ELEMENTS AND PRINCIPLES OF ART

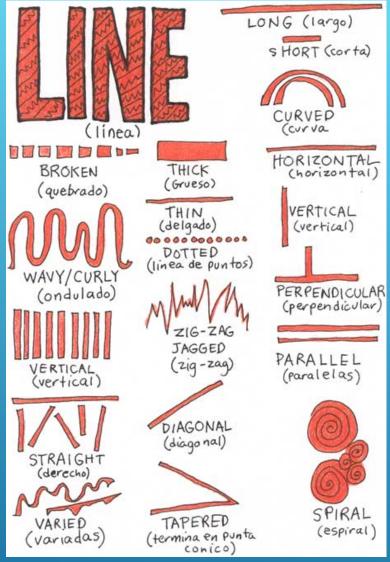
- The elements and principles of art are the building blocks or foundations upon which a work of art is created.
- You will not use all of them all the time but will you will some of them most of the time.

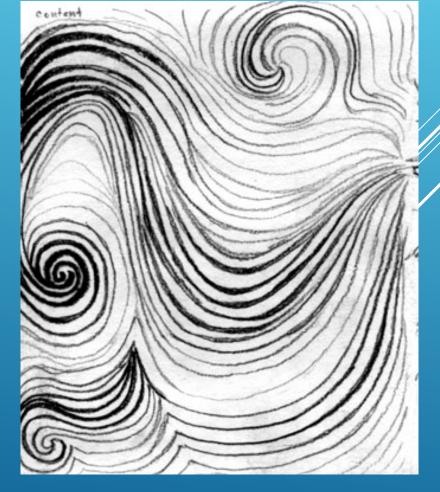
ELEMENTS AND PRINCIPLES OF ART

ELEMENTS OF ART

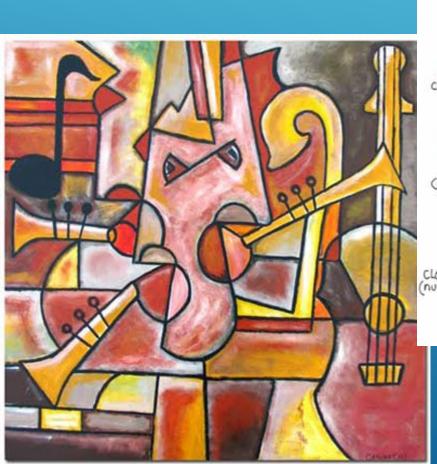
LINE – LINES ARE THE PATH OF A MOVING POINT. THEY DEFINE THE EDGES OF SHAPES AND FORMS.

