

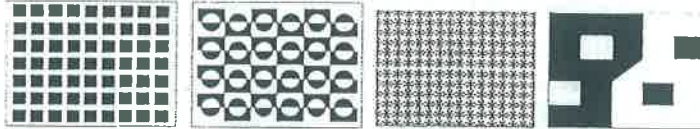
Elements and Principles of Art & Design

PRINCIPLES are the ways in which the Elements of Design are arranged.

UNITY a sense of oneness or harmony, all parts working together as one.

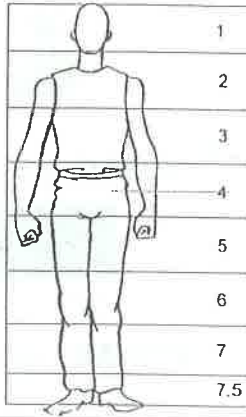


REPETITION is the use of anything more than once.

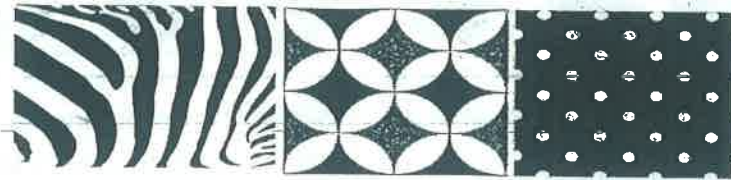


PROPORTION

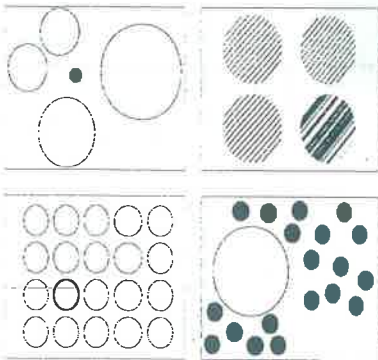
is the pleasing relationship of all parts to each other and to the whole of the design.



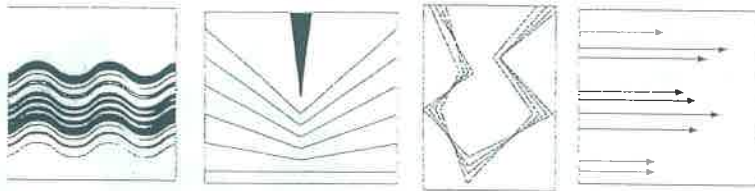
PATTERN an organized sequence of repeated elements.



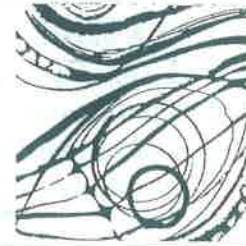
EMPHASIS is the point of interest in a design that catches the viewers attention. Can be achieved by being the largest, brightest, or lightest subject.



MOVEMENT the path the viewers' eye takes when looking a piece of artwork.



RHYTHM is the flow or smooth transition of repeated elements from one part to another.

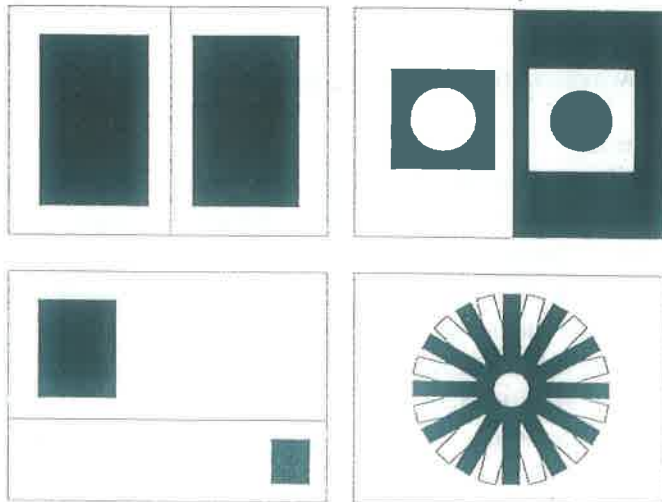


BALANCE is the equilibrium of the various elements in the artwork.

