The Elements of Art are visual symbols used in conjunction with the principles of design to create a work of art. They are: space, line, shape or form, color, texture, and value.
Space is an element of art that refers to an area around a shape or form.
Space can be either positive or negative.

Positive Space is the shape or the form within a given area.

Negative Space is the area around the shape or form within that area.
Space can be two-dimensional or three-dimensional.

**Two-Dimensional** flat art such as paintings, drawings, prints and photographs have both height and width.

**Three-Dimensional** art such as sculpture, ceramics, and jewelry have height, width and depth.
Two-dimensional art can convey the illusion of depth through the size, detail, placement of objects, and perspective.

**Size:** as objects recede in space they appear to get smaller.

**Detail:** objects that are closer to us appear to have more detail than those in the distance.
**Placement:** objects that are closer to us appear lower on the picture plane.

**Overlapping:** objects that are overlapped appear to be behind those that are not.
**Atmospheric Perspective**: colors that are in the distance become less intense as distance recedes. In landscapes, colors appear to take on a blue hue as they recede in space.

**Converging Lines**: parallel lines appear to converge as they recede.
One-Point Perspective: one vanishing point
Two-Point Perspective: two vanishing points
**Line** is an element of art that can be actual or implied.

**Actual Line**: is a continuous mark made on a surface with a moving tool. An actual line has two dimensions: height and width. Lines vary by length, width, direction, texture, and curve.

![Actual Line Examples]

**Contour Line**: is the outline of an object. It may also include the lines that show an object’s form.

![Contour Line Example]
**Implied Lines:** are not real lines. Implied lines allow the viewer to differentiate between shapes, colors, and textures by following a suggested line or boundary with their eyes.

**Shapes:** are enclosed spaces. Shapes have two dimensions: height and width. Shapes can be curvilinear or geometric.
Form: is the three-dimensional counterpart to shape. Form can be actual or implied.

Actual Form: has three dimensions: height, width and depth. Sculpture and architecture are examples of actual form.

Implied Form: has two dimensions: height and width. Through a series of techniques artists can create the illusion of the third dimension (depth).
**Texture**: is an element of art that can be actual or perceived.

*Actual texture* can be physically felt.

![Image of textured mask](image1.png)

*Perceived texture*: is the illusion of texture that we see with our eyes.

![Image of still life](image2.png)
Color: is an element of art that has three principles: hue (color); value (the lightness and darkness of a hue); and intensity (the brightness or dullness of a hue).

**Hue** is another name for color. The words color and hue are used interchangeably.

**Primary hues**: red, blue and yellow

![Primary hues examples](image1)

**Secondary hues**: orange, green and purple are the result of mixing two primary hues together.

![Secondary hues examples](image2)

Red and yellow = orange
Blue and yellow = green

Red and blue = purple

**Tertiary hues**: are made by mixing a secondary and a primary hue.

Orange and yellow = yellow orange

Orange and red = red orange
Green and yellow = yellow green

Green and blue = blue green

Purple and red = red purple

Purple and blue = blue purple
**Hues** can be warm, cool or neutral.

**Warm Hues**: red, yellow, orange, brown

**Cool Hues**: blue, green, and violet

**Neutral Hues**: earth tones, black, white and gray, brown and beige

**Analogous Hues**: are colors that are next to each other on the color wheel.
Complementary Hues: are those opposite one another on the color wheel. A primary hue’s complement is created by mixing the remaining two primary hues.

The **complement** for red is green

The **complement** for blue is orange

The **complement** for Yellow is purple
**Tints and shades:** are produced when adding white or black to a hue.

**Tint:** describes lightness or adding white to a hue.

**Shade:** describes darkness or adding black to a hue.

**Monochromatic hues:** are made using one hue and all of the values (tints & shades) of that hue.

**Intensity:** is the brightness or dullness of a hue. A pure hue is a high-intensity color. Hues that are dulled are referred to as low-intensity hues.
**Value**: describes lightness or darkness of a hue.

**Value, Line and Texture**: lines can create the illusion of value and texture.
Principles of Design are the rules or guides that an artist considers when applying the Elements of Art to create a piece of work. They are: balance, pattern, rhythm, harmony, proportion, contrast, emphasis, and unity.
Balance is a principle of design that is concerned with the arrangement of the elements within a piece of work. There are two types of balance: formal (symmetrical) and informal (asymmetrical).

Symmetrical or Formal Balance: the picture plane is divided in half, and both sides are equal.

Asymmetrical or Non-Formal Balance: the picture plane may or may not be divided equally in half and the elements may not be equal.

Radial Balance: the image radiates from the center.
**Pattern:** is the repetition of elements within a piece of work.

**Rhythm:** creates the illusion of movement.

Artists can manipulate the elements of art in order to move a viewer’s eye through a piece of artwork.
Harmony: is achieved by bringing similar elements together within a piece of work.

Proportion: is a principle of design that has to do with the size relationships between the elements within a piece of work.

Contrast: is a principle of design that deals with the difference between elements within a piece of work.
**Emphasis:** is a principle of design that deals with the pathway of the viewer’s eyes. The first element that one sees in a piece of artwork is usually the dominant element (emphasis). Artists may guide the viewer’s eye to the focal point then throughout the work, and finally back to the focal point.

**Unity:** is a principle of design that brings all of the elements within a composition together to form a whole. This includes media as well as the elements of art and principles of design.