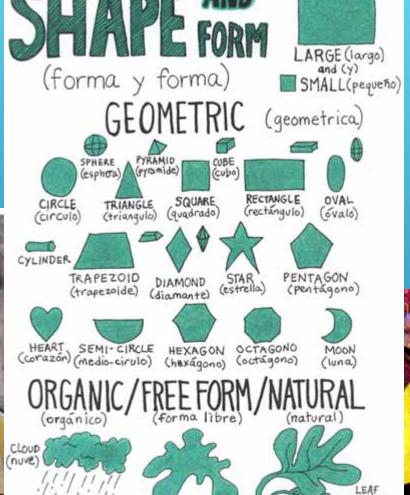






SHAPE- 2-D, FLAT, WHEN A LINE CONNECTS TO ITSELF

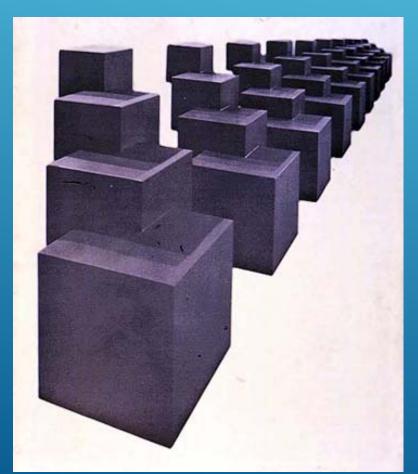


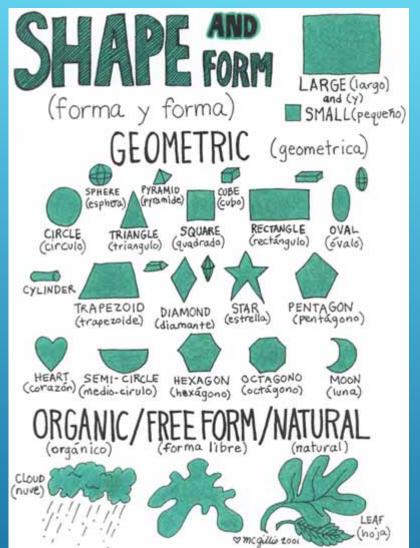


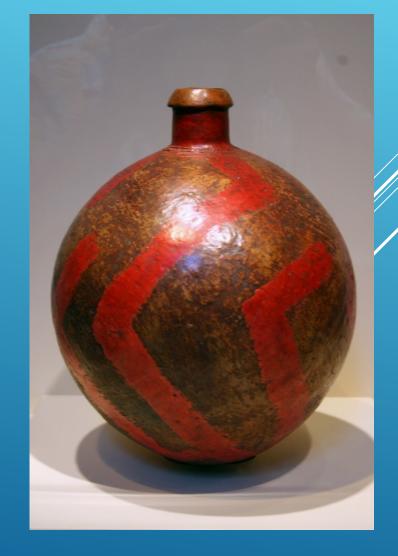
mcgillio 2001



FORM – 3-D FORMS CAN BE ACTUAL OR IMPLIED, THEY HAVE HEIGHT, WIDTH, AND DEPTH



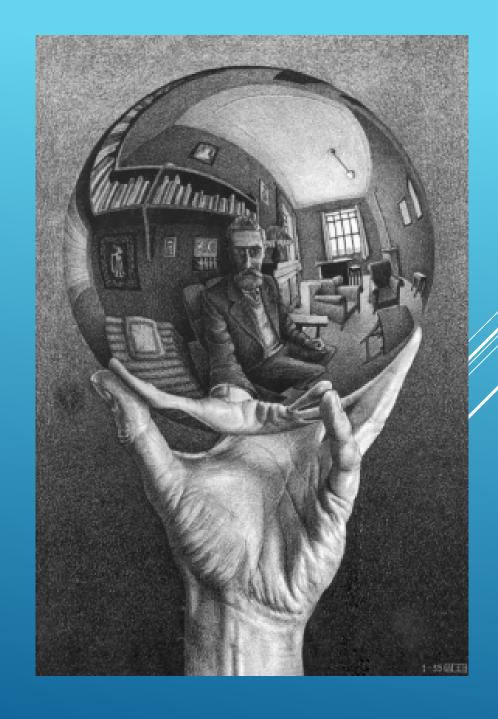




ACTUAL FORM, IS A WORK THAT YOU CAN SEE FROM ALL SIDES. SCULPTURE

IMPLIED FORM, CREATED WITH SHADING AND MODELING.





