# The Elements of Art

**LINE** is a continuous point or mark in space.

- Types of lines: **STRAIGHT** and **CURVED**
- Directions of lines: **VERTICAL, HORIZONTAL** and **DIAGONAL**
- Lines can have **VARIATIONS**: length, width, space between the lines, degree of curve.

**SHAPE** is an area defined by an outline or edge. It is two-dimensional: length and width.

- There are 2 kinds of shapes: **GEOMETRIC** and **IRREGULAR**.
  - **GEOMETRIC SHAPES** are triangles, squares, rectangles, circles or other polygon figures that can be measured mathematically.
  - **IRREGULAR SHAPES** are non-geometric and can’t be measured mathematically.

**FORM** is an object with three-dimensions – length, width and **DEPTH**

- It is defined as mass which occupies and contains physical space
- Geometric shapes become forms when depth is added: circles become spheres, squares become cubes, and triangles become pyramids.
- Irregular shapes become “free” or “organic” forms.

**SPACE** is the open parts between, inside, or surrounding shapes or forms. In two-dimensional art it can refer to the feeling of depth.

- There are two kinds of **SPACE** in a work of art: **POSITIVE** and **NEGATIVE**
  - **POSITIVE SPACES** are the area of a surface occupied by a shape or form – the main idea of the artwork
  - **NEGATIVE SPACES** are the spaces surrounding the forms - supports the main idea

**VALUE** is the lights and darks of a color. There are:

- **TINTS** – the light values, when white is added to a color
- **SHADES** – the dark values, when black is added to a color
- In **TWO DIMENSIONAL ART**, **Value** is used to give an object **FORM**

**TEXTURE** is how the surface feels or looks like it would feel if we could touch it. There are two types or texture in art:

- **ACTUAL TEXTURE** – how something actually feels
- **VISUAL or IMPLIED TEXTURE** – how it appears to feel, or looks like it would feel if we could touch it.
COLOR is derived from reflected light. Light waves are reflected from objects to your eye. As an artist we use pigments in the form of powder or liquid paints to create color.

- **HUE** refers to the name of the color
- **INTENSITY** is the brightness or dullness of a color
- **NEUTRAL** colors represent earth tones, grays and browns

- The **COLOR WHEEL** is a tool used to organize color. It is made up of:
  - **PRIMARY COLORS** – Red, yellow, blue are the traditional primaries. (Magenta, cyan and yellow are the new color wheel primaries) These colors are the basic foundation colors from which others are formed.
  - **SECONDARY COLORS** – Orange, green and violet. These colors are made by mixing primary colors.
  - **INTERMEDIATE or TERTIARY COLORS** – red-orange, yellow-green, blue-violet, etc. These colors are made by mixing a primary and an intermediate color.

![Color Wheel Diagram]

**COLOR SCHEMES**

- **MONOCHROMATIC** is where one color is used but in different values and intensities.
- **COMPLEMENTARY** colors are **OPPOSITE** each other on the color wheel. When placed next to each other they contrast. When mixed together, they neutralize each other to form a brown.
- **ANALOGOUS** colors are colors that are **NEXT** to each other on the color wheel that share at least one common color. For example: red, red-orange, and orange are analogous colors.
- **WARM** colors are the color of heat and fire -- red, orange, yellow, yellow-green
- **COOL** colors are the colors of cold and ice -- blues, purples, greens (not yellow-greens)