic tools for artists.



A line's width is sometimes called its "thickness". Lines are sometimes called "strokes", especially when referring to lines in digital artwork.

NEXT

SHAPE

EXPLAIN

APPLY

COLOR

TEXTURE

SPACE

LINE IN ART.



LINE

(línea)

BROKEN
(quebrado)

WAVY/CURLY
(ondulado)

VERTICAL
(vertical)

STRAIGHT
(derecho)

VARIED
(variadas)

THICK
(Grueso)

THIN
(delgado)

DOTTED
(línea de puntos)

ZIG-ZAG
JAGGED
(zig-zag)

DIAGONAL
(diagonal)

TAPERED
(termina en punta
conico)

LONG (largo)

SHORT (corto)

CURVED
(curva)

HORIZONTAL
(horizontal)

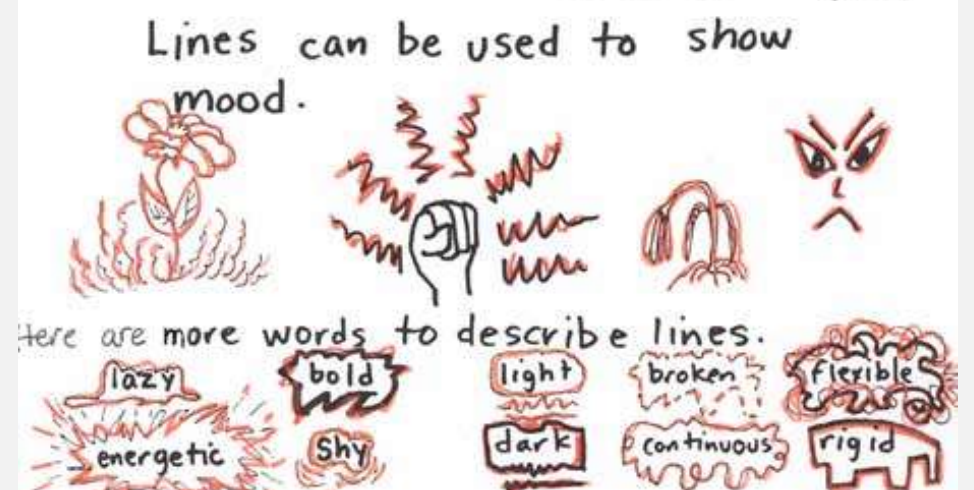
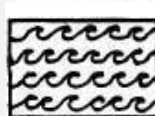
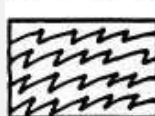
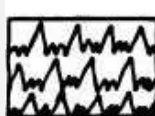
VERTICAL
(vertical)

PERPENDICULAR
(perpendicular)

PARALLEL
(paralelas)

SPIRAL
(espiral)

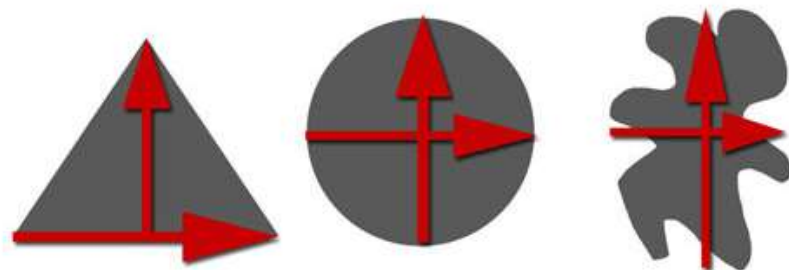
LINE



SHAPE IN ART.



All shapes are two-dimensional, meaning that they have only length and width.

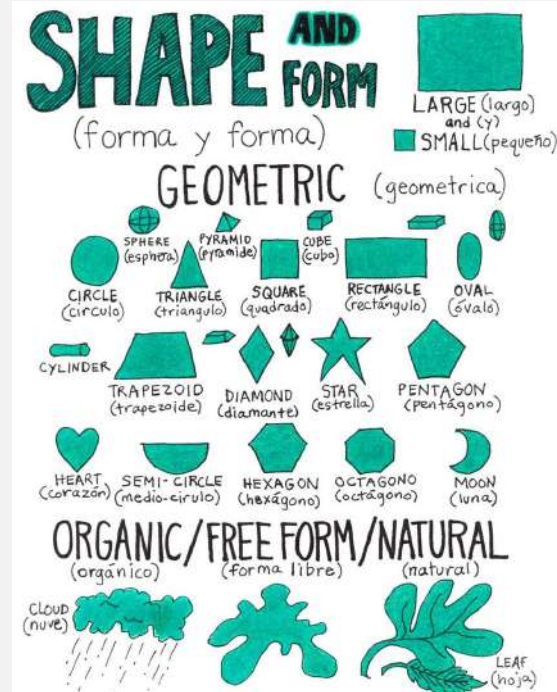
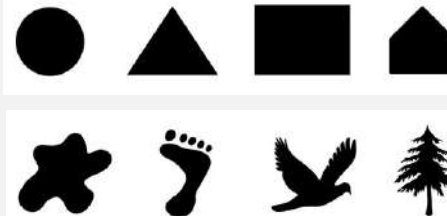