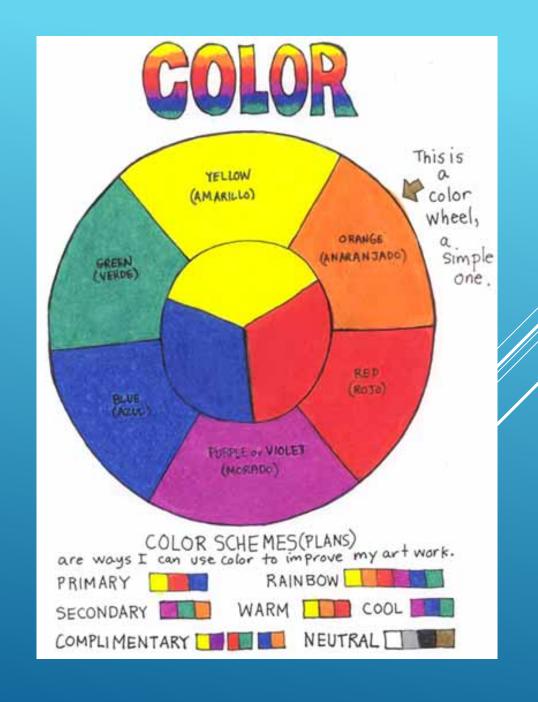
COLOR – HUE OF AN OBJECT WHEN LIGHT IS REFLECTED OFF OF IT.

