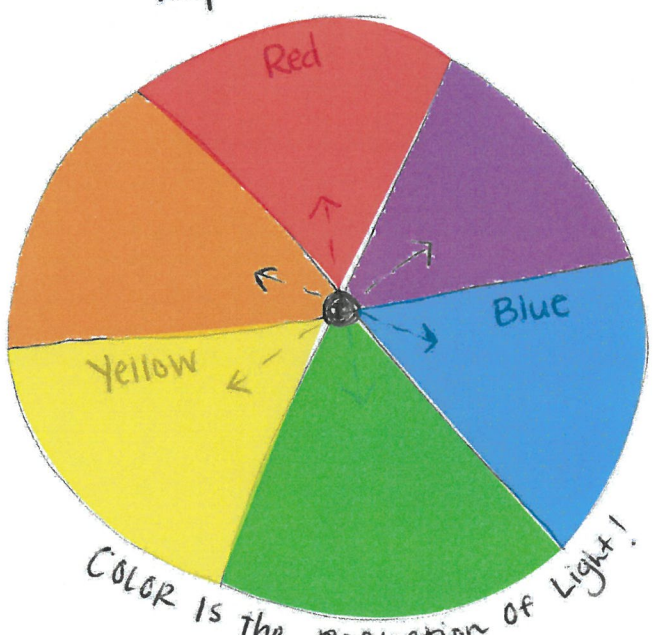


Elements of Art
Flipbook
Answer Key

COLOR WHEELS

help artists mix colors!



Tint = add white
Shade = add black

Tone = add gray
dull = add complement

COLOR

In Abstract Artwork, **colors** represents feelings or **emotions**. I use a wheel for mixing!

PRIMARY COLORS...



SECONDARY COLORS...



Blue + Red =

Yellow + Red =

~~Red~~ + Yellow =
BLUE

WARM COLORS =

COOL COLORS =

Complementary colors are opposite.



Intermediate colors are neighbors.

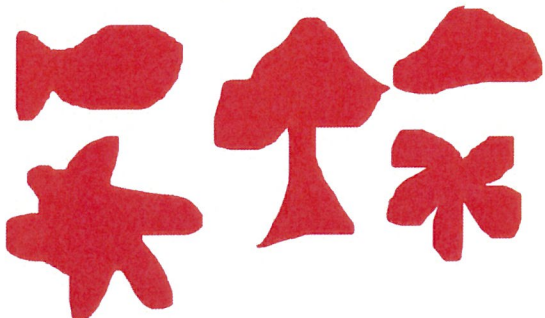


SHAPES fall into two categories ...

