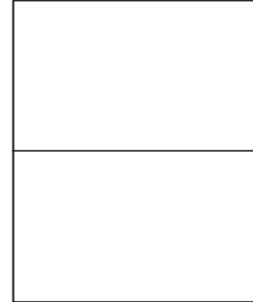


ELEMENTS AND PRINCIPLES OF DESIGN

For each definition, **find** or **draw** an example in the box provided.

Elements of Design: Fundamental components of art works.

Colour- The particular wavelength of light seen by the eye when an object reflects or emits light. The four characteristics of colour are hue (name), value (lightness and darkness), intensity (saturation, or amount of pigment), and temperature (warm and cool).




Form- The compositional style, design, and arrangement of the visual elements within an art work. (2) The physical shape and dimensions of an object within an art work. (3) A particular field or genre within the visual arts (e.g., painting, printmaking).

Line- The visual path left by a moving point; also, a mark, guide, or boundary that leads the eye in an art work. Differences in the type, orientation, and/or quality of lines can be used to suggest a variety of ideas, states, or moods. For example, horizontal and curving lines can feel restful or inactive, and vertical and diagonal lines can imply movement or action; combinations of horizontal and vertical lines can suggest stability.



Shape- The external form or outline of an image produced by the use of line, value, colour, and/or texture. Shape may be geometric or organic, positive or negative. Shapes have two dimensions, length and width.



Space- The area around, within, or between images or elements. The appearance of space can be created on a two dimensional surface by means of techniques such as the overlapping of objects, the varying of object size or placement, the varying of colour intensity and value, and the use of detail and diagonal lines.



Texture- The feel, appearance, thickness, or stickiness of a surface or substance. Subcategories of **texture** include the following:
illusory texture. A visual effect in which the eye is tricked into seeing three-dimensional materials (e.g., wood, fur, glass, metal, fabric) on a two-dimensional surface. Also called simulated texture or the illusion of texture. **real texture.** The three-dimensionality of surfaces and materials that is perceptible by touch as well as sight (e.g., smooth, rough, silky, furry).

