

# COLOUR

The element of art that is produced by light reflecting off of objects.

