




# ELEMENTS OF ART

LINE: "A dot out for a walk."


Thin 

Thick 

straight 

zigzag 

curved 

implied 

SHAPE: A closed line. (2-D)

Geometric 

organic 

FORM: 3-D shape.



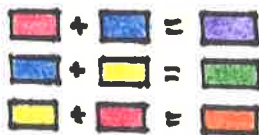
COLOR: Light reflects off of an object, and into your eye.



Primary - You can NOT mix colors to get primary colors.



Secondary - Mix 2 primary colors together.



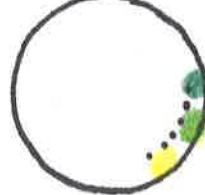
Warm : Cool



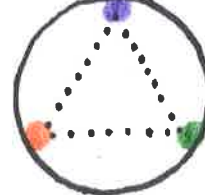
Complementary



Analogous



Triadic



VALUE: Dark to light, or light to dark.



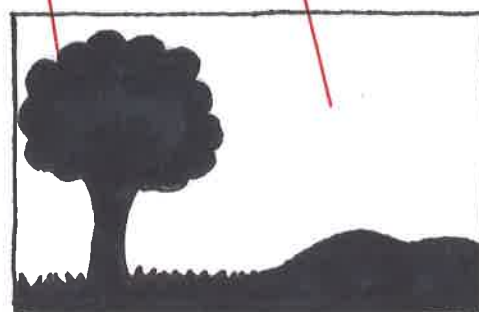
TEXTURE: How something feels, or appears to feel.  
(Real) (Implied)

SPACE: Depth.


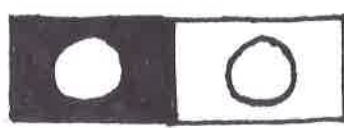
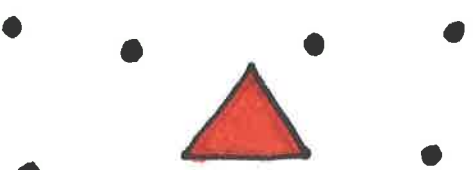
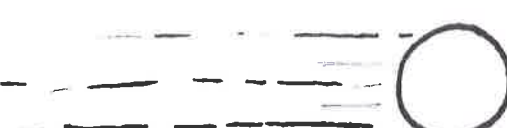
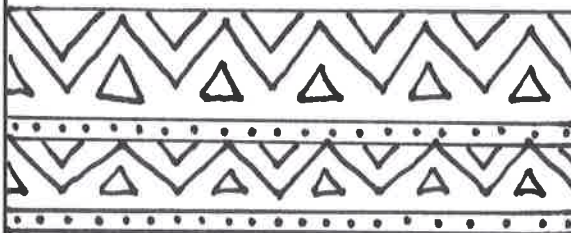


- Color / value
- Size / Perspective
- overlapping



Positive vs Negative space



# PRINCIPLES of DESIGN

<p>Symmetrical</p>  <p>Asymmetrical</p> <p>Radial</p>	<h2>BALANCE</h2> <p>The visual weight of something.</p> <p>Symmetrical - same on both sides.</p> <p>Asymmetrical - Different on both sides.</p> <p>Radial - In a circular pattern. Same on all sides.</p>
	<h2>CONTRAST</h2> <p>Opposite. Can be opposite in color, size, shape, or meaning.</p>
	<h2>EMPHASIS</h2> <p>The first thing you see. Stands out.</p> <p>YOU CAN USE CONTRAST &amp; COLOR TO CREATE EMPHASIS.</p>
	<h2>MOVEMENT</h2> <p>Appears to have movement = Implied</p> <p>Has actual, physical movement = Real</p>
	<h2>PATTERN</h2> <p>Objects that repeat.</p>
	<h2>RHYTHM</h2> <p>Appears to have sound or vibration, by using repeating lines / shapes.</p>
	<h2>UNITY</h2> <p>Everything appears to belong.</p>