

Art ITV Bailey

Drawing terms

Shading terms

Design elements – Explanation and assignments.

Art 2, 3 & 4

Art ITV Bailey

Art terminology

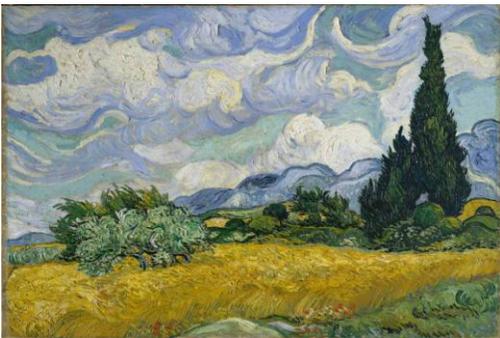
Format – what you are doing art on.

Medium – What you are using to create the art. Ex. Use watercolor paint to paint a watercolor painting. Ex. Use graphite to create a drawing in pencil.

Portrait View



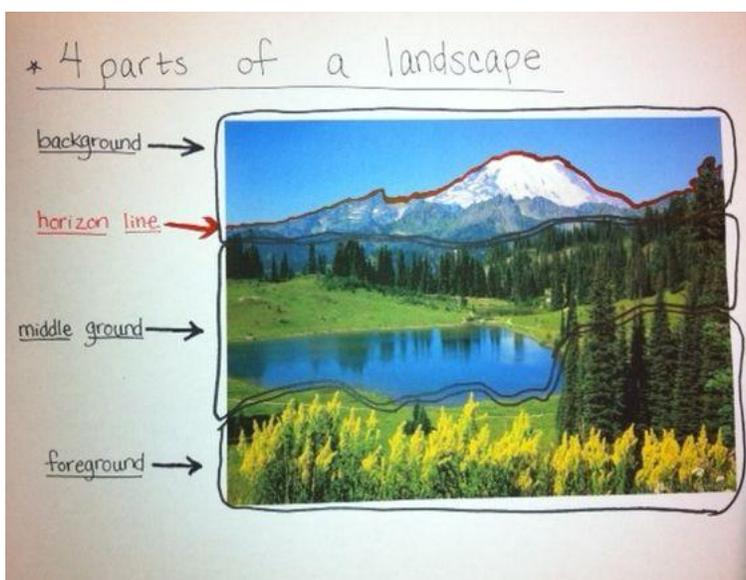
Landscape View



Landscape view – The format or paper is lying with the long side horizontally.

Portrait view – The format or paper is lying with the long side vertically.

Atmospheric perspective – Creates the illusion of depth in a work of Art by using Value. Things that are closer to the viewer are darker while things that are further away from the viewer are lighter.



Foreground: Objects that are low and directly in front of the viewer are perceived as closest to us.

Middle ground: Objects that are in the middle of the picture frame or format.

Background; Objects that are high are perceived as the farthest away from the viewer.

Horizon line- a **horizontal** line that runs across the paper or canvas to represent the viewer's eye level, or

delineate where the sky meets the ground.

7 drawing terms. From the early Renaissance

1. **Shading – darkening an object to show volume.** The part of the sphere that turns away from the viewer is darker which shows plumpness or volume.



2. **Contour lines – Lines that go around a round object to show volume.**

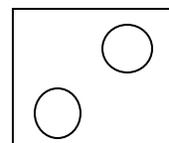


These are curved lines to help show plumpness.

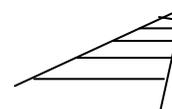
3. **Size – An object is smaller than the original object showing depth.** The brain knows that two objects on the same plane but having different sizes can mean that the smaller object is further away than the larger one. Think of two cars. We know that cars are all about the same size so if we see one that is much smaller, we understand that that small car is further away while the big one is near.



4. **Surface – An object is further down on the page giving the viewer the idea that it is closer.** This shows depth. We know that, within our field of vision, things that are further away from us, make us look up. While things that are close to us make our eyes drop when we look at them. Think of a bird sitting at your feet and one that is flying up in the sky. Even if the object is the same size, but is at the top of the page, our brain tells us that it is further away than the object at the bottom of the page.



