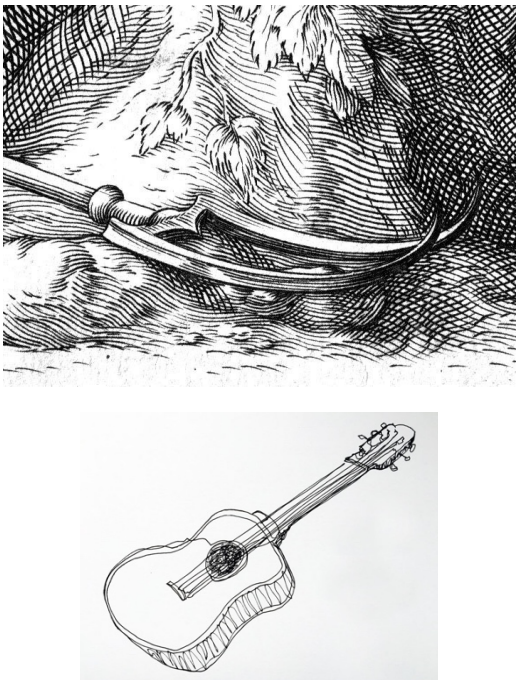

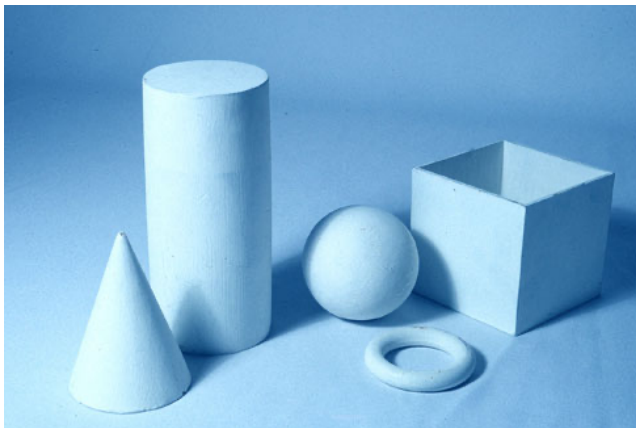


## Elements and Principles of Art

<b>ELEMENTS</b>	<b>Helpful ways to describe art elements:</b>	
<p><b>Line:</b> Has a single dimension, joining two points. It has length and direction. It may be a mark made by a painted tool, brush, pencil or pen. It may be the meeting edge between shapes or it may divide space. If repeated, it can make patterns, define a shape (outline), indicate mood or be used to create texture and tone. By varying a line's width and direction, an artist can create movement or weight and suggest emotions. Every line has a thickness, direction and rhythm.</p>	<p>Terms used to describe the use of line might include: straight, contour, curvilinear, analytical, uneven, implied, explicit, calligraphic, erratic, thick, thin, gestural, vertical, diagonal, horizontal, and autographic</p>	
<p><b>Shape:</b> is an area contained within an implied line, or defined by a change in colour or tone. Shapes have two dimensions: width and breadth. They can be free-form and organic (asymmetrical) or geometric in nature (symmetrical).</p>	<p>Terms used to describe the use of shape might include: non-objective, representational, amorphous, irregular, geometric, organic, symbolic, triangle, square, rectangle, circle, oblong, oval, angular, rounded, irregular, regular</p>	
<p><b>Form:</b> describes a three-dimensional area. It can be visual/depicted or physical. While related to shape, terminology should be specific, i.e. biomorphic, geometric volumes (cube, spherical, pyramid, ovoid).</p>	<p>Terms include distorted, elongated, layered, anthropomorphic (human like) geometric, organic, blocky, solid, cylindrical, spherical, cuboid, conical, pyramidal, ovoid, egg-like</p>	

**Colour:** is generated by light reflecting off a surface and describes our experience of this action. Colour hue, value and intensity are the main characteristics of colour. Colour is a visual sensation and can be represented realistically or artists can deliberately alter colour for emotional or subliminal effects. Harmonious colours are similar and are close together on the colour wheel. Complementary colour schemes, such as red-green, purple-yellow, are opposite on the colour wheel and produce vibrant, clashing effects.

**Hue**, the name of the colour, e.g. red, yellow, etc.

**Intensity**, or the saturation and strength of the colour (brightness or dullness)

**Value**, or the lightness or darkness of the colour.

Terms used to describe the use of colour might include: hue, saturation, intensity, brightness, monochromatic, polychromatic, palette, local, optical, impressionistic, arbitrary, abstract, expressionistic, warm, cool, primary, secondary, tertiary, complementary, opposite, analogous, adjacent, triadic, or tint.



