

# Elements of Design

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# Color

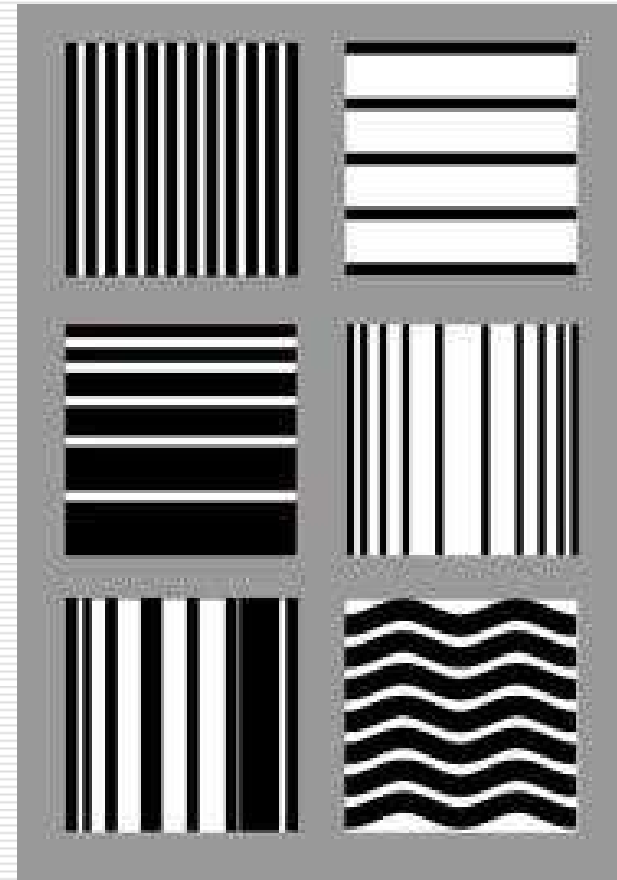
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- Color is seen either by the way light reflects off a surface, or in colored light sources.
- Color and particularly contrasting color is also used to draw the attention to a particular part of the image.



# Line

- Line is the basic element that refers to the continuous movement of a point along a surface, such as by a pencil or brush.
- The edges of shapes and forms also create lines.
- Every line has length, thickness, and direction.
- There are curved, horizontal, vertical, diagonal, zigzag, wavy, parallel, dash, and dotted lines.



# Space

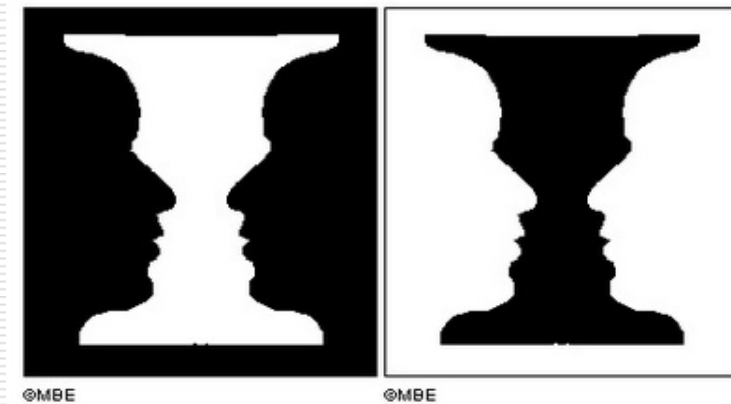
- Space is the area provided for a particular purpose.
- It may have two dimensions (length and width), such as a floor, or it may have three dimensions (length, width, and height).
- Space includes the background, foreground and middle ground.
- Space refers to the distances or areas around, between or within components of a piece.



# There are two types of space: positive and negative space.

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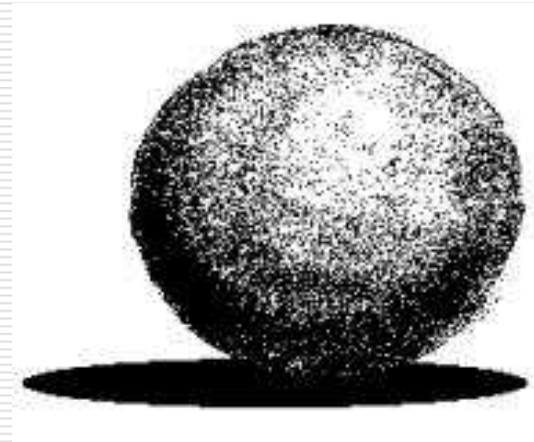
- Positive space refers to the space of a shape representing the subject matter.
- Negative space refers to the space around and between the subject matter.