or

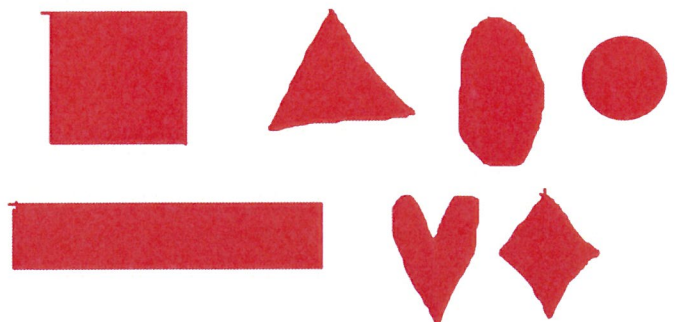
freeform, found in nature

Organic



Mathematical, specific name

Geometric

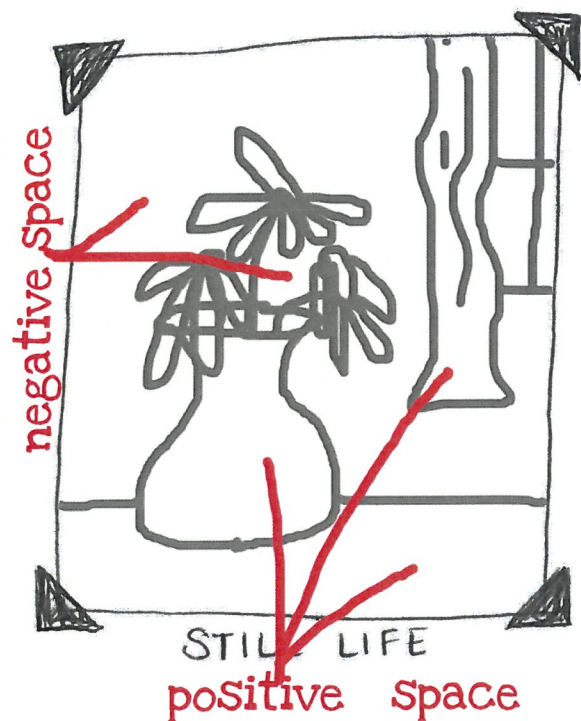
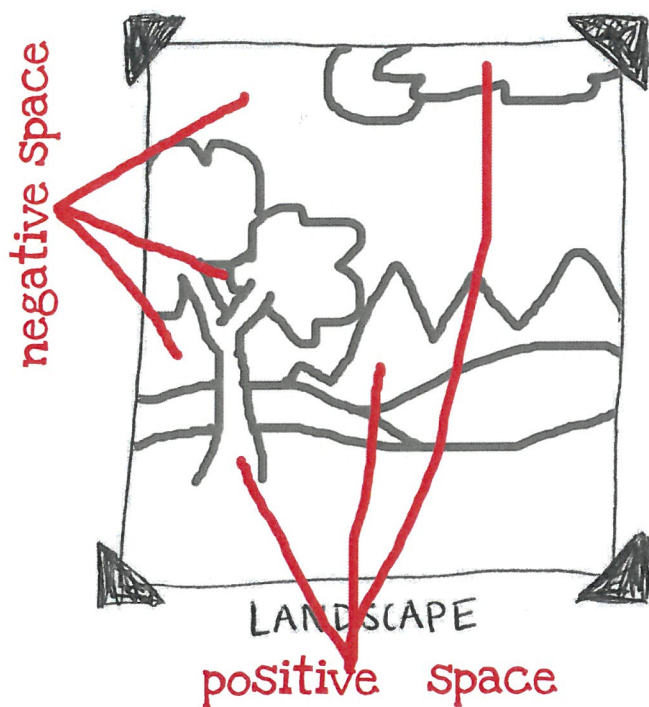


SHAPE

An enclosed space that is Geometric or Organic

③

A good artist will always use the entire SPACE, but some space is filled with objects, the positive space. The empty areas are called negative space.



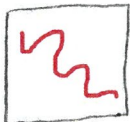
SPACE

The area an object fills is positive space.
The area around an object is negative space.