5. **Density – Objects get smaller and harder to see as they go into the distance showing depth.** This is the railroad trick. The railroad ties close to us look large and are easy to see while the ties that are far away from us look small and have little detail.



6. **Foreshortening – squashing an object to show depth.** This comes from a circle laid flat or a square laid flat. Lay the quarter down on the table. Close one eye and trace the outline of the quarter. You will get a circle or an oval depending on your line of sight. Foreshortening shows that one edge of the quarter is closer to you while the other end of the quarter is further away from you.



7. **Overlapping- putting one object over another object to show depth.** Our brains tell us that if we can't see all of an object it must be in the background. The thing that is covering it must be closer to us.



The next set of terms comes from using ink to create art. Artists could not smudge the ink to show shading so they had to develop other marks to create value or show that objects were darker or lighter.

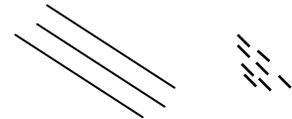
6 shading terms

1. **Smudging** – smearing the medium to create value. (This one is used with pencil, not ink. I include it here as it is used in painting to create value.

2. **Stippling = dots in black and white / Pointillism = dots in color** – creating value using dots. If you want to create a light value have more space between the dots. To create a dark value, put the dots closer together.

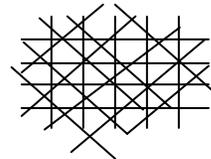
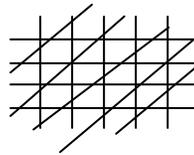
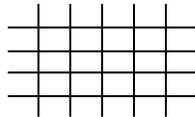


3. **hatching** – short parallel lines used to create value. To create a light value, put space between the lines. To create a dark value, put the lines closer together.



(Hatching can be short or long.)

4. **Crosshatching**- lines that cross each other to create value. To create a light value cross the first lines only once and have space between the lines. To create a darker value put the lines closer together or cross again in a different direction.



Two layers

Three layers

Four layers

Cross hatching can be done in layers – The first crosshatching would be perpendicular or 90 degrees from the first set of lines. The next set of crosshatching would be diagonal. The next set of crosshatching would be diagonal lines going the opposite way.

5. **Scumbling** – scribbling to create value. To create a light value, have space in the scribble. To create a dark value, the scribble should be tight with little space. Scumbling can be sharp or curvy or a combination of both.



6. **Lettering/ symbols** – using letters or symbols to create value. To create a light value, have space between the letters. To create a darker value, put the letters or symbols close together or overlap them.



Objective:

I can create Values.

Design elements:

Line, shape, texture, value, space, form, color.

design element value

Notes: Value a design element. Fill in the blanks.

Definition: Value is the relative degree of _____ or _____ of a medium. (The lightness or darkness of a medium.)

1. Value is important: Why is value important? Value creates _____.

A. Value leads the eye around the work. _____.

B. Value makes things _____: Without contrast in value, the words on this page could not be read.

C. Value _____: This is light values placed next to dark values to create a strong difference.

1. _____ value contrast – Little difference between the darks and the lights.

2. _____ value contrast – Big difference between the darks and the lights.

D. Contrast creates the **center of interest** in the work. _____ – Grabs the attention - A strong value contrast or difference creates the focal point. This strong value contrast says: “Hey I am important – look at me!”

E. Value creates _____: Atmospheric perspective. Closer objects are darker and more detailed, while far away objects are lighter and less detail.

2. _____: The areas on an object where the light is hitting. The highlights should be the whitest places on the picture.

3. _____: The areas on an object where light does not hit or is obstructed.

4 _____: Where the light is coming from: the sun, a lamp, etc. (Limit the light source to one to simplify the information for the viewer.)