All shapes will fall into one of two categories.

Geometric shapes or regular shapes are easy to recognize. Math can be used to find information about these shapes and these shapes generally have a specific name associated with them. Examples include: circle, triangle, square, and trapezoid.

Organic or freeform shapes are shapes that seem to follow no rules. Organic shapes generally do not have a name associated with them and are typically not man-made.

SHAPES



THE ELEMENT OF SHAPE



NEXT

FORM

VALUE

COLOR

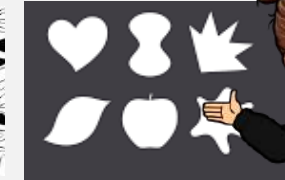
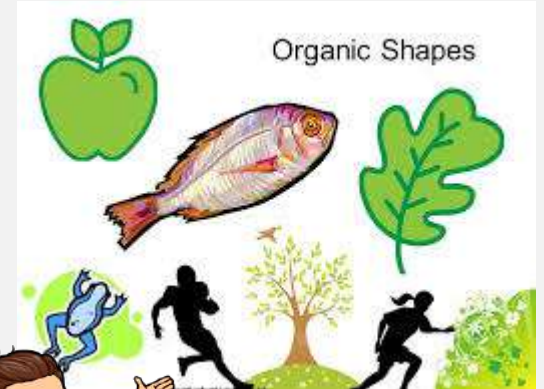
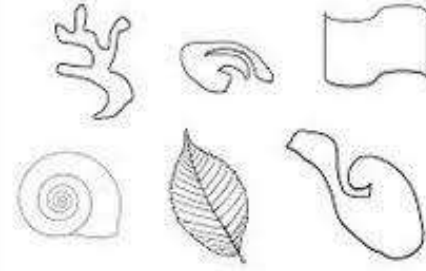
TEXTURE

SPACE

GEOMETRIC SHAPES.



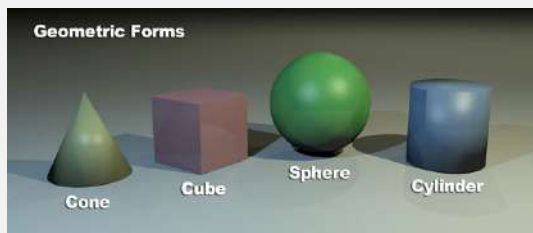
Organic Shapes



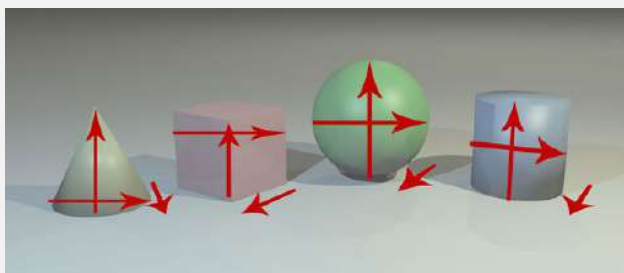
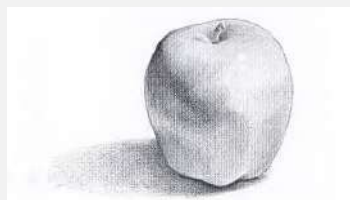
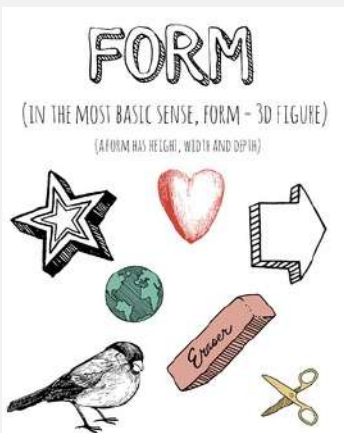
ORGANIC SHAPES.



FORM IN ART.