Types of Lines



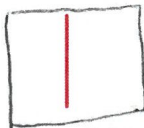
zig zag



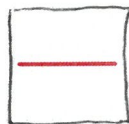
curved



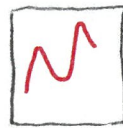
looping



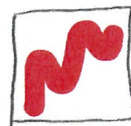
straight
vertical



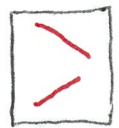
straight
horizontal



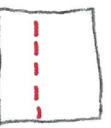
thin



thick



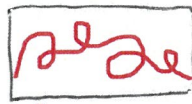
diagonal



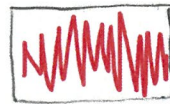
broken



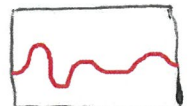
stressed



happy



angry



relaxed

LINE

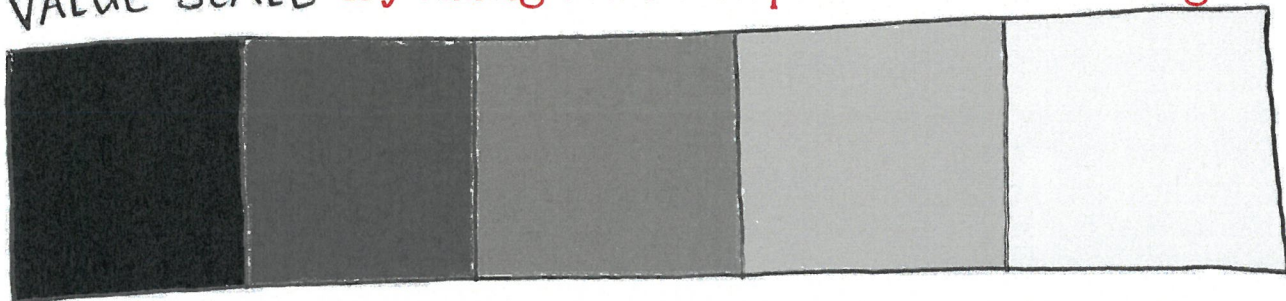
An artist can use **lines** to show **emotion**.

②

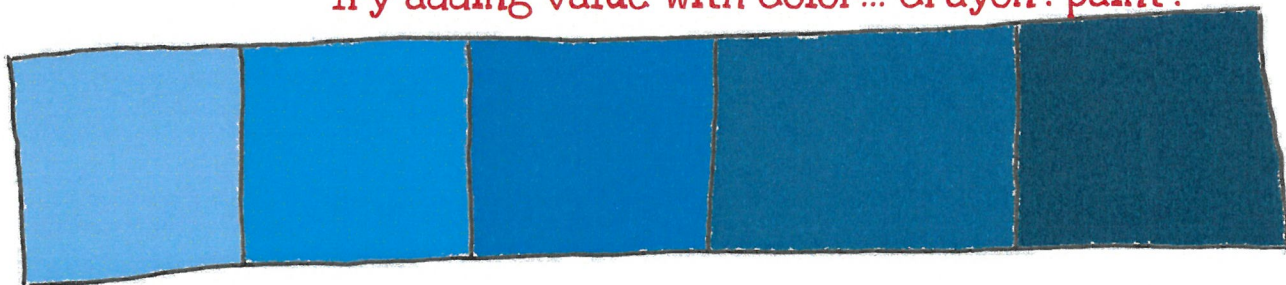
VALUE

is very important in artwork. An artist uses value to create highlights and shadows.
value, lightness and ^{light spots} darkness also is ^{dark areas} important to create contrast.

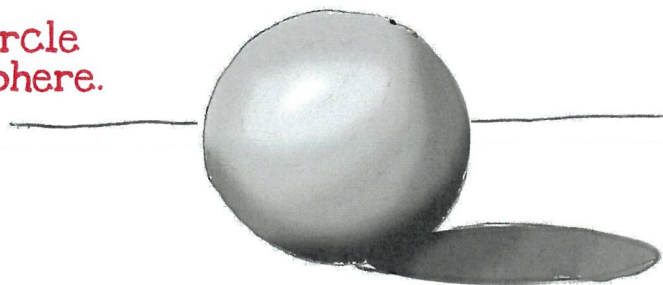
VALUE SCALE Try adding value with pencil. Crosshatching? Scribbles?



Try adding value with color... crayon? paint?



Now try shading this flat 2-D circle to create the illusion of a 3-D sphere.



VALUE

Every color has value, which is lightness and darkness.