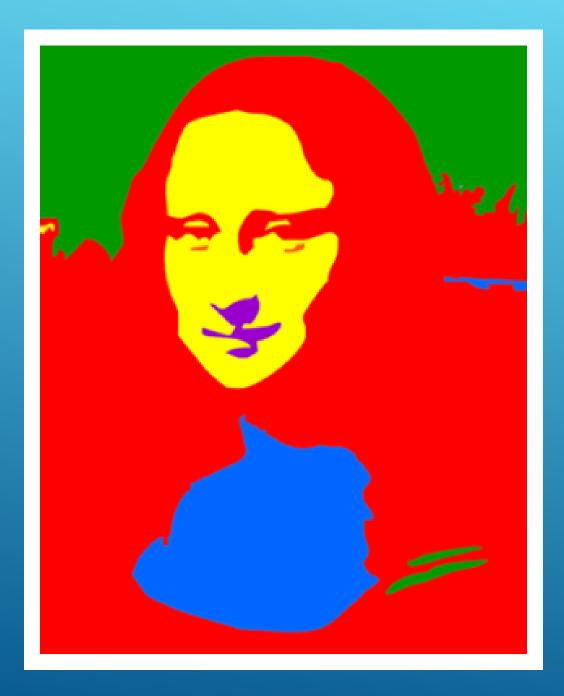
PRIMARY COLORS: RED, YELLOW, BLUE

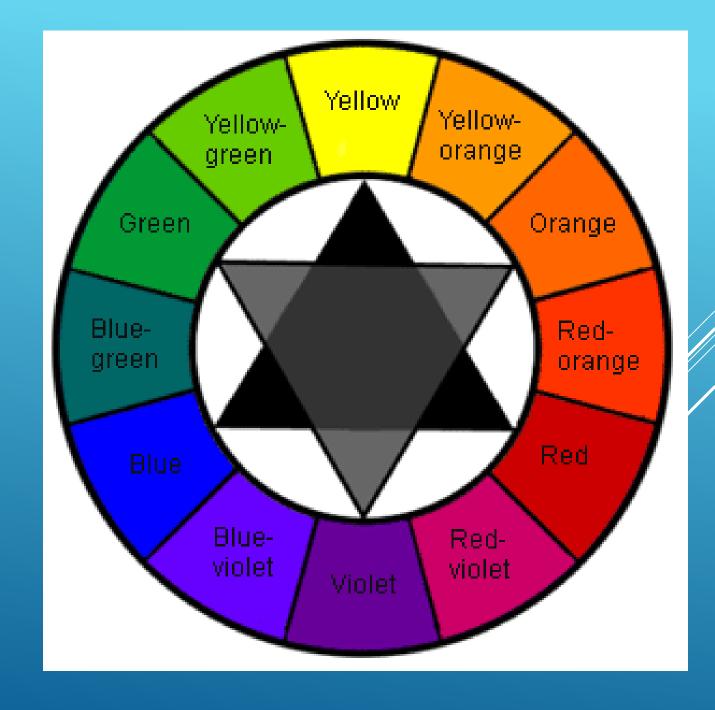
SECONDARY COLORS: ORANGE, GREEN, PURPLE

WARM COLORS: ORANGE, YELLOW, RED

COOL COLORS: BLUE, GREEN, PURPLE

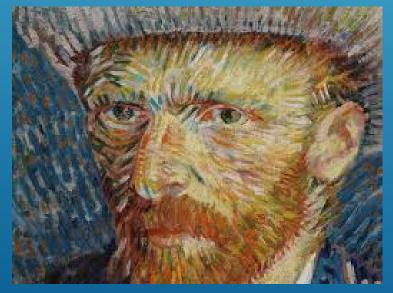




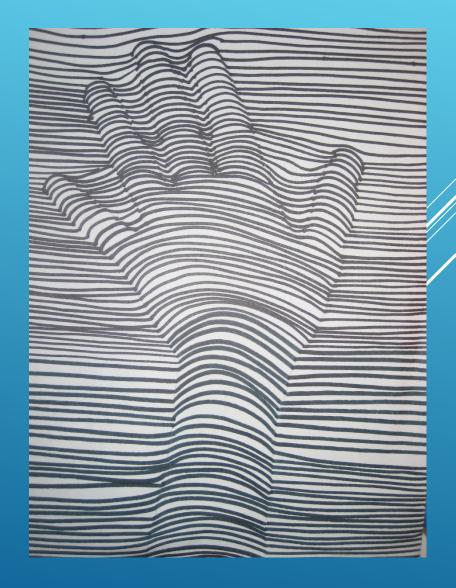


TEXTURE – THE WAY SOMETHING FEELS OR THE WAY IT LOOKS LIKE IT FEELS.

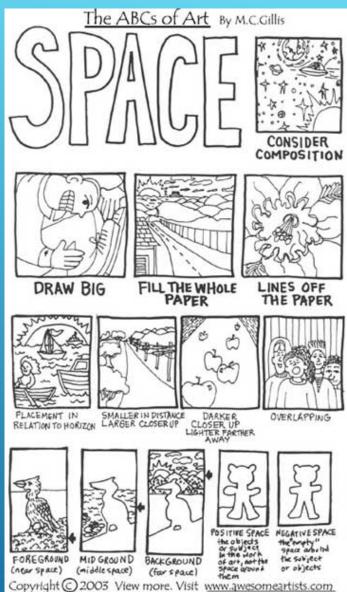
TEXTURES ARE CREATED BY USING PATTERNS





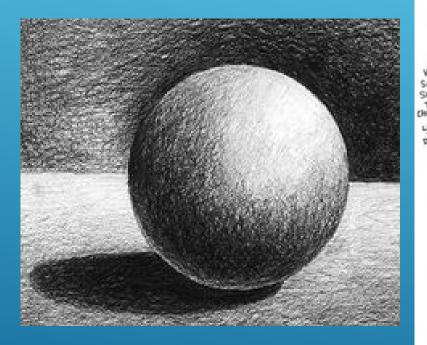


SPACE- THE AREA AROUND A SUBJECT IN A WORK OF ART. SHOWN WITH SIZE, OVERLAP, AND PROPORTION



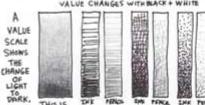


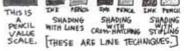
VALUE – THE LIGHTS AND DARKS OF A COLOR WITHIN A WORK OF ART.



IS THE RANGE OF LIGHT TO DARK.









TINTING WITH COLOR



SHADING WITH COLOR TO A LIGHT OF MEDIUM
GFOOLDS, ADD
GEORGE AND PAIR COLDS, ALTITLE
OF WIFTE TO CHANGE
THE VALUE.
THE VALUE.

THESE ARE BLENDING TECHNIQUES.

SHADING APPLIED TO OBJECTS:













CONTRAST = TO SHOW UNLIKENESS (SOMETHING DIFFERENT.)