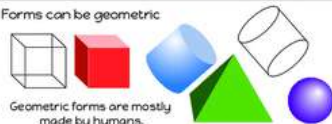
In terms of art, form refers to objects that are 3-Dimensional, or have length, width, and height. The world we live in made up almost entirely of forms.



Forms

All forms are fat (3-D)

Forms can be geometric



Geometric forms are mostly made by humans.

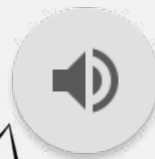
Forms can be organic (free-form)



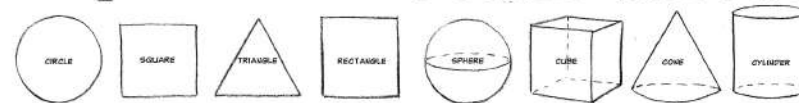
Organic forms remind of things found in the natural world

2-D pictures of 3-D forms are made by using value and shading.

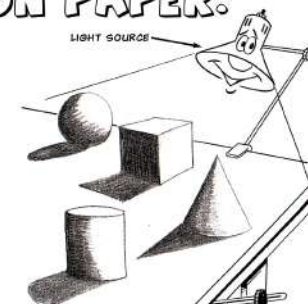
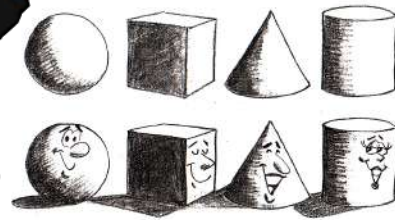
(© Creative Commons Attribution-ShareAlike license)



Shapes are Flat **FORMS ARE FAT**



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



THE ELEMENT OF **FORM**



VALUE IN ART.

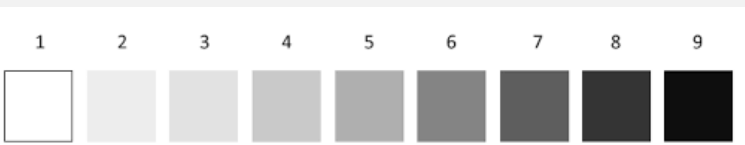
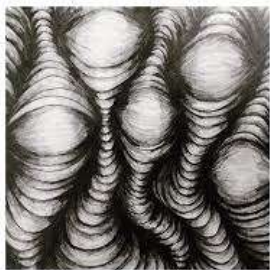
Light reacts on objects and is communicated to viewers through several factors. Adjusting these areas with values of the local color will result in the illusion of form in a drawing or painting.

The **highlight** is the area where light is hitting the object directly.

The **midtone** is the middle value of the local color of the object.

The **core shadow** is the area(s) that is shaded on the object.

The **cast shadow** is the area(s) that is shaded on surrounding objects and surfaces because of blocked light.



elements
of art

VALUE



dark

value scale

light



shade

color

tint

types of shading



hatching



cross
hatching



stippling

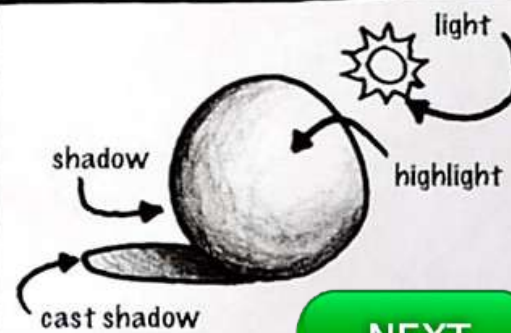


scribling



blending

YOU
TRY IT!