5 _____: A chart that demonstrates the changing values of a tone from black to white. (5,7, 10 boxes)

Example of a value scale strip:
Image from drawspace.com



Objective:

I can create a line design

Design elements:

Line, shape, texture, value, space, form, color.

Notes: Fill in the blanks

Line – a design element.

Line definition: The path of a _____

1. line has _____

A. _____ - Lines that are restful, static or inactive.

B. _____ - Lines that are strong, passive, static and inactive.

C. _____ - Lines that are soft, active and dynamic.

2. Line has _____

A. _____ lines are lines that are active with high energy

B. _____ lines are passive lines that are inactive and have low energy

3. Line has _____

A. Thin lines are _____.

B. Thick lines are _____.

4. Line has _____.

A. A sharp angular line can be _____ or frustrated.

B. A curved or loopy line can be _____.

5. Line quality / Characteristics – The _____ of a line. The look of the line, not its direction. Ex: thin , thick, bold, delicate, short, long, straight, curved, tapered, wavy, etc.

6. _____ line – A line that is not drawn but is created by dots, dashes or the edges of objects.

7. _____ line – Lines that are drawn quickly that capture the essence and movement of a subject.

8. _____ line – A contour line is a continuous line that is drawn slowly that captures the outline, edges and immediate details of a subject. (Renaissance: Used the term to describe curved lines that showed volume.)

9. _____ line – A line that indicates a change of color, value or pattern.

10. _____ line – A line created with no breaks.

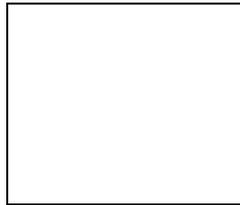
11. _____ line – A continuous line that does not cross or touch itself.

Draw an example of the line.

Horizontal



Vertical



Diagonal



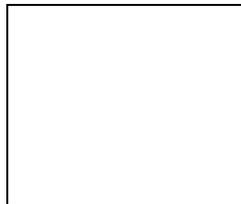
Curved



Dynamic/High energy



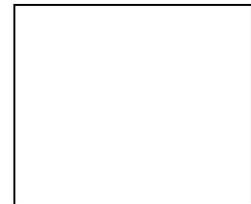
Static /Low energy



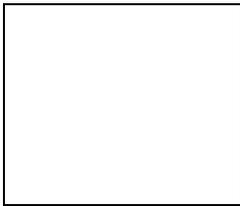
Thin



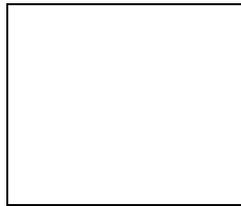
Thick



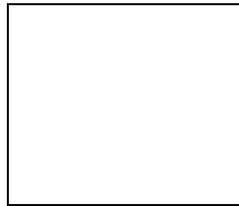
Zig Zag or pointed



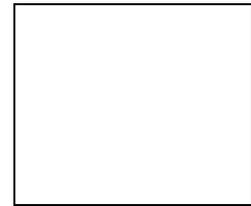
Implied



Contour



Transition



Continuous



Open



Texture – design element Work page

Objective:

I can create textures.

Design elements:

Line, shape, texture, value, space, form, color.

Notes: Texture

Definition: The _____ -or _____ of a medium.

1. Actual or real texture is texture that can be experienced through _____.

A. _____: Relating to the sense of touch. The capability of being perceived by the sense of touch.

B. _____ texture is tactile. One can feel the texture when fingers are run over the object.

2. Manipulated or simulated textures: (_____ -or visual textures)

A. Implied textures are not real. They _____ - be felt.

B. The texture looks like how it should feel such as _____, _____ or scratchy.

C. These textures are created by _____ design elements like line, shape or value. Pen examples are: lettering, scumbling, stippling, hatching short, hatching long, cross hatching and Circulism, (small circles).

Texture rubbing: Put a piece of paper over a rough surface and rub a pencil or colored pencil to get an impression of the texture.