LIGHT AGAINST DARK (BLACK+WHITE)











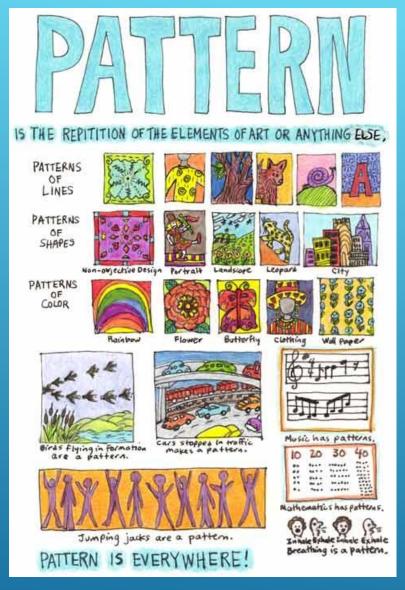
PETALED AGAINST

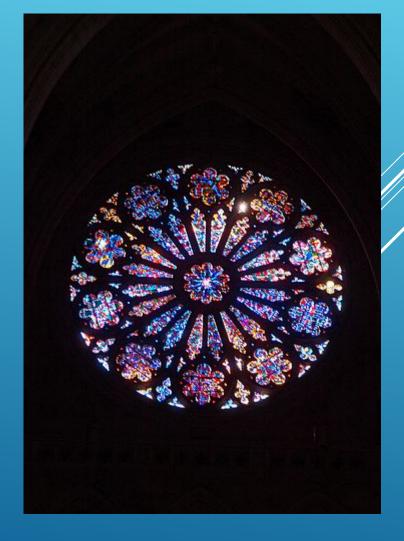
I WILL LOOK FOR VALUE AND CONTRAST, BOTH NATURAL AND MAN-MADE, IN MY ENVIRONMENT.

PRINCIPLES OF ART

PATTERNS – REPEAT THEY CAN BE CREATED WITH LINES, SHAPES, AND COLORS.





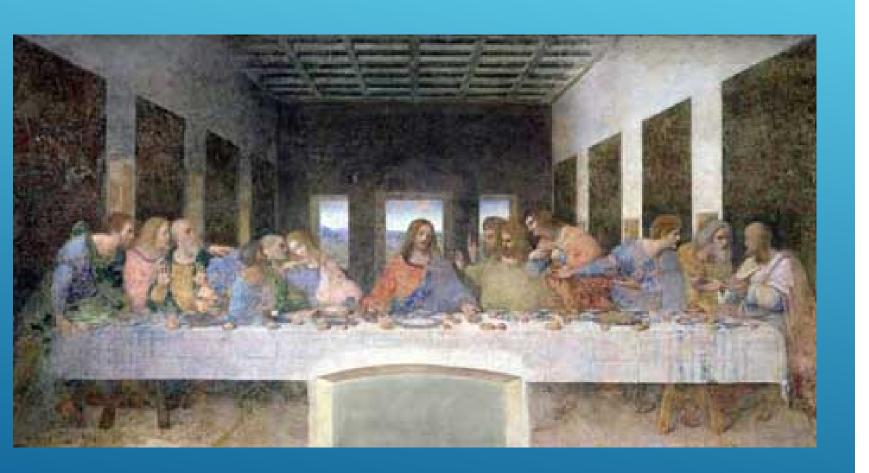


CONTRAST – DIFFERENCES IN A WORK OF ART. LIGHT & DARK, ROUGH & SMOOTH, CURVED LINE & STRAIGHT





BALANCE – IS THE DISTRIBUTION OF THE VISUAL WEIGHT OF OBJECTS IN A WORK OF ART. COLOR, SIZE, TEXTURE

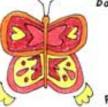


BALANCE

Dymmetrical

I create symmetrical

balance when I evenly







place images on both sides of a mid-line.