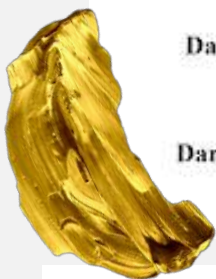
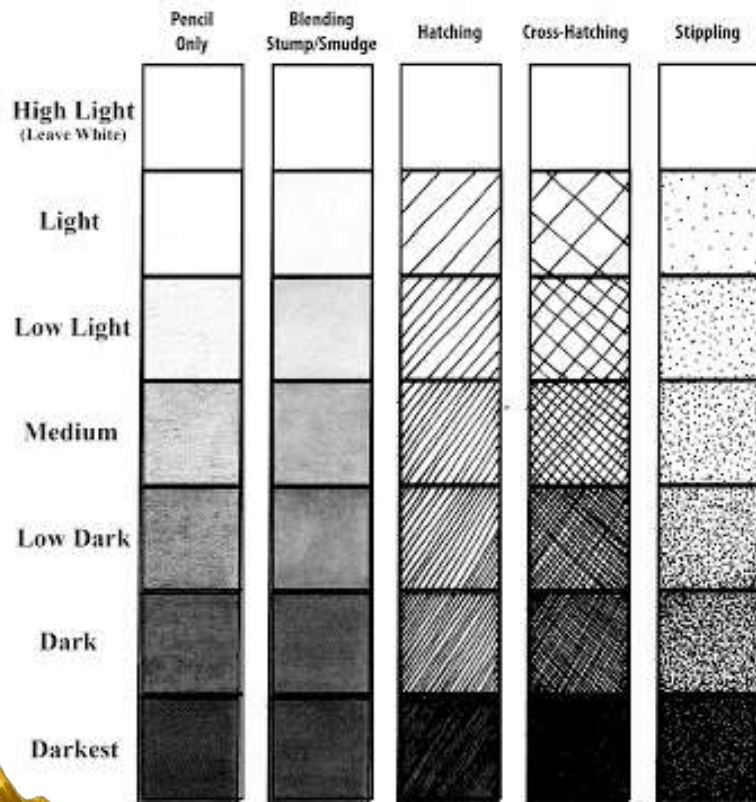
NEXT

VALUE IN ART.



Value Scales

Value: The lightness or darkness of a color



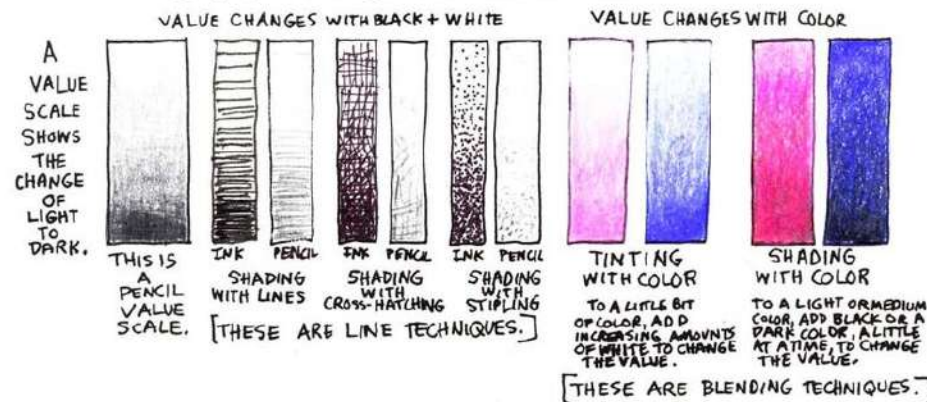
1 2 3 4 5 6 7 8 9



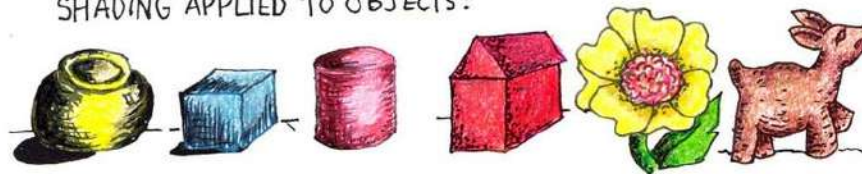
VALUE



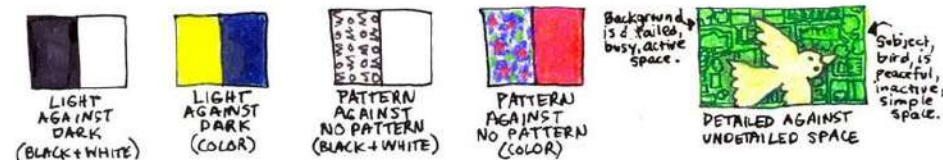
IS THE RANGE OF LIGHT TO DARK.



