

## VOCABULARY

**ELEMENTS OF ART:** The visual components of color, form, line, shape, space, texture, and value.

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| <b>Line</b>    | An element of art defined by a point moving in space. Line may be two-or three-dimensional, descriptive, implied, or abstract.   |
| <b>Shape</b>   | An element of art that is two-dimensional, flat, or limited to height and width.   |
| <b>Form</b>    | An element of art that is three-dimensional and encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder). Form may also be free flowing.   |
| <b>Value</b>   | The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value halfway between these extremes is called middle gray.   |
| <b>Space</b>   | An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art .   |
| <b>Color</b>   | An element of art made up of three properties: hue, value, and intensity. <ul style="list-style-type: none"><li>• Hue: name of color</li><li>• Value: hue's lightness and darkness (a color's value changes when white or black is added)</li><li>• Intensity: quality of brightness and purity (high intensity= color is strong and bright; low intensity= color is faint and dull)</li></ul> |
| <b>Texture</b> | An element of art that refers to the way things feel, or look as if they might feel if touched.  |

**PRINCIPLES OF ART:** Balance, emphasis, movement, proportion, rhythm, unity, and variety; the means an artist uses to organize elements within a work of art.

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| <b>Rhythm</b>              | A principle of design that indicates movement, created by the careful placement of repeated elements in a work of art to cause a visual tempo or beat. |
| <b>Balance</b>             | A way of combining elements to add a feeling of equilibrium or stability to a work of art. Major types are symmetrical <i>and asymmetrical</i> .       |
| <b>Emphasis (contrast)</b> | A way of combining elements to stress the differences between those elements.  |
| <b>Proportion</b>          | A principle of design that refers to the relationship of certain elements to the whole and to each other.  |
| <b>Gradation</b>           | A way of combining elements by using a series of gradual changes in those elements. (large shapes to small shapes, dark hue to light hue, etc)         |
| <b>Harmony</b>             | A way of combining similar elements in an artwork to accent their similarities (achieved through use of repetitions and subtle gradual changes)        |
| <b>Variety</b>             | A principle of design concerned with diversity or contrast. Variety is achieved by using different shapes, sizes, and/or colors in a work of art.      |
| <b>Movement</b>            | A principle of design used to create the look and feeling of action and to guide the viewer's eye throughout the work of art.                          |