Assignment:

1. Get five texture rubbings on your notes page in your journal.

2. Create or obtain five real textures and put them in your notes. You can roughen up the paper with a file, scratch, tear or crumple it. You can obtain a small piece of texture paper, fabric, sandpaper, cardboard, etc. and glue it on to your notes for the real texture.

Grade: 10 points

Objective:

I can create images from Shapes.

Design elements:
Line, shape, texture, value, space, form, color.

Notes:

Shape – A design element

Definition –

- A. An area that stands out because of a _____.
- B. A _____ - that meets itself.

_____ shapes: circle, _____, rectangle, triangle, oval

1. _____ - shape – A shape that is suggested because of dots, dashes or edges.



2. _____ shapes – shapes that have a mathematical name.

Ex. Circle, square, trapezoid

3. _____ shape – a symbol shape is a shape that stands for something else. Ex. Heart, Cross, four leaf clover, Star.

4. _____ shapes – shapes that are from nature and don't have a mathematical name. A free form shape.

Ex. A puddle, a Cloud, A milk spill

5. Positive shape – the shape of the _____.

6. Negative shape – the shape of the space _____-the objects.

7. Static shape – a tall square building is static/ low energy.

8. Dynamic shape – a roller coaster/ high energy.

9. Shapes are _____ - dimensional – 2D



Positive

Negative

Draw the shapes in the boxes.

Implied shape

Geometric shape

Organic shape

Space – design element work page

Objective:

I can create space.

Design elements:
Line, shape, texture, value, space, form, color.

Notes:

Space a design element.

1 .Definition: The interval, or _____ between points or images.

2. An open area between, _____, above or within objects.

Space can be:

- A. Two dimensional.
- B. Three dimensional.
- C. The illusion of 3D space can be created using linear and atmospheric perspective.

3. 2D space has height and length. The D stands for _____.

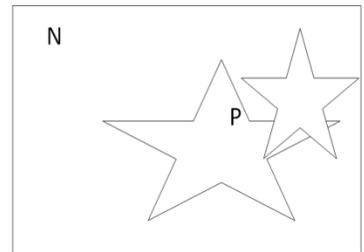
4. Two dimensional Space has _____ and _____.

Flat – no depth. Emphasize the vertical and horizontal character of the picture plane.

5. Three dimensional space has length, width and _____. It includes sculpture, installation, performance art and art work that creates an **illusion** of 3D space or form.

6. _____ space: The state in the artwork in which the art elements like shape, line, etc. or their combination produce the subject which can be nonrepresentational or a recognizable image. The _____ are the positive space.

7. _____ space: the unoccupied or empty space left after the positive elements have been created. Negative space should have **variety** to fight boredom.



****However, when these areas have boundaries, they also function as design shapes in the total structure. IE. Negative space has shape!**

8. Creating space: Space also covers the creating of the _____ of 3D space on a 2D/ flat surface. Ex. A scenery on a flat paper.

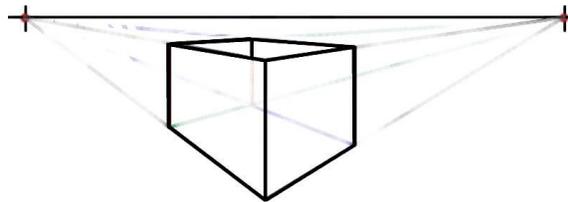
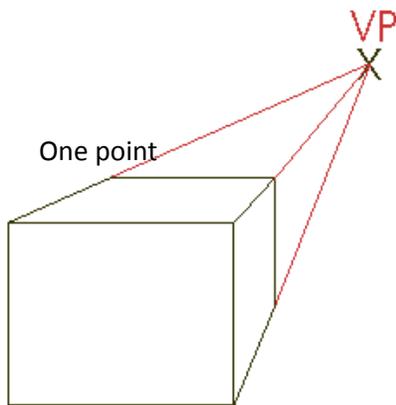
A. _____ perspective where the foreground is dark and has lots of detail and the background is light and has less detail.