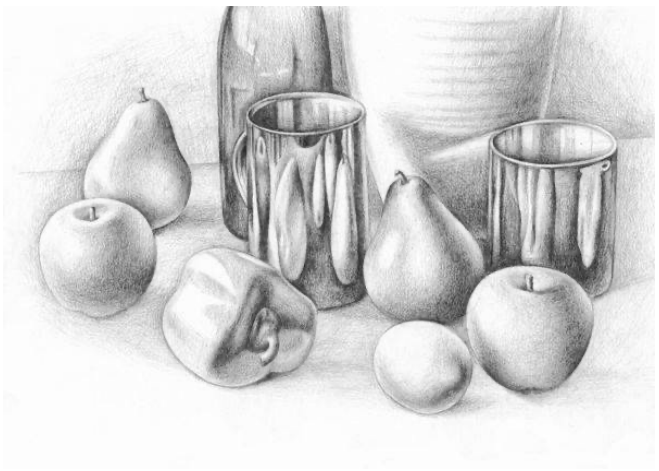
**Texture:** the surface quality, from smooth to rough, that can either be felt or observed (literal or implied). Texture can be simulated or actual. Application of paint with a dry brush suggests roughness while heavy application of paint mixed with impasto can create raised ridges of actual texture.

Terms used to describe the use of texture might include: invented, impasto, rough, smooth, natural, irregular, scratched, polished, gritty, uneven, wrinkled or furry, rough, hard, smooth, soft, fluffy, bumpy, lumpy, scaly, furry, spiky, real, implied



**Tone:** Tones are black, white and grey and can be described as a range in terms of key or value. Tone can increase the sense of reality or the three-dimensional or can add a sense of drama if tonal contrast is used.

Terms used to describe the use of tone might include: harsh, subtle, gradual, dramatic, chiaroscuro (strong light on the subject with dark background, achromatic, mid-tones, shadow, highlights, silhouette, umbra, tonal patterns and shading, light, dark, shadows, highlights, dull, bright, hatched, cross-hatched, tonal variation, gradient, blended, smudged, muted, stippled.



**Light:** is closely aligned to tone and describes the clarity of light rays that illuminate an object or installation.

Terms used to describe the use of light might include: Bright, glowing, highlight, reflection, shiny, ambient, blushes, atmospheric, sparkle, localised, illuminating, refracted, diffused.



<p><b>Sound:</b> <i>is an audible material in art that can be made electronically or naturally and might be recorded and reproduced. Sound can be heard as noise, words or music and is usually found in contemporary art, such as videos. It may be a component of installations or multimedia or interactive works.</i></p>	<p>Terms used to describe the use of sound might include: Loud, soft, harsh, discordant, melodic, natural, artificial, vocalised, sonorous, high or low pitched.</p> <p><a href="https://www.tate.org.uk/art/art-terms/s/sound-art">https://www.tate.org.uk/art/art-terms/s/sound-art</a></p>
<p><b>Time:</b> <i>as a material relates to the physical, emotional or psychological duration of an event or experience in art. This is most relevant in animations, performance art, moving installations and other artforms where change is evident over a period of time.</i></p>	<p>Terms used to describe the use of time might include: Chronological, implied, transient, actual, set, long, short, periodical, constant, abstract, cyclical and erratic.</p> <p><a href="https://theartofeducation.edu/2014/04/18/new-ideas-in-art-time-as-an-element/">https://theartofeducation.edu/2014/04/18/new-ideas-in-art-time-as-an-element/</a></p>

Some common ways to appreciate and analyse art using language:

- saturation- refers to the brightness of colour
- geometric - refers to the shapes such as circles, triangles, squares, etc.
- organic - free flowing or rounded, related to nature
- symmetry - meaning it is equal on both sides
- asymmetrical - unequal proportioned elements, not equal on both sides
- flat tones - no tonal effect in the colour
- positive space – the space used/covered by the main figure in the artwork
- negative space - the space around the actual form of art
- depth - the illusion of space
- broken colour - dabs or small amounts of colour
- focal point - the part that draws the most attention
- distorted - a shape that is changed and no longer looks proportioned

## PRINCIPLES

### Helpful ways to describe art principles:

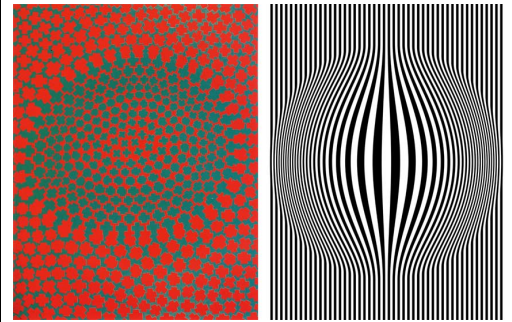
**Balance:** *is the distribution of visual weight in a work of art. Elements like shape may be balanced along a visual axis symmetrically or asymmetrically. The comparative amounts of colours, tones, and textures can create a sense of balance within a composition. Points to consider when looking for balance: comparison of elements and objects, and a comparison of stillness or movement.*

Terms used to describe the effects associated with balance might include: symmetrical, asymmetrical, weight, even, uneven, similar, heavy, arrangement, mirrored.



