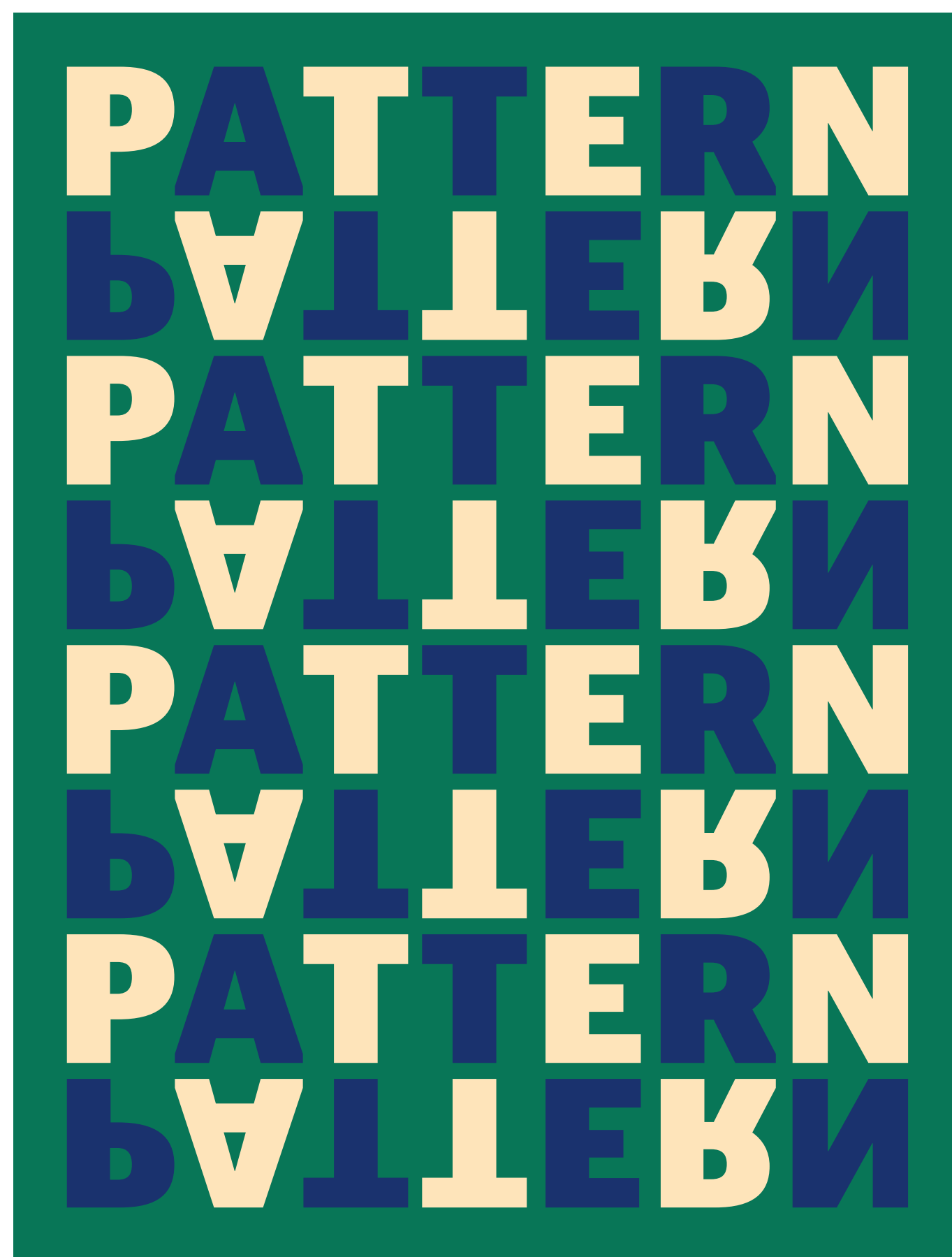
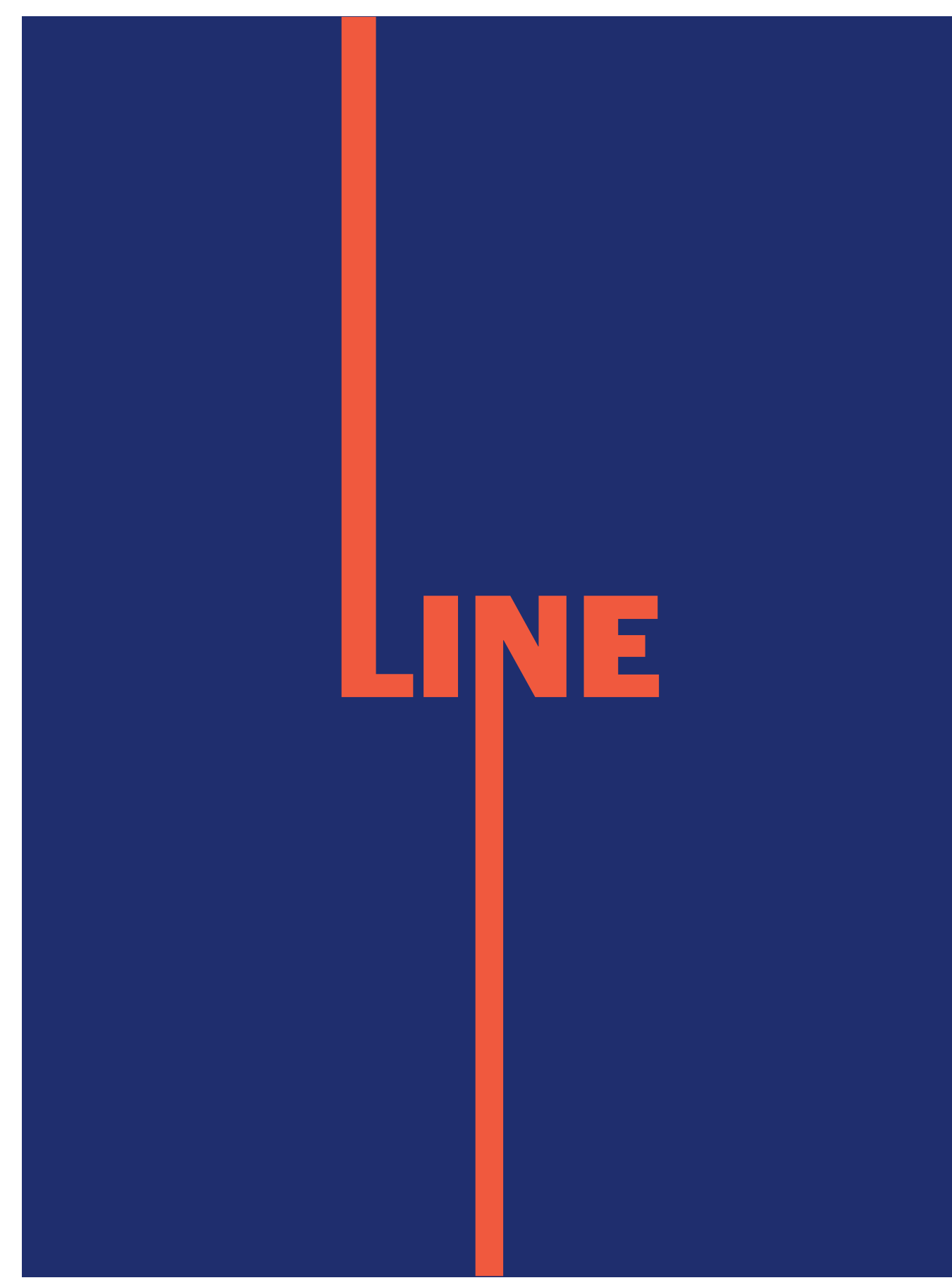


Elements of art Principles of design



LINE

A line is a mark that has length and direction, made on a surface by moving a point

COLOR

Determined by the hue, value and intensity of light that is reflected, transmitted or emitted from a surface

VALUE

Value describes how light or dark a tone, or color, appears

SHAPE

A shape is a flat enclosed area that has two dimensions—length and width.

FORM

A form is a three dimensional object or the illusion of a three dimensional object on a flat surface

SPACE

Space is the area between and around objects in art that results in the illusion of depth

TEXTURE

Texture refers to the tactile qualities of a surface, either actual or implied

PATTERN

Pattern refers to the repetition of a design element, which establishes a visual beat

BALANCE

Balance is the impression of equilibrium in a composition

CONTRAST

Contrast is the difference between elements that creates interest and tension

EMPHASIS

Emphasis is a technique which draws attention to an area or areas in a composition

UNITY

Unity is achieved when the components of a work of art are perceived as harmonious

SCALE

Scale is the relationship of size or quantity of objects in or around an artwork

RHYTHM

Rhythm refers to the suggestion of motion through the use of various elements