B. _____: An object covers part of another object indicating space. Ex. Foreground, middle ground and background.

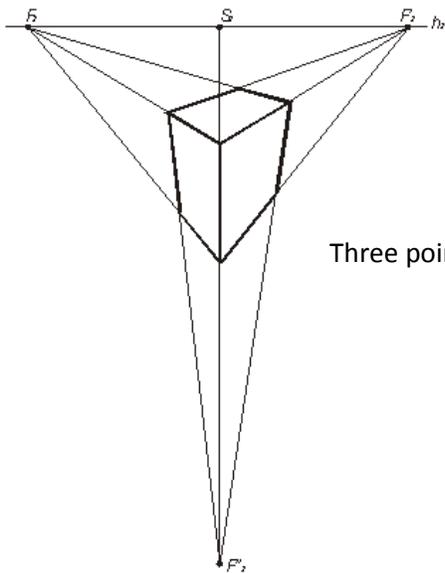
C. _____ space: Shows little depth of field or space. The work looks and feels like it has a very thin space to it. Ex. A still life on a shallow shelf on the wall.

D. _____ space: Shows great depth of field or space. The work looks and feels like it has a thick space to it. Ex. A scenery with mountains and sky in the background higher on the page.

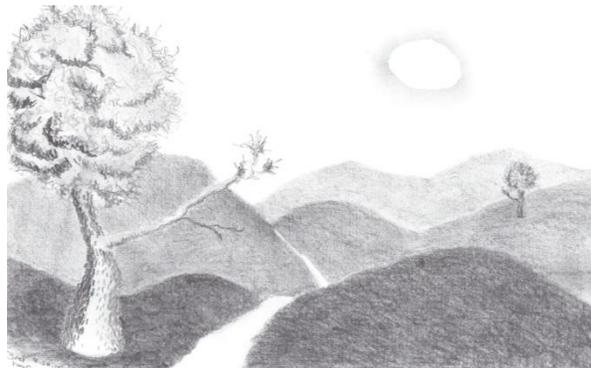
E. _____ perspective drawing where one uses lines and perspective points on a horizon line to create the illusion of space. 1 point, 2 point, 3 point and 4 points of perspective can be used.



Two point



One assignment for Space has already been done. It was the Graphite Scenery project. The illusion of Space was created by Atmospheric perspective, Overlapping, Size and Value.



Objective: I can create the forms from shapes.

Design elements:
Line, shape, texture, value, space, form, color.

Notes: Form
Form – a design element

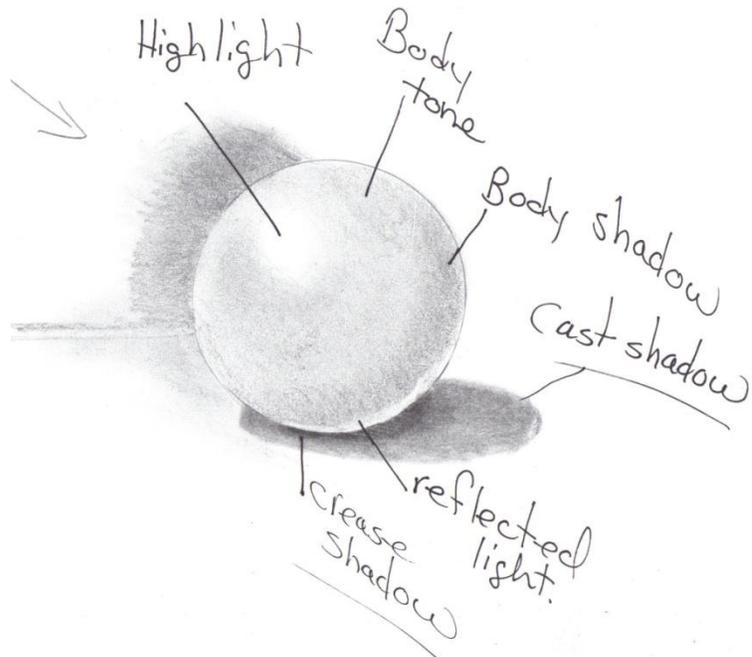
1. Definition 1: A quality that encloses a volume or _____ dimensional areas.
2. Explanation: The difference between a _____ and a sphere. A circle is a 2D shape.
3. When value, highlights, and shadows are added to a shape _____ is created.
4. Form is created when a shape is made into a 3D _____ using value.
5. The Basic forms are: Sphere, Cube, Cone, Cylinder and pyramid. A form made from a rectangle is a rectangular _____.
6. Form definition 2: The total appearance or _____ of a work of art.

