






# Elements Of Art

# LINE:

**ELEMENT OF ART THAT IS A  
CONTINUOUS MARK.**

**THERE ARE FIVE KINDS.**

- Horizontal 
- Vertical 
- Diagonal 
- ZigZag 
- Curved 

# SPACE:

**ELEMENT OF ART REFERRING TO THE AREA'S; 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

# 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.
- Organic: Free flowing, in nature. Plants, 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
- Hue: Name given to a color



# Principles of Art

# VARIETY:

PRINCIPLE OF DESIGN CONCERNED  
WITH DIFFERENCES AND  
CONTRAST

# **MOVEMENT:**

- **PRINCIPLE OF DESIGN THAT DEALS WITH CREATING THE PHYSICAL CHANGE IN POSITION**

# UNITY:

**PRINCIPLE OF DESIGN THAT  
ALLOWS THE VIEWER TO SEE THE  
COMBINATION OF ELEMENTS,  
PRINCIPLES AS A WHOLE**

# **PROPORTION:**

**PRINCIPLE OF DESIGN CONCERNED  
WITH THE RELATIONSHIP OF SIZE  
TO ONE ANOTHER**

# **RHYTHM and PATTERN**

**RHYTHM: PRINCIPLE OF DESIGN THAT REPEATS ELEMENTS TO CREATE THE ILLUSION OF MOVEMENT**

- Regular: Same square, square, square, square, square...
- Random: Don't know what comes next
- Alternating: Alternates/rotates circle, square, circle, square, circle....

**PATTERN:**

# **BALANCE:**

- **PRINCIPLE OF DESIGN THAT DEALS WITH ARRANGING VISUAL ELEMENTS IN A WORK OF ART EQUALLY. THERE ARE THREE KINDS:**
- Formal/Symmetrical: mirror image
- Informal/Asymmetrical: Equal weight
- Radial: Comes from the center

**EMPHASIS:**

**PRINCIPLE OF DESIGN THAT  
STRESSES ONE AREA OF THE  
WORK**