

BASIC ART ELEMENT

DIMENSION

1. DEFINE DIMENSION: use of space

2. There are 3 Visual Dimensions (*height, width and depth*)

3. List 3 VISUAL DIMENSIONS:

1. HEIGHT measures vertical

2. WIDTH measures horizontal

3. DEPTH measures volume/thickness

4. DIMENSIONS measure: dimension measures direction

5. NOT a DIMENSION: length

measures distance...refers to how long something is

6. PURPOSE: visual definition of our real wor

BASIC ART ELEMENTS

LINE

1. ORIGIN: the origin of a line is a dot
2. DIMENSIONS: a true line will have only *ONE dimension, height, width OR depth*
3. SPACE: a true line *does NOT displace space* (use/ take-up)
4. NUMBERS: there is an *infinite number of lines* (unlimited/ endless)
5. PURPOSE: to *make all shapes, shape-maker*
6. CONTINUOUS LINE: a line with *ONE beginning and ONE end*; a start and a stop
7. CONTOUR LINE: *a line of equal weight* used to describe and define; a line that with the same thickness throughout

BASIC ART ELEMENTS

SHAPE

1. DEFINITION: *enclosed space*

2. ORIGIN: *a line*

3. DIMENSIONS: a shape will have *2 dimensions; height and width*

4. SPACE: all shapes *displace* space (will use/ take-up space)

5. NUMBERS: there is an *infinite* number of shapes

6. APPEARANCE: all shapes visually appear *flat* having *no depth*

7. MATH EVALUATIONS: all shapes have *measurable area and perimeter*

8. PURPOSE: to *define space*; space is specific to a need

SYMMETRICAL VS. ASYMMETRICAL

SYMMETRICAL SHAPES:

1. DEFINITION: *structured* shapes having formulas, rules and standards
2. ORIGIN: man; these are manmade shapes
3. USE: used in Math; used in Geometry

ASYMMETRICAL SHAPES:

1. DEFINITION: non-structured having NO formulas and rules; free-flowing irregular and free-flowing
2. ORIGIN: nature; organic
3. USE: used in Science the study of our natural world

BASIC ART ELEMENTS

COLOR

ORIGIN: the origin of color is nature

PRIMARY (examples): 1) red 2) yellow 3) blue

List 4 characteristics of PRIMARY Colors:

1) pure colors

2) make all other colors

3) cannot be made by mixing

4) are the kings of color

List the general mixing equation for SECONDARY Colors:

$Primary + Primary = SECONDARY$

List 3 SECONDARY Colors and their mixture (any order):

$GREEN = yellow + blue$

$ORANGE = yellow + red$

$VIOLET = red + blue$

INTERMEDIATE: another name is tertiary

List the general mixing equation for INTERMEDIATE Colors:

$Primary + Secondary = INTERMEDIATE$ (tertiary)

List 3 characteristics of INTERMEDIATE Colors:

1. two color names with a hyphen (-)

2. 2-color names are listed Primary before Secondary

3. mixing colors are adjacent or neighbors on the Color Wheel

DRAW COLOR WHEEL AND COLOR SPECTRUM IN YOUR NOTES; SEE DIAGRAM FOR SPECIFICS.

The purpose of color is to enhance space.

Define COLOR SPECTRUM: the linear arrangement of colors by mixture

Define COLOR WHEEL: the circular arrangement of colors by mixture

- 1) RED / GREEN
- 2) YELLOW / VIOLET
- 3) BLUE / ORANGE
- 4) RED-VIOLET / YELLOW-GREEN

List 2 examples of COMPLEMENTARY Color combinations:

COMPLEMENTARY colors are located OPPOSITE/ACROSS on the Color Wheel.

A SHADE is made by adding BLACK which will DARKEN the color (shadow).

A TINT is made by adding WHITE which will LIGHTEN the color (pastel).

- 1) BLUE-GREEN = blue + green
- 2) BLUE-VIOLET = blue + violet
- 3) RED-VIOLET = red + violet
- 4) RED-ORANGE = red + orange
- 5) YELLOW-ORANGE = yellow + orange
- 6) YELLOW-GREEN = yellow + green

List 6 INTERMEDIATE Colors with their mixtures (any order):

BASIC ART ELEMENTS

TEXTURE

1. DEFINITION: texture is a repeating surface pattern

2. ORIGIN: the origin of texture is shape

3. ACTUAL TEXTURE: "real" texture

A. DIMENSIONS: 3-Dimensions having height, width and depth
B. APPEARANCE: level and surface changes; multiple spatial planes

4. SIMULATED TEXTURE: "fake" texture

A. DIMENSIONS: 2-Dimensions having height and width
B. APPEARANCE: flat having no depth

5. OBVIOUS TEXTURE: large/bold texture easy to see due to size

Draw 3 Examples:

6. SUBTLE TEXTURE: small/tiny texture hard to see due to size

Draw 3 Examples:

7. PURPOSE: the purpose of texture is to enhance space