

# Elements and Principles of Art

## Elements of Art

**Colour** is how light looks when it reflected off an object. The word *hue* is also used as another way to talk about colour.

- Primary, secondary, tertiary colours
- Warm, cool colours
- Monochromatic, analogous, complementary colours

**Line** is any mark o a surface that has an outline or edge. Line is simply repeated and connected dots. Everything has line or else it would not visibly exist.

- Horizontal, vertical, diagonal lines
- Curved, zigzag lines
- Imaginary or implied lines

**Perspective** is the way an artist can show that objects or shapes are far away or close up. Objects that are farther away appear smaller or cooler and objects that are closer up appear larger and warmer.

- Arial perspective
- Warm/cool perspective
- Size based perspective

**Shapes** are two-dimensional; they have width and length but no depth. They appear flat on a surface. **Forms** are three-dimensional objects; they have length, width and depth. Artists suggest form by using shading, shadows and lines.

- Geometric and freeform shapes

**Space** is the area around shapes and forms. Positive space is generally seen as the subject or an object in focus. Negative is generally seen as the space around the subject or object in focus.

- Positive and negative space

**Texture** is how something feels to the touch. Some art is meant to be touched but most art is not, therefore some artists create an implied texture through various techniques.

- Actual and implied texture

**Value** is a way to describe a colour. Value refers to whether a colour is dark or light in shade or tone. Intensity or chroma defines the brightness or dullness of a colour.

## Principles Of Design

***Balance*** positions objects so that they appear to be of equal visual weight. This is done to ensure that one aspect of a work doesn't overpower another.

- Formal (symmetrical) and informal (asymmetrical) balance
- Radial balance

***Emphasis*** creates a key point of interest that shows viewers what is important in the work. Emphasis is added to another element of design.

- Focal point
- Tenebrism

***Harmony and Unity*** work together to create the appearance of flow, continuity, and connectedness. It blends the elements of art in a pleasing way.

***Movement*** is the way that the artist directs the viewer's eyes around a work. It might guide the viewer to the focal point or it can suggest action or motion.

***Proportion*** is the size of shapes in relation to one another, giving viewers a sense of larger and smaller points of interest. This is often done to create points of emphasis.

***Repetition/rhythm*** repeats a pattern in a work. The pattern is usually an important part of the work. Sometimes repeating shapes or colours create a pattern, although light and dark areas can also create the same effect.

***Variety*** refers to the combination of different elements of art in a work.