

ART ELEMENTS

The Art Elements are basic visual components that can be observed in an artwork. Artists select and arrange the elements to influence the way we view an artwork and to convey their ideas and meanings. The Art Elements are:



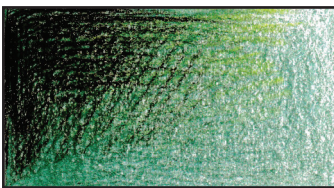
LINE - Has a single dimension, joining two points. It has length and direction. It may be a mark made by a painted tool, brush, pencil or pen. Terms to describe line include straight, contour, uneven, thick, thin, gestural, vertical, diagonal and horizontal.



SHAPE - 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 (symmetrical).



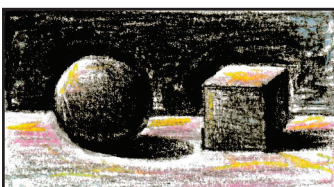
COLOUR - Colour is a visual sensation and can be represented realistically or artists can deliberately alter colour for emotional or subliminal effects. Terms used to describe the use of colour might include: hue, saturation, intensity, brightness, complementary, monochromatic.



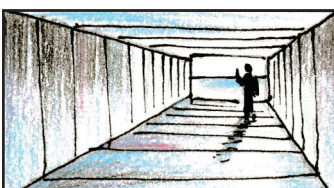
TONE - Tones are black, white and grey and can be described as a range in terms of value (light to dark). Tone can increase the sense of reality or three-dimensional forms. Terms used to describe the use of tone might include: harsh, subtle, gradual, dramatic, shadows, highlights.



TEXTURE - The surface quality, from smooth to rough, that can either be felt or observed. 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.



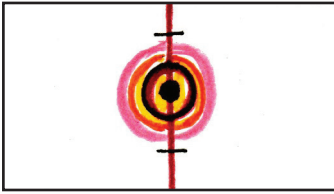
FORM - Form describes a three-dimensional area. It can be visual/depicted or physical (sculpture). While related to shape, terminology should be specific, i.e. biomorphic, geometric volumes (cube, spherical, pyramid). Terms include distorted, anthropomorphic (human like).



SPACE - Visual space can refer to an amount within a composition (i.e. crowded or empty, positive and negative) or the depiction of depth (i.e. shallow, endless). Terms such as foreground, middle ground and background are useful terms for discussing space.

ART PRINCIPLES

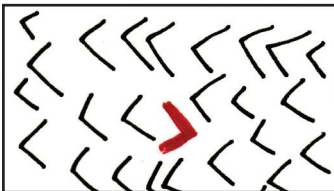
The Art Principles are a set of standards that can be used in organising and combining the Art Elements within an artwork. The Art Principles are:



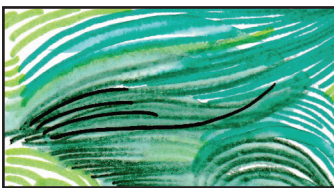
BALANCE - The distribution of visual weight in a work of art. Elements like shape may be balanced along a visual axis symmetrically or asymmetrically. The comparative amounts of colours, tones, and textures can create a sense of balance within a composition.



CONTRAST - Difference in tone, colours, textures, shapes and other elements used to draw attention to parts of an artwork. For example, contrast is created by using complementary colours, smooth and rough textures, light and dark tones, or geometric and organic shapes together.



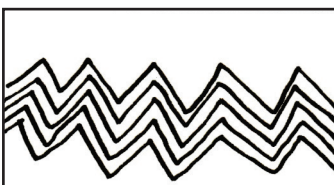
EMPHASIS - The artist's application of art elements make a part or parts of the composition stand out. Some works have a single focal point, some provide a clear ordering of emphasis (hierarchy), and others have multiple focal points.



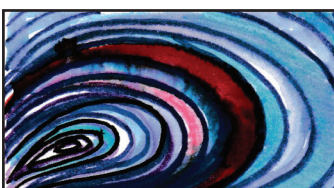
MOVEMENT - Can be still, anticipated, kinetic, due to kinetic empathy, suggested by motion blur. Pattern, the arrangement of recurring figures/ motifs and modules (3D form), can create movement. Movement also refers to the implied path that the viewers eye follows through the work.



PROPORTION - Refers to the comparative amounts or ratios of an element. Proportion includes the connection between parts and the whole. For example, an artist may intentionally exaggerate a feature by altering its proportion.



REPETITION - A regularly recurring motif/ shape/ figure creates pattern. A motif that recurs irregularly is repetition. These can create a sense of unity, rhythm or movement in a work. For example, a repetition of line can cause a pattern, or suggest movement, or a time sequence.



RHYTHM - 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). Different types of rhythm include flowing, regular, alternating, progressive and random.

ART PRINCIPLES



SCALE - Refers to the comparative size of shapes or forms. 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.



UNITY - Refers to the similar or uniform use of an element that unifies or ties together a composition. Unity can create a sense of balance in an artwork. Patterns, figures/motifs and modules (3D forms) can create unity.



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.