

Elements and Principles

Elements	Principles
Line	Unity/Harmony
Space	Variety
Shape	Balance
Form	Rhythm
Color	Pattern
Texture	Gradation
Value	Emphasis
	Movement
	Proportion

Element Definitions

Line: The edge of a shape or form or the direction followed by anything in motion.

Implied Line- is a line that doesn't really exist, but appears to be present.

Actual Line- is a line that is actually present.

Value: Shadows from lightness to darkness

Value variation gives a sense of space and depth to an object---emphasizing its three dimensionality.

Strong contrast in value can create emphasis.

Color: Color is Light reflected from a surface. It can create emphasis, harmony, emotions, unity, and movement.

Color has three distinct qualities:

1. Hue- color
2. Value- lightness to darkness of a color
3. Intensity- brightness to dullness of a color

mixing its complimentary color can dull intensity.

Texture: Quality related closely to our sense of touch. It can create emphasis, movement, pattern, emotion.

-Implied texture- is texture that appears to be present but it is an illusion. It is not really present.

Actual texture- is texture that really exists and it can be felt.

Shape: Shape encloses a 2-dimensional area.

Shape can create most of the elements and many of the principles.

Types of shapes: Organic-curved edges, continuous Geometric-sharp edges, angles

Form: Form encloses a volume or three-dimensional area.

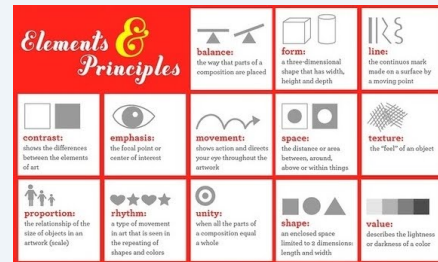
Light and dark value variations and space are used to emphasize form.

Space: Illusion of depth and space.

Ways to create space:

1. Overlapping -- Shapes or forms in front of each other
2. Holes and cavities

Element of Design & Principles of Art



Principle Definitions

Balance: Refers to the equalization of elements in a work of art.

There are 3 kinds of balance:

1. symmetrical- formal, divided in half same
2. asymmetrical- informal, divided in half not same
3. radial- circular, design starts from center > out

Unity/Harmony: Relates to the sense of oneness, wholeness, or order in a work of art. Combining similar colors, shapes, lines, textures, and patterns in an artwork can create harmony.

Movement: Refers to the arrangement of parts in a work of art to create a slow to fast action of the eye.

Pattern, contrast, line can create this.

Rhythm: It is a type of movement in an artwork or design often created by repeated objects.

There are different types of rhythm:

1. Regular Example: 9s9s9s9s9s9s9
2. Irregular Example: qqeeqqeyyy

Emphasis: refers to placing greater attention to certain areas or objects in a piece of work.

Emphasis can be created through sudden and abrupt changes in opposing elements. (Example: bright yellow dot in large black area)

Proportion: Refers to the relationship of certain elements to the whole and to each other.

Pattern: is created by repetition of (not limited to) shape, line, color, or texture

Variety: It is achieved through diversity and change. Using different line types, colors, textures, shapes....

Gradation: Refers to a way of combining elements by using a series of gradual changes.

Examples:

1. gradually from small shapes to large shapes
2. gradually from a dark color to a light color
3. gradually from shadow to highlight