Symmetrical/Formal Balance is achieved when each side is of a format has the same or similar elements.

Asymmetrical/Informal Balance is achieved when each side of a format appears to have the same "weight", but the two sides are not alike.

Radial Symmetry is a design that radiates from the center.



VARIETY the differences in scale, surface, line, value, and shape that gives interest to a composition.



CONTRAST

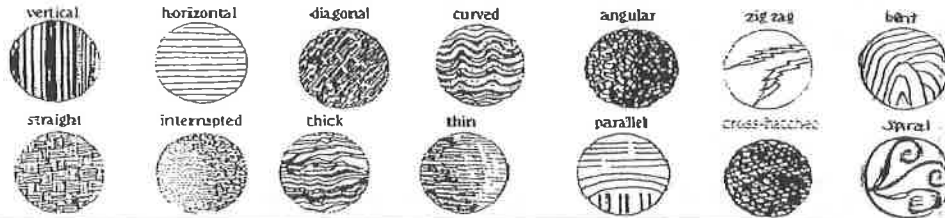
differences between the elements present in a piece of artwork. (Ex. dark & light, hard & soft, big & small)



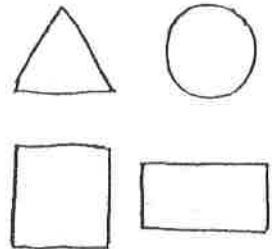
Elements and Principles of Art & Design

ELEMENTS are the basic visual materials used to make art; there are seven total.

LINE is a path made by a moving point or the edge created when two shapes meet. A line that starts and ends on itself is called a DOT. Lines can be created with a pen, pencil or brush. Following are some variations in line:



SHAPE is an area enclosed by an outline. Has height and width and is 2D (Flat).



GEOMETRIC SHAPES

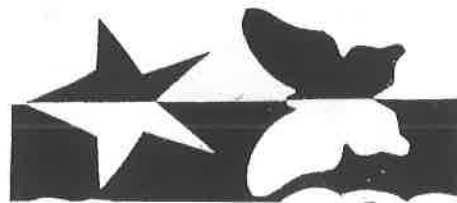
VALUE is the lightness or darkness of a color.



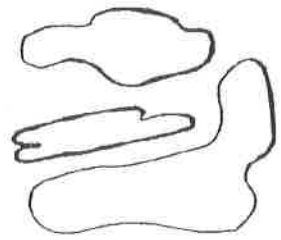
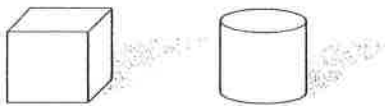
SPACE is the distance or area between, around, above, below, or within things.

Positive Space is the actual object or objects in the picture.

Negative Space is The background, surroundings, or air around an object.



FORM is the three dimensional quality of a shape. You can hold, walk around, and go inside a form. Value is used to imply form when drawing or painting. Has height, width, and depth and is 3D.

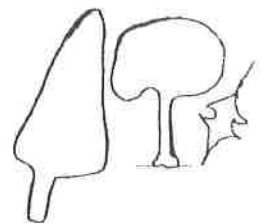


AMORPHOUS SHAPES

TEXTURE is the surface quality of an object. (Ex. Rough and jagged like a rock, smooth and fuzzy like fur)

Real Texture is the actual texture of an object that you can feel.

Implied Texture is a 2D piece of art that is drawn or made to look like it has texture but it's actually flat.



ORGANIC SHAPES

COLOR is light of various wavelengths that get reflected back to the eyes.

Hue is a color at its purest form.

Primary – Red, Yellow & Blue. Cannot be made by mixing.

Secondary – Orange, Purple & Green. Created by mixing 2 primary colors.

Tertiary – Primary + Secondary = Tertiary (RO, RP, BG, YG, YO, BP,)

Color Scheme – A set of combined colors that create different harmonies in art.

Complementary – Colors opposite each other on the color wheel.

Analogous – Colors directly next to each other on the color wheel.

Monochromatic – Lights and darks of the same color.

Warm Colors – Red, Yellow, Orange, Pink; colors that advance.

Cool Colors – Blue, Green, Purple; colors that recede.