**Contrast:** *differences in tone, colours, textures, shapes and other elements used to draw attention or to make dramatic parts of an artwork. For example, complementary colours or black and white tones create high contrast and setting circular and elliptical shapes against each other creates low contrast.*

Terms used to describe the effects associated with contrast might include: dramatic, strong, striking, subtle, minimal, tonal, textured.



**Emphasis/Focal Point:** *The artist's application of art elements make a part or parts of the composition stand out. Artists often use implied or psychic line to draw the eye to a location on an artwork. Some works have a single focal point, some provide a clear ordering of emphasis, and others have multiple focal points. Isolation, accents and placement can create a focal point or emphasis.*




Terms used to describe the effects associated with emphasis might include: Focal point, contrast, size, placement, lines, attention, highlighted, emphasised, draws attention towards.



**Movement:** *Can be still, anticipated, kinetic, due to kinetic empathy, suggested by motion blur. Pattern, the arrangement of recurring figures/motifs and modules (3D form), can create movement. Movement can include physical motion such as in [kinetic art](#).*

Terms used to describe the effects associated with movement might include: Flowing, continuous, direction, repetitive, undulating, swirling, flowing, gentle, rippling, sudden, stillness, rhythm, dynamic, placement.



<p><b>Rhythm:</b> <i>refers to the movement or the visual flow within a certain piece; where the use of an element is repeated. This can be a regular or an irregular repetition and if regular can form a pattern. Rhythm creates a sense of movement (think of musical beats); movement in a pattern, the relationship of parts to the whole.</i></p>	<p>Terms used to describe the effects associated with rhythm might include: flowing, swinging, swaying, regular, alternating, progressive, staccato and random.</p>	
<p><b>Proportion:</b> <i>Refers to the comparative amounts or ratios of an element. This includes concepts such as the Golden Section and distortions. Proportion includes the connection between parts and the whole.</i></p>	<p>Terms used to describe the effects associated with proportion might include: asymmetry, discordance, disproportion, disunity, imbalance, confusion, disorganization, disturbance, tension disconnectedness, disjointedness, incompatibility, irregularity, unevenness</p>	
<p><b>Scale:</b> <i>Refers to the comparative size of shapes or forms, use of time, volume of sound in an artwork. Examples could be human, small or large scale. Scale can be a comparison of sizes as in a ratio, for example, one half of the original; in relation to human figures, scale can be larger than, smaller than or actual life size. Scale plays an integral part of the viewing experience.</i></p>	<p>Terms used to describe the effects associated with scale might include: large, life-size, small, intimate, microscopic, miniature, monumental, massive, grand, vast.</p>	

**Space:** Refers to its visual/pictorial (illusionary/ plastic) depiction or physical (sculptural/ architectural) use. Physical space includes relief and in the round work. Visual space can refer to an amount within a composition (i.e. crowded or empty) or the depiction of depth (i.e. shallow, endless). It can be decorative (flattened) through to deep plastic. Space can be created visually by simple overlapping or chiaroscuro, or through more complex techniques such as atmospheric or geometric perspective. Techniques include foreshortening, multipoint perspective or amplified perspective.

Terms used to describe the effects associated with space might include: Perspective, larger, smaller, foreground, middle ground, background, overlapping, more detailed, less detailed, illusion, depth, close, far.



**Unity:** is seen in a painting or drawing when art elements have been repeated consistently across the artwork without anything too contrasting.

Terms used to describe the effects associated with unity might include: Together, linked, whole, overlapping, repetition, harmony.

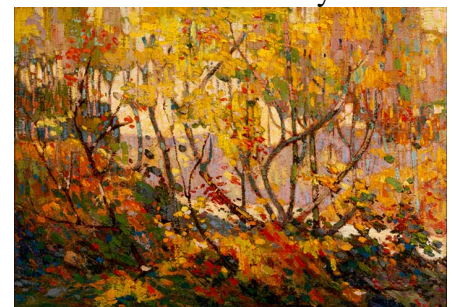


**Variety:** The diverse use of an element creates a more assorted and visually dynamic composition. Variety can be used to create slight differences or alter the rate of change, for example, a drawing is more expressive if variation is used in the thickness of the lines. Variation in tones when painting an object produces a greater sense of solidity.

Terms used to describe the effects associated with variety might include: Contrasting, stands out, energy, movement, opposites.



Limited Variety



Lots of Variety