Art takes many forms. What form does your art take?

Painting, drawing, realistic, abstract, interpretive dance, Etc.

A Sphere is a 3d illusion from a 2d

Circle – It has six values –



Color – design element work page

Design elements:

Line, shape, texture, value, space, form, color.

Notes:

How do we see color?

A. Sunlight is made up of colors of light. White light is a combination of red, orange, yellow, green, blue, indigo and violet. (_____)

B. A red apple appears red because it _____ all the colors of the rainbow except red. The red light rays are redirected back to the eye. That is why we see a red apple.

C. An object appears white when it _____ all wavelengths of color. An object appears black when it absorbs all of the wavelengths of color.

D. Color – the _____ theory.

E. The subtraction theory of color uses _____. It is called subtraction theory because the light that gets to the eye is cut down by the absorption of the pigments.

1. Hue: Hue is the common name of color. The hue of red is _____ just like the color of red is red. The hue of blue is blue.

2. Color _____: The color spectrum is a band of colors produced when white light shines through a prism. (ROYGBIV)

3. Color has _____: This is cultural or personal. Ex. In the U.S. White is innocence and is worn by the bride at a wedding. In Japan, white is a color for funerals and red is worn by the bride at a wedding.

4. Color _____: A color wheel is a circular shape with 12 colors around it. It is used to remember and understand color relationships when working with pigments. The color wheel is based on red, yellow and blue. This is traditional in the field of art.

5. Primary colors: The primary colors are: red, yellow and blue. These colors must be _____ as they cannot be obtained by mixing. All other colors are derived from these primary three hues.

6. Secondary color: The secondary colors are: violet, green and orange. Mix two _____ together to get a secondary. Red + Blue = Violet Blue + Yellow = Green
Yellow + Red = Orange

(One should always use the word “Violet” instead of Purple.)

7. _____ color: Create tertiary colors by mixing a primary color with a secondary color. These are two word colors that must be separated by a hyphen. The primary color must always come first.

Ex. Blue + Green = Blue-Green. There are six Tertiary colors.