SHADING APPLIED TO OBJECTS:

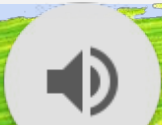


CONTRAST = TO SHOW UNLIKENESS (SOMETHING DIFFERENT, OPPOSITE, OR DISSIMILAR)

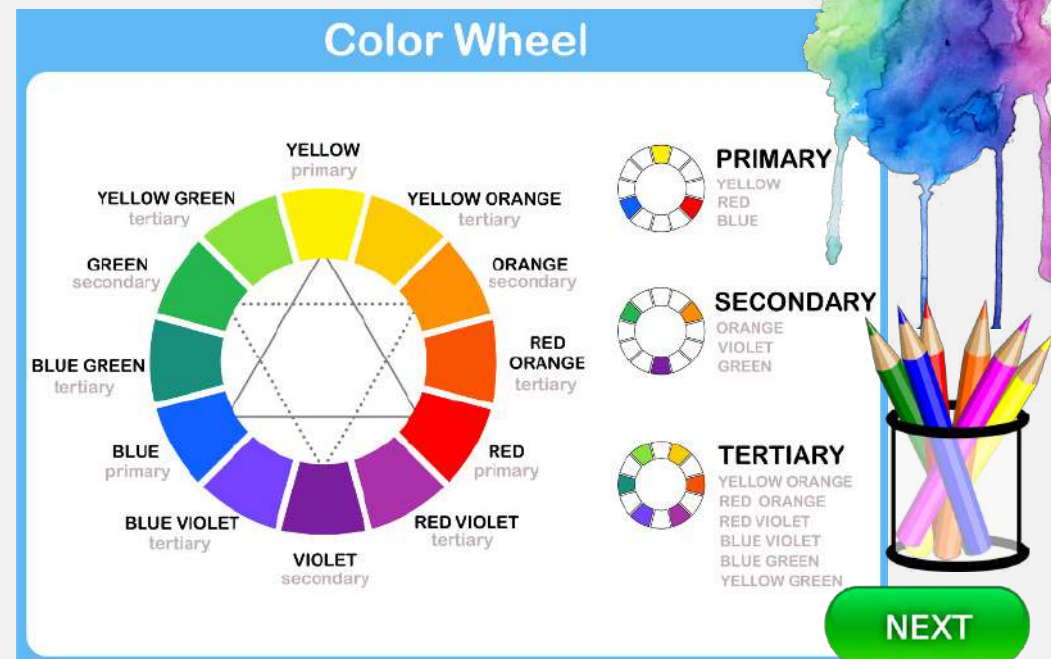
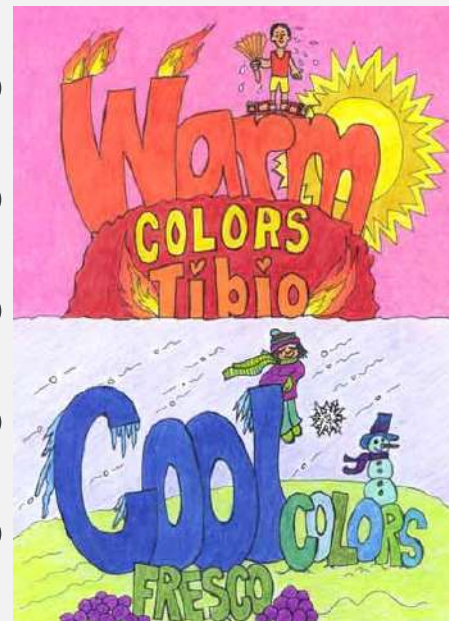
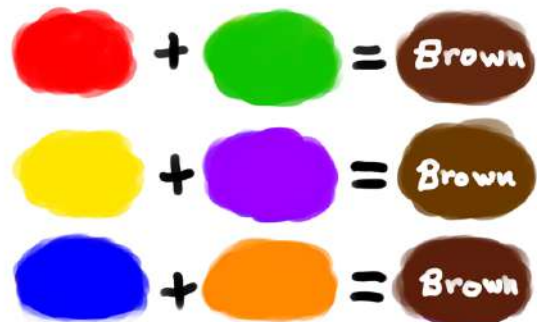
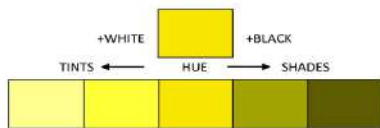
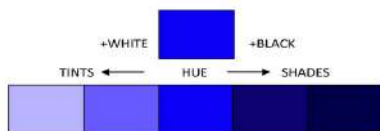
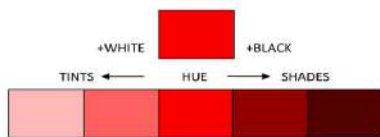


I WILL LOOK FOR VALUE AND CONTRAST, BOTH NATURAL AND MAN-MADE, IN MY ENVIRONMENT.

COLOR IN ART.

