



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

<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.

<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.