

What are the **Elements of Art?**

**Line, Color, Value,
Shape, Space, Texture
and Form** – they are the
building blocks of Art!

LINE

Line is the very basic building block of art – a dot that kept on going. Line can be:

<i>Contour</i>	<i>Decorative</i>	<i>Descriptive</i>	<i>Expressive</i>
A defining shape outline	Adding embellishment to enhance something	Adding fine detail lines to explain/describe a subject	Expressing a mood/feeling
<i>Motion</i>	<i>Pattern</i>	<i>Value</i>	<i>Directional</i>
Showing movement and direction	Repetitive lines and motifs	Showing different tones and shadows on objects	Directing attention and emphasizing something

COLOR

Primary: _____

Secondary: _____

Tertiary: _____

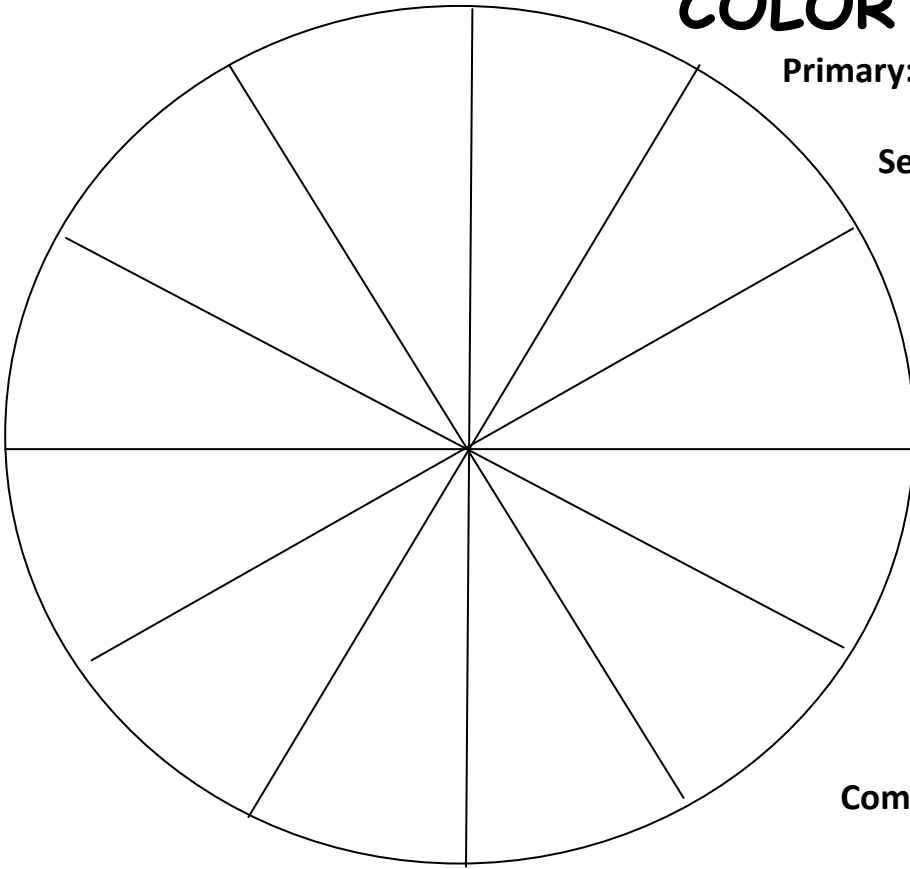
Analogous colors are:

Monochromatic colors are:

Warm:

Cool:

Complementary colors are:



VALUE

Value refers to the lightness and darkness of an object; this is caused by the presence and absence of light. Value makes objects look real by creating shadows and highlights.

You can create shadows with different techniques. Finish the value scales by going from light (white) to dark (black).

Shading					
Stippling					
Hatching					
Cross-hatching					
	White	Light gray	Medium gray	Dark gray	Black

SHAPE

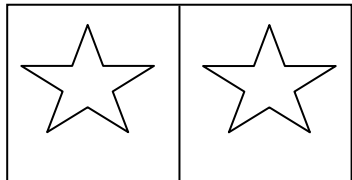
Shapes can be GEOMETRIC or ORGANIC (free-form). Fill the spaces below with shapes of each kind.

GEOMETRIC

ORGANIC

SPACE

Space is a way of showing depth and distance in an artwork. Some techniques include:

<p><i>Overlapping</i></p> <p>Layering objects, covering hidden parts</p>	<p><i>Size</i></p> <p>Larger objects appear close, small objects appear far</p>	<p><i>Position</i></p> <p>Lower objects appear close, higher objects appear far</p>	<p>Positive space - The main subject ↓</p>  <p>Negative space ↑ The space around a subject</p>
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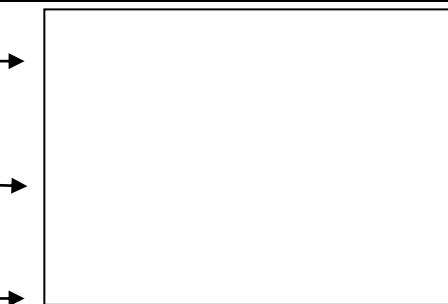
1 Point Perspective

2 Point Perspective

Background →

Middleground →

Foreground →



Aerial perspective: far objects get lighter/duller



TEXTURE

Texture describes the way something feels (or appeals to feel) on its surface. Is an object bumpy, rough, scaly, jagged, slimy or hairy? Texture gives us a better understanding of an object and helps us “feel” with our eyes! In each box, draw the following texture:

Bumpy	Jagged	Fluffy	Shiny
Melting	Rough	Goopy	Wrinkly
Shattered	Furry	Scaly	Swirly

FORM

Form is making something 3-Dimensional (or making something *appear* to be 3D). 3-Dimensional means something has height and width and depth. You can show form by adding shadows and highlights, or by adding depth lines.