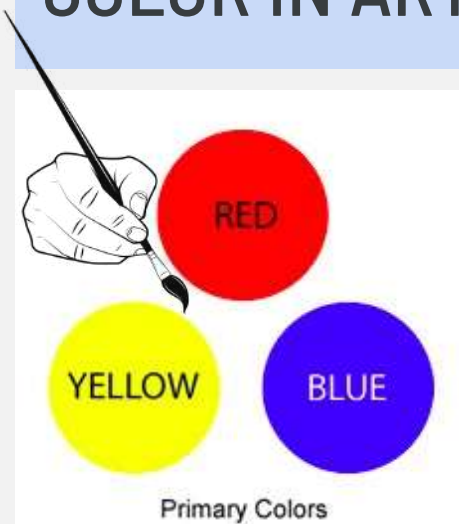


THE ELEMENT OF COLOR

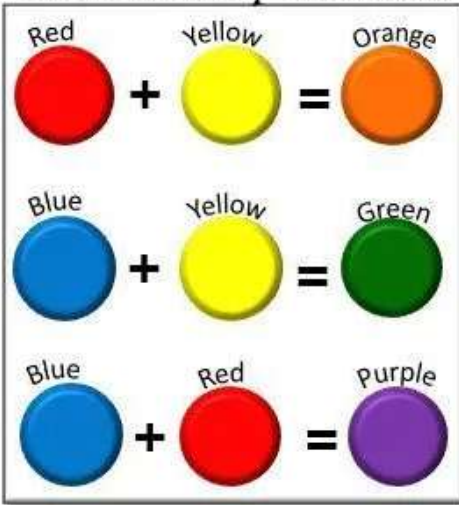


NEXT

COLOR IN ART.

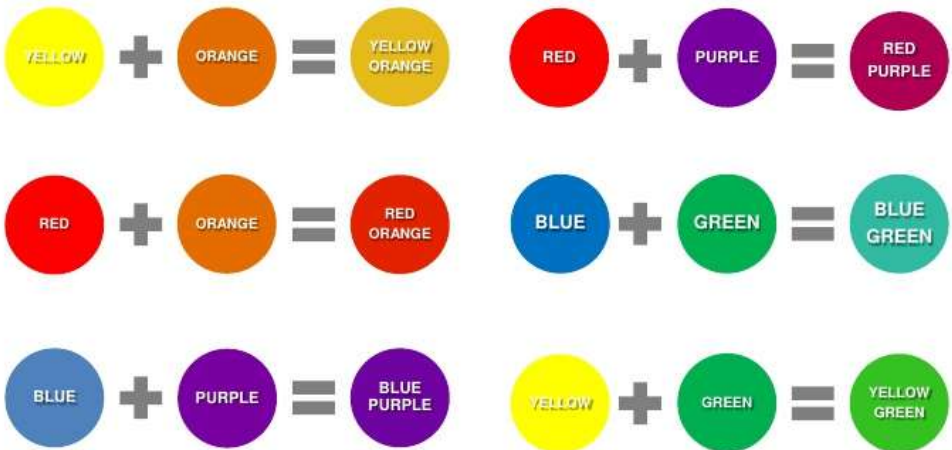


Secondary Colors



Combining one Primary with a Secondary color creates a new set of colors called

INTERMEDIATE or TERCARY COLORS



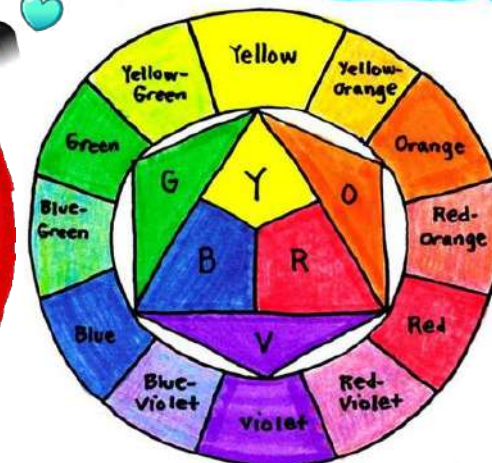
COLOR THEORY

Color is an element of art.

Everytime I use color, I am creating a color scheme.

← This is a color wheel.

The most common color schemes are listed below.



