

## ELEMENTS OF ART & PRINCIPLES OF DESIGN



## Line



The path of a point moving through space is a **line**. There are many different types of lines, not all are straight!



# Space



**Space** is the area in which art is organized. **Perspective** describes volume of space or a 3-D object on a flat surface.



# Shape & Form



**Shape** is perceived as 2-dimensional, while **form** implies depth, length, and width and is perceived as 3-dimensional



# Shape & Form



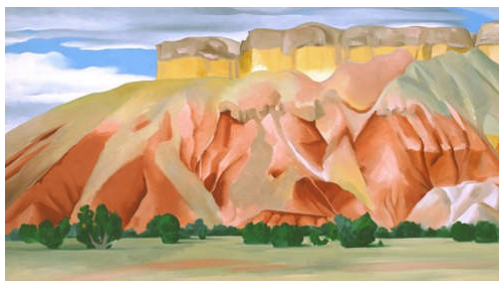
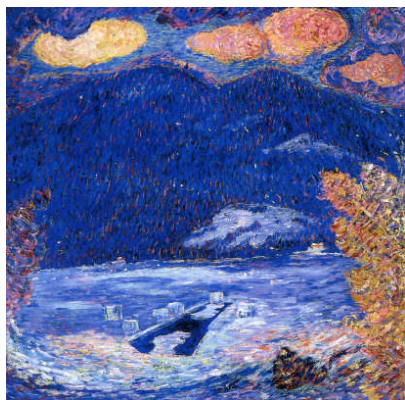
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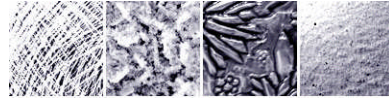
# Color



All colors are derived from the three primary colors (red, blue, and yellow) and black and white. Color has three properties: hue, value, and intensity.



# Texture



The tactile (touchable) qualities of an object that are actual or implied.



## ELEMENTS OF ART & PRINCIPLES OF DESIGN



Rules or guidelines on how to put the elements of design together in a composition.

Each principle helps artists create a better design.

Pattern  
Emphasis  
Variety  
Unity  
Balance  
Rhythm & Movement  
Contrast  
Proportion

# Pattern

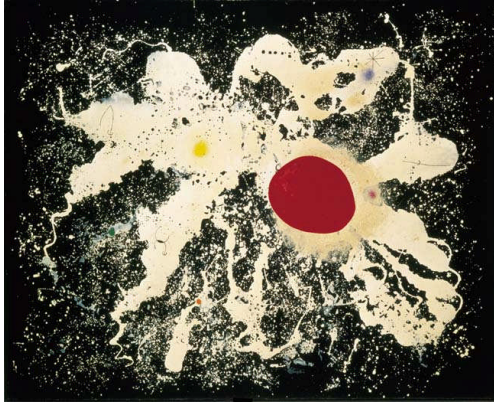
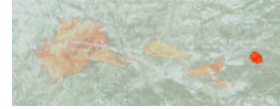


**Pattern** is a repeated element of design



# Emphasis

**Emphasis** is the created center of interest, the place in an artwork where your eye first lands



# Variety

Creating interest through a combination of elements.



# Unity

**Unity** is achieved when the components of a work of art are perceived as harmonious, giving the work a sense of completion.



# Balance



**Balance** is the even distribution of shapes. Balance is often referred to as symmetrical (formal), asymmetrical, or radial



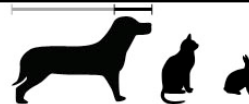


# Rhythm & Movement

**Rhythm** or **movement** is the suggestion of motion through the use of various elements (above, Pollock, and right, an unknown artist, India)



# Proportion & Scale



**Proportion** is the size relationship of parts to a whole and to one another.  
**Scale** is to relate size to a constant, such as a human body.