8. Tint: A tint is a color that has _____ added.

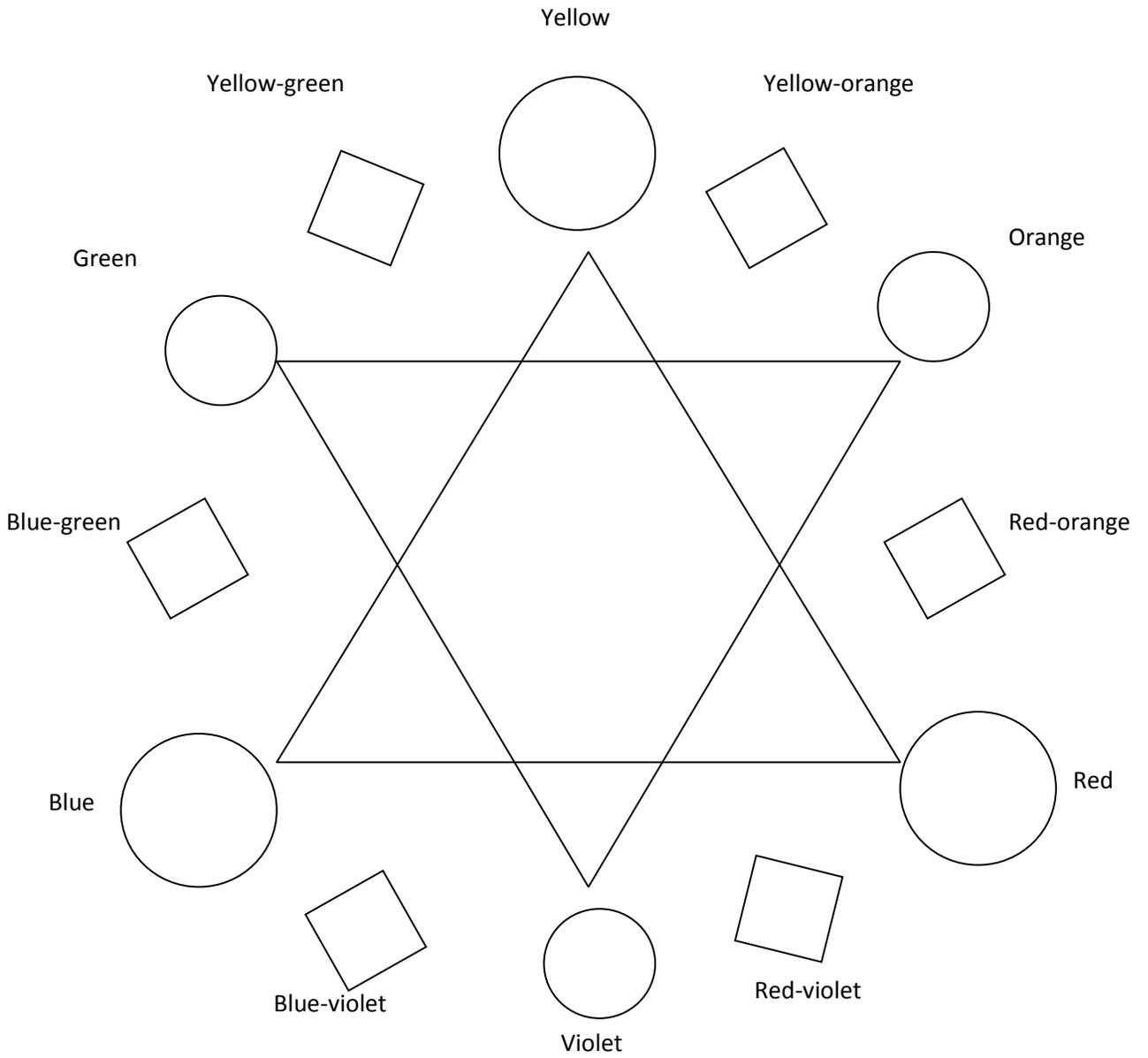
9. _____: A shade is a color that has black added.

10. _____ colors: These are the colors that have blue in them. Ex. Blue, Green, Violet, Blue-Violet, Blue-Green, Yellow-Green.

11. _____ colors: Sometimes called Hot colors, these colors remind a person of the sun. They include: Yellow, Yellow-Orange, Orange, Red-Orange, Red, Red-Violet.

12. _____ colors: Black, White and Gray are the neutral colors. Neutral colors can be added to any color scheme and the color scheme will stay pure.

13. _____ - colors: Complementary colors are the colors that are directly opposite each other on the color wheel. Ex. Blue and Orange, Yellow and Violet, Red and Green.



Color schemes, color theory, color wheel.

Information

A color scheme is a **plan** or organization of color to use in a work or composition. A color scheme is a way to work with color.

All color schemes include tints and shades of the hues.

color theory information

What colors should I use?

If you have no idea what colors you like or what colors will convey the mood you want, here are some color scheme suggestions. Keep this sheet as you will be tested on these terms. The color system we are using is called the twelve color wheel because there are 12 colors and it is in a circle like a wheel. On the net – search for the interactive color wheel by the virtual instructor.

1. **Triad**: Triad means three colors evenly spaced around the color wheel. There are four triads in the 12 color wheel. Ex.: Primary, secondary and two tertiary/intermediate triads.