Primary... {I can make all the other colors by mixing different amounts of primary colors}

Secondary... {I can mix two primary colors to make a secondary color.}

Warm... {Yellow and all the colors with red and orange tones are warm.}

Cool... {Violet and all the colors with blue and green tones are cool.}

Complimentary... {Opposites on the color wheel are complimentary.}

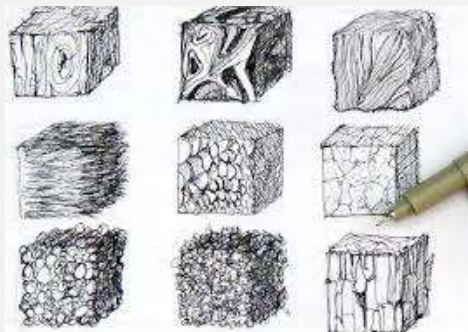
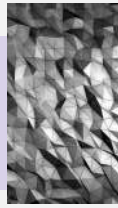
Analogous... {Colors that are close neighbors on the color wheel are analogous.}

Rainbow... {Using primary and secondary colors placed in order from the color wheel, I can make a rainbow}

Intermediate... is a color term I need to know. It is the color in between the primary and secondary colors on the color wheel.

The ABCs of Art: The Elements & Principles of Design - Compiled, organized, and added to by M.C.Gillis
Contact artist: mo@expandingheart.com, to give feedback
More downloads at www.expandingheart.com & www.awesomeartists.com.

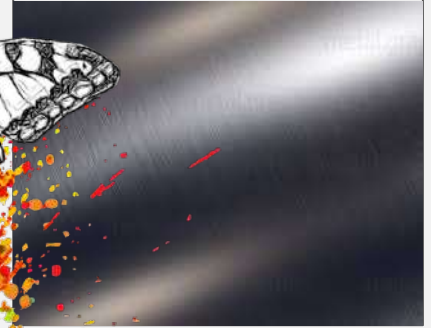
TEXTURE.



Wet



Smooth



Rough



Soft



Bumpy

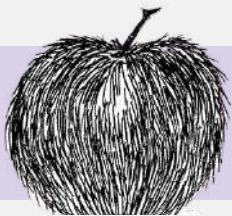


Woven



NEXT

TEXTURE IN ART.



TEXTURE



SMOOTH



(APPLE)



(SAND PAPER)

ROUGH



(BARK)



(BRICKS)

HARD



(ROCK)



(CLOUD)

SOFT



(PILLOW)



(BASKET)

WOVEN

(MATERIAL, CLOTHES)



BUMPY/LUMPY



(SHARD GLASS)

JAGGED/IRREGULAR



(STAIRS)

RIDGED



Visual Texture

Visual texture is the way an object looks as it would feel if it could be touched.

Examples:

Rough



Soft



Sandy



Bumpy



Slick



Prickly



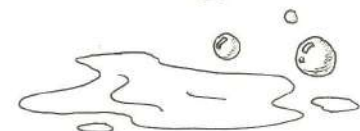
Pointy



Rocky



Wet



Furry/Hairy



Fluffy



Woven



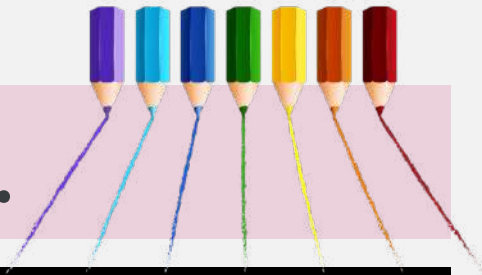
Scaly



Flaky



SPACE IN ART.



SPACE



How shapes are arranged in an art work creates a sense of space.
Consider the possible ways shown below to create space.



Draw Big.



Fill the whole paper.



Extend lines off paper.



Placement in
relation to horizon



Smaller in distance
Larger closer up



Darker closer up
Lighter farther away



Overlapping



Foreground
(near space)



Midground
(middle space)



Background
(far space)

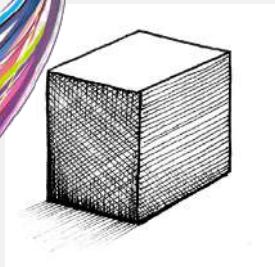
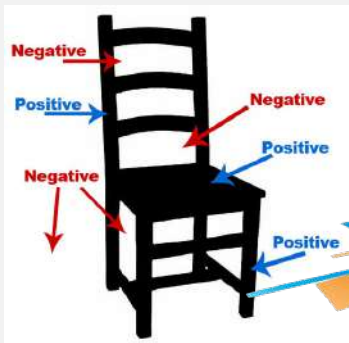


Positive Space
(the subject or
objects in the work
of art, not the space
around them)



Negative Space
(The empty
space around
the subject
or objects)

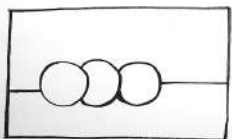
SPACE IN ART.



