

### Form – design element

### Design element form

#### Design elements:

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

**Notes:** Form

Form – a design element

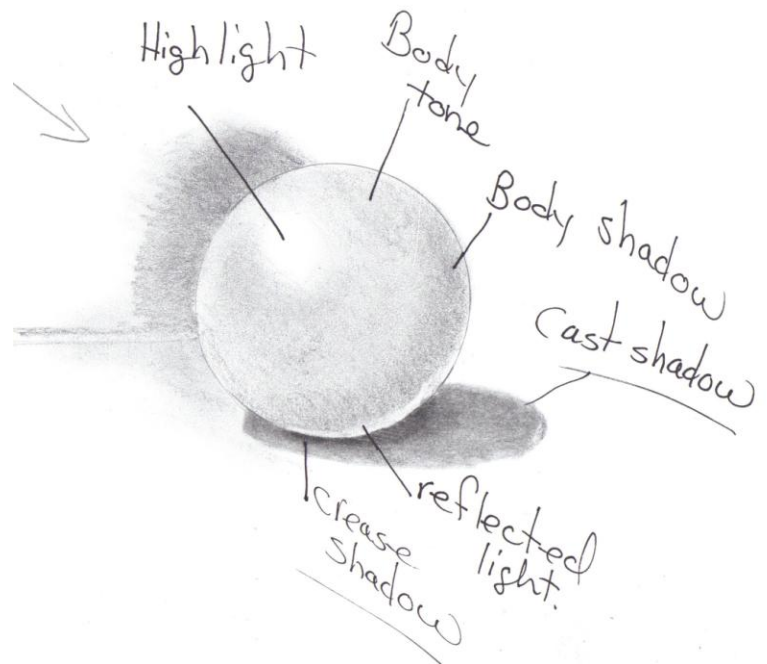
1. Definition 1: A quality that encloses a volume or three dimensional areas.
2. Explanation: The difference between a circle and a sphere. A circle is a 2D shape.
3. When value, highlights, and shadows are added to a shape, Form is created.
4. Form is created when a shape is made into a 3D illusion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

6. Form definition 2: The total appearance or organization of a work of art.

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

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

7. A Sphere is a 3d illusion from a 2d Circle – It has six values –



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Notes:Space

**Space a design element.**

1. Definition: The interval, or measurable distance between points or images.

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

Space can be:

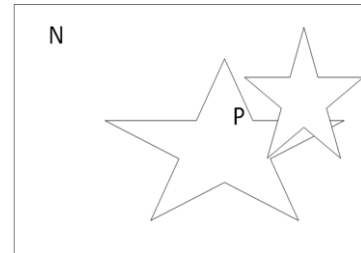
A. two dimensional.

B. Three dimensional.

C. 3D space can be created using linear and atmospheric perspective.

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

4. Two dimensional space has length and width.



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

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

6. Positive 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 Objects are the positive space.

7. Negative 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 illusion of 3D space on a 2D/ flat surface. Ex. A scenery on a flat paper.

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

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

C. Shallow 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. Deep 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. Linear 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.

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**Notes:** Texture

Definition: The roughness or smoothness of a medium.

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

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

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

2. Manipulated or simulated textures: ( implied or visual textures)

A. These type of textures are not real. They cannot be felt.

B. The texture looks like how it should feel such as fuzzy, rough, scratchy.

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