Asymmetrical

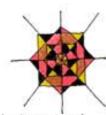




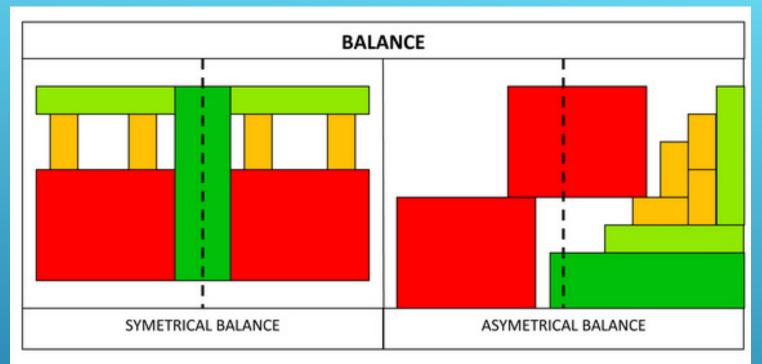
I create assymetrical balance when I balance by Size and weight and variety of images, but not evenly from the mid-line.







I create radial balance when I repeat shapes and images evenly from the center outward.





RADIAL BALANCE

EMPHASIS – MAIN IDEA, THE MAIN FOCUS, THE THING YOUR EYE SEES FIRST.

FOCUS-MAIN IDEA-WHAT "GRABS" MY ATTENTION?



Abeautiful flower growing in a grey, dismal setting.



Anon-objective design.



The light at the end of a tunnel

Flower with move detail in the Center draws our eyes to the center.



A house that stands out from the rest



Big Lettering drawsour focus.
Fast movement in a still setting grabs our attention.



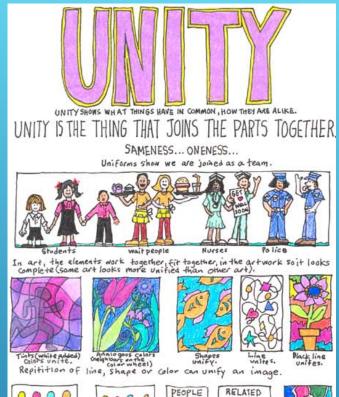
I will notice what "grabs" my attention in my day to day travels.





UNITY – A SIMILAR ELEMENT THROUGHOUT A WORK OF ART THAT BRINGS THE PARTS TOGETHER





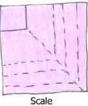


Uniform-united by size and shape



PROPORTION/ SCALE – THE SIZE OF SOMETHING COMPARED TO WHAT IS NEXT TO IT

Proportion is the size relationship between two or more objects. It can be how the parts fit together to make a whole.







Exaggeration

A change in proportion can change the way we look at things.

Accurate proportions are used more when creating realistic images.

Distorted proportions are used more for cartoons and imaginary images.







I appoximate and think about volume when I work with proportions. It's math. I mentally measure size, shape, mass, weight and volume.





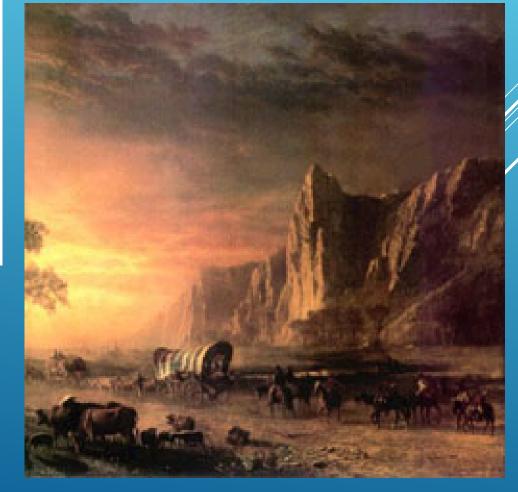












RHYTHM/MOVEMENT – VISUAL ELEMENTS IN A WORK OF ART THAT CREATE A SENSE OF ACTION OR IMPLIED MOTION