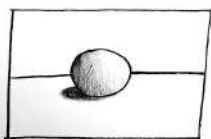
SIX WAYS TO CREATE THE ILLUSION OF SPACE



① OVERLAP



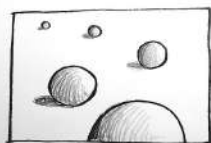
② SHADING



③ PLACEMENT



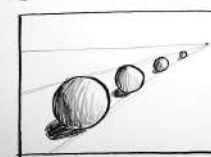
④ SIZE



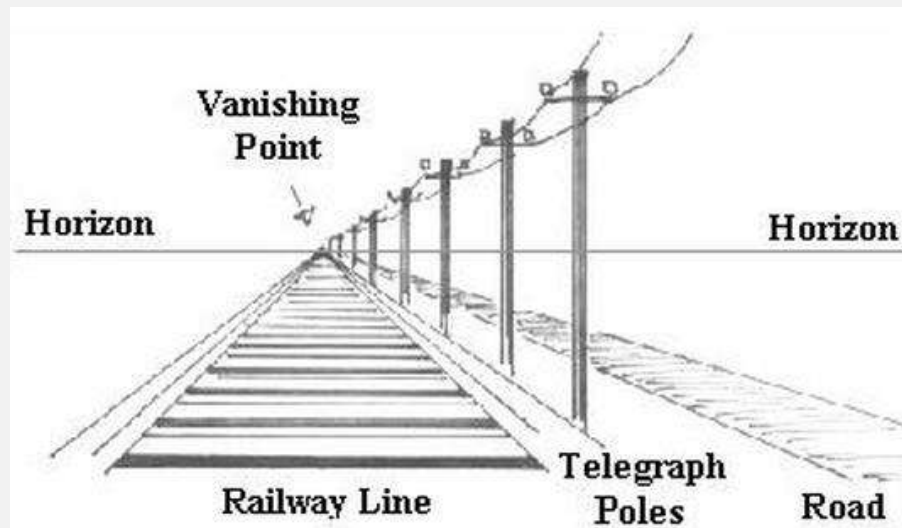
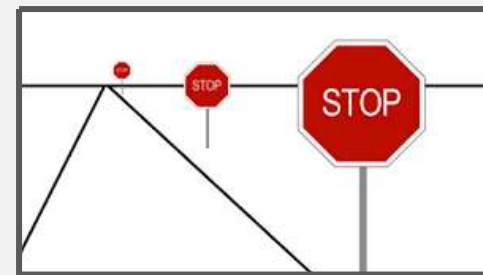
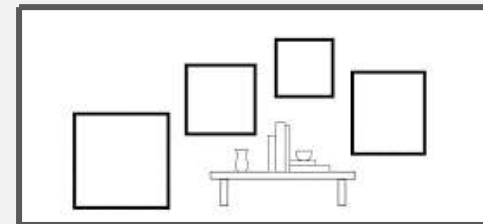
⑤ VALUE and FOCUS



⑥ LINEAR PERSPECTIVE



In terms of art, space is the area around, above, and within an object.



NEXT

TERMS FOR SPACE IN ART.

Space - element of art, refers to the emptiness or area between, around, above, below, or within objects

Positive Space - the shapes or forms of interest

Negative Space - the empty space between the shapes or forms

3-D Space can be defined as the space over, under, through, behind, and around a form. Architecture, sculpture, weaving, ceramics, and jewelry are three-dimensional art forms

2-D space can best be described as an illusion. We perceive depth by creating an illusion of 3-D space on a 2-D surface.

Point of view - refers to the angle at which you view an object.

Illusion of form - is manifested by creating an image with a range of value. By accurately placing highlights and shadows an artist can create the illusion of form.

Chiaroscuro - An Italian word that means the arrangement of light and shadow. Today chiaroscuro is also called modeling or shading.

Illusion of depth - is manifested through the use of several factors:

Perspective - a graphic system that creates the illusion of depth and volume on a two-dimensional surface.

Overlapping - when one object covers part of a second object, the first seems to be closer to the viewer.

Size - Larger objects appear to be closer to the viewer than smaller objects

Placement - Objects placed low on the picture plane seem to be closer to the viewer than objects placed near eye level

Detail - objects with clear, sharp edges and visible details seem to be close to the viewer. Objects that are less detailed seem further away

Color - Brightly colored objects seem closer to you, and objects with dull, light colors seem to be further away



Can you
pass a color
blind test?

Ultimate art
quiz.

Which art
movement are
you? Take this
quiz to find
out!