A. **Primary triad color scheme**: red, blue and yellow. They can not be obtained by mixing other colors together. They must be purchased at a store or ground from minerals.

B. **Secondary triad color scheme**: orange, purple and green. The secondary colors are obtained by mixing 2 primary colors together. Ex.: Red and blue = purple, Yellow and red = orange, Blue and yellow = green

2. **Intermediate/ tertiary color scheme**: obtained by mixing together one primary color and one secondary color. Ex.: Blue and green = blue- green (there are two tertiary triads, but one does not have to use them as a triad.

3. **Neutral color scheme** : white, black, and gray (One can add the neutral colors to any color scheme and the color scheme will stay pure.)

4. **Color temperature color scheme**: These two color schemes are based on perceived color temperature.

A. **Cool color scheme**: blue, green and violet. This color scheme includes all colors from Yellow-green to Violet. All of these colors have blue in them.

B. **Warm color scheme**: Yellow, red and orange. This color scheme includes all colors from Yellow to Red-Violet.

5. **Color emotion color scheme**: This is cultural based. Colors have an emotional meaning based on the artist's culture. Artists can have a personal color meaning or emotion scheme as well.

6. **Complementary color scheme**: These are colors that are opposite each other on the wheel. Ex.: A. yellow and purple, B. blue and orange, C. red and green. Complementary color schemes are very intense

as they excite all of the rods and cones in the back of the eye which causes a physical excitement. They are used for sports teams and Christmas because of this fact. If a sport team can't use a complementary pair, they will use a color plus white. The white will excite all of the cones in the eye also and cause the same effect. If designing a room, a designer will not use complimentary pairs as they are too intense to be lived with for long.

7. **Split-complement color scheme**: Since complementary colors are a little intense, most artists use a split complement. Ex.: Red – the complement of red is green, but green is too intense so they split the difference and choose the two colors beside green (Yellow-green and Blue-green). Therefore you would use three colors – Red, Yellow-green and Blue-green. Or Green – the complement of Green is Red, but if that is too intense choose the two colors on either side of Red – Red-orange and Red – Violet. Therefore you would use the three colors of Green, Red-orange and Red – Violet. Another example: The complement of Yellow-green is Red-Violet. If Red-Violet is too intense , choose the two colors on either side of the Red-Violet: Red and Violet. Again use the three colors of Yellow-Green, Red and Violet.

8. **Analogous color scheme**: The most harmonious color scheme. This color scheme uses three or four colors that are right next to each other on the color wheel. These colors then have a color in common. An example of an analogous color scheme is? Yellow – green, Yellow, Yellow – orange, Orange.

9. **Monochromatic color scheme**: One color plus all of its shades and tints.

10. **Color value color schemes**: The lightness or darkness of a hue. Pastels and shades.

A. **High Key color scheme** are pastel colors or tints: ex. Light blue, pink, light yellow etc. These colors have white add.

B. **Low Key colors scheme** are dark colors or shades: ex. Dark blue, dark red, dark purple. These colors have black added.

10.5. Color intensity: The brightness or dullness of a color. This is also used in High key or Low key color schemes, but the brightness or dullness of the color is considered instead of the value. Intensity is the amount of light of the pure color that reaches the eye. A color is at its most intense right out of the tube. (brightness) Any mixing of the color with white, black or a compliment cuts down the amount of pure color light that reaches the eye. The color intensity is cut down or dulled. (dullness)

11. **Plastic color scheme**: cool colors recede to the background; hot colors come forward to the foreground.

12. **Local color scheme**: Color that is seen in nature. Ex. Green leaves, blue water, brown tree trunks.

13. **Subjective color scheme**: Color that you choose. Fantasy colors like blue tree trunks and pink grass.

14. **Tetrad color scheme**: four colors that are evenly spaced around the color wheel. Ex.: Yellow, red-orange, purple, and blue-green. It follows a square or rectangle. The rectangle will not have the colors evenly spaced.