**Elements of Art**

**Line**

In terms of art, line is a path made by a moving point in space. Line can be used to define edges, add shading or value, and create the illusion of form. Horizontal, vertical, diagonal, straight, curved, dotted, broken, thick, thin. It is one-dimensional and can vary in width, direction and length.

**Shape**

Shape is considered a closed contour or the area confined within a contour line. It is an enclosed area that has length and width. Shapes fall into two categories: geometric or organic. They can be defined as positive or negative and are essential in compositional design.

**Color**

Color is the element of art that refers to reflected light. Color theory can be broken down into three main components: the color wheel (hue, primary, secondary, tertiary, complementary, neutrals), color values (tints and shades), and color schemes.

**Texture**

Texture refers to the way an object feels to the touch or looks as it may feel if it were touched. Texture created in drawings or paintings can be "simulated" or "invented". The illusion of texture is dependent on the use of value. Artists use both actual texture (how things feel) and implied texture (how things look like they feel).

**Value**

Value is also referred to as "tone". It is the darkness or lightness of a color and can be measured through the use of a value scale. Lighter values are referred to as "tints", while darker values are referred to as "shades".

**Space**

Space is the area around, above, and within an object.  It is used to create the illusion of depth. It can be two-dimensional, three-dimensional and positive/negative.

**Form**

Form refers to three-dimensional objects that have height, length and width. They can be viewed from many sides. They take up space and volume. The illusion of form in a drawing or painting is heavily dependent on the use and placement of values.

**Principles of Design**

**Contrast**

Opposites (light vs. dark colors, rough vs. smooth textures, large vs. small shapes) placed next or near each other in a picture to create visual interest.

**Rhythm**

Rhythm is the **pattern** created by the regular repetition of elements of art, **but with variation** so there is visual change the eye can follow and is attracted to in an artwork to create the look of movement. Rhythm is a combination of repeated elements with variations.

**Unity**

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

**Movement**

Visual movement is the **action** that makes a path for the viewer’s eye to follow through an artwork. It is created by the placement of shapes, objects, lines, colors, textures and patterns.

**Pattern**

Pattern is a combination of elements of shapes repeated in a recurring and regular arrangement.

**Balance**

Balance is the impression of equilibrium in a pictorial or sculptural composition. Balance is often referred to as symmetrical, asymmetrical, or radial.

**Emphasis**

Emphasis refers to the created center of interest, the place in an artwork where your eye first lands.