# Form

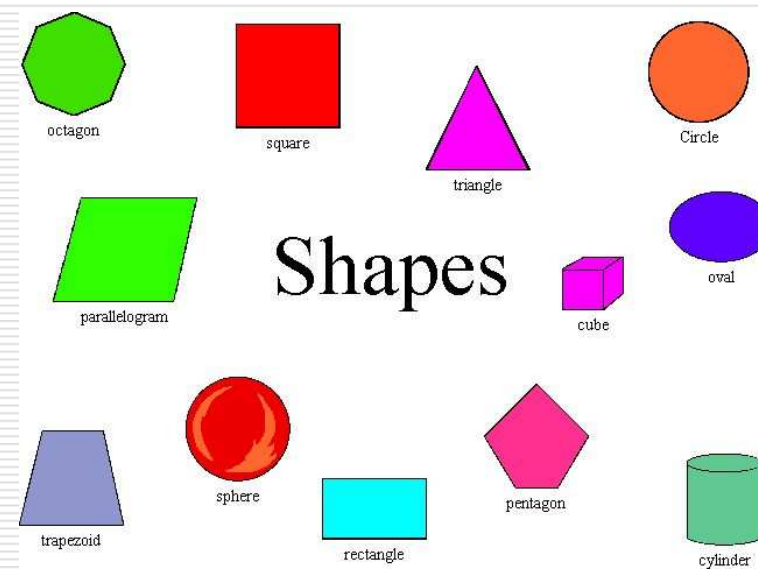
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- Form is any three dimensional object.
- Form can be measured, from top to bottom (height), side to side (width), and from back to front (depth).
- Form is also defined by light and dark. There are two types of form, geometric (man-made) and natural (organic form).
- Form may be created by the combining of two or more shapes.
- It may be enhanced by tone, texture and color. It can be illustrated or constructed.



# Shape

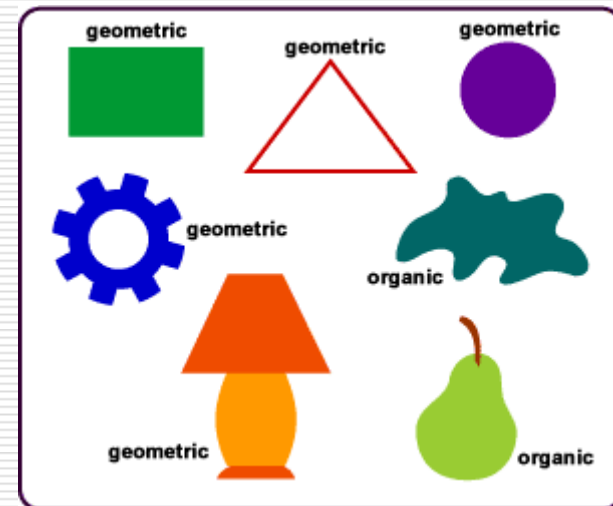
- A shape is defined as an area that stands out from the space next to or around it due to a defined or implied boundary, or because of differences of value, color, or texture.
- Shapes can also show perspective by overlapping.



# Geometric or Organic.

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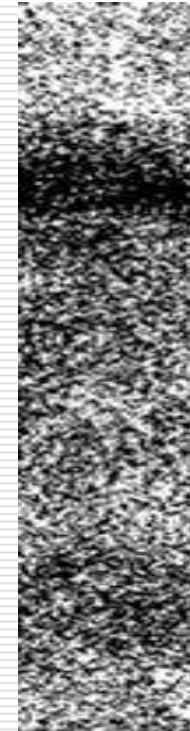
- Geometric designs are typically made with straight lines or shapes from geometry, including circles, ovals, triangles, rectangles, squares, and other quadrilaterals, along with such polygons, as pentagons, hexagons, etc. Examples of geometric forms include spheres, cones, cylinders, tetrahedrons, pyramids, cube, and other polyhedrons.
- Organic designs are irregular, or that might be found in nature, rather than a regular, mechanical shape.



# Texture

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- Texture is perceived surface quality.
- In art, there are two types of texture: tactile and implied.
- Tactile texture (real texture) is the way the surface of an object actually feels. Examples of this include sandpaper, cotton balls, tree bark, puppy fur, etc.
- Implied texture is the way the surface of an object looks like it feels. The texture may look rough, fizzy, gritty, but cannot actually be felt.



# Value

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- Value is an element of art that refers to the relationship between light and dark on a surface or object and also helps with Form.
- It gives objects depth and perception.
- Value is also referred to as tone.