fluffy

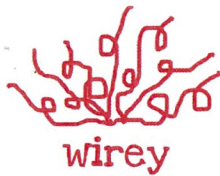


hairy

smooth



spikey



wirey

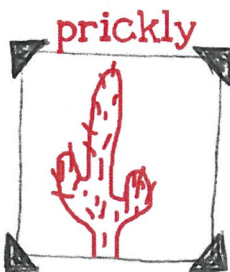


bumpy

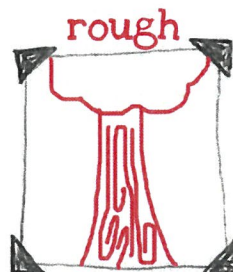


slimey

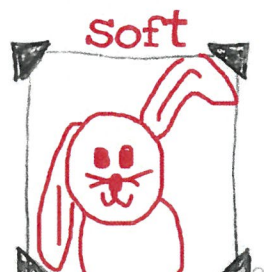
texture



prickly



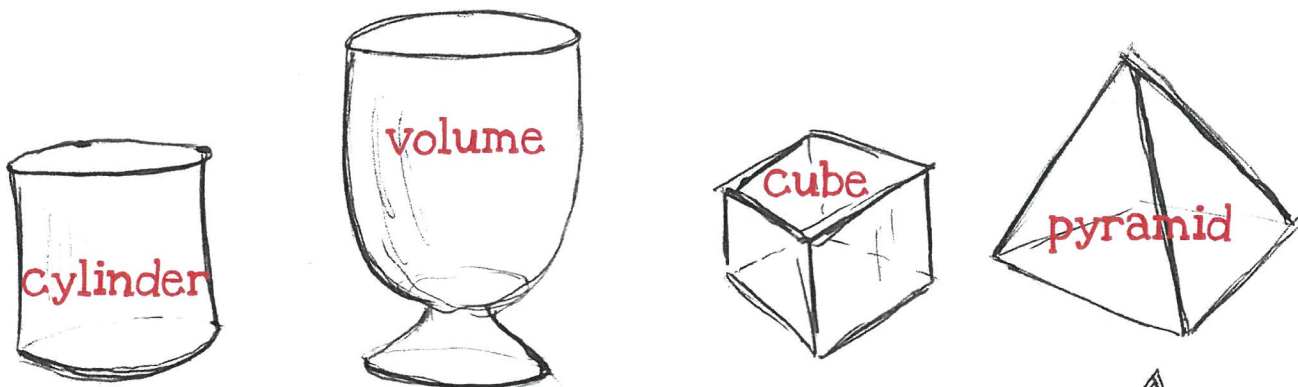
rough



soft

Refers to how something **feels** to the touch.

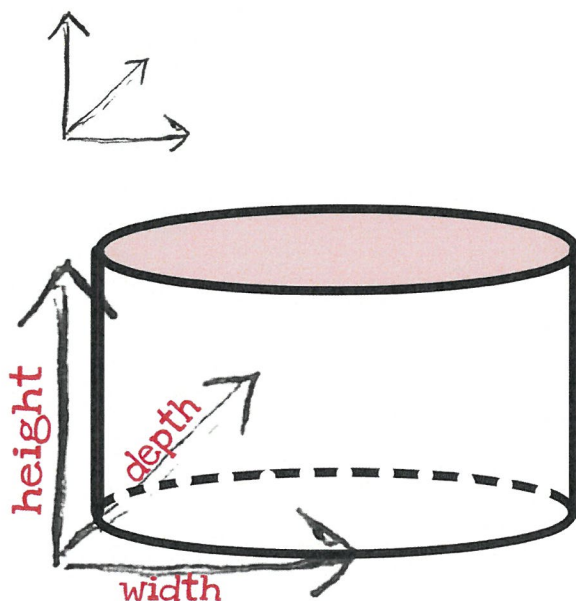
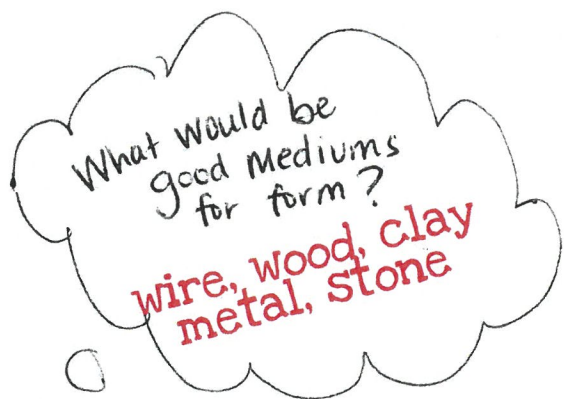
implied or real?



A SHAPE IS flat
A FORM IS fat.

A flat 2-D shape has height x width.

A form has volume and can hold things. It's 3-D which means
a form has height x width x depth.



form

A sculpture has **form**, meaning it's **3-D** with height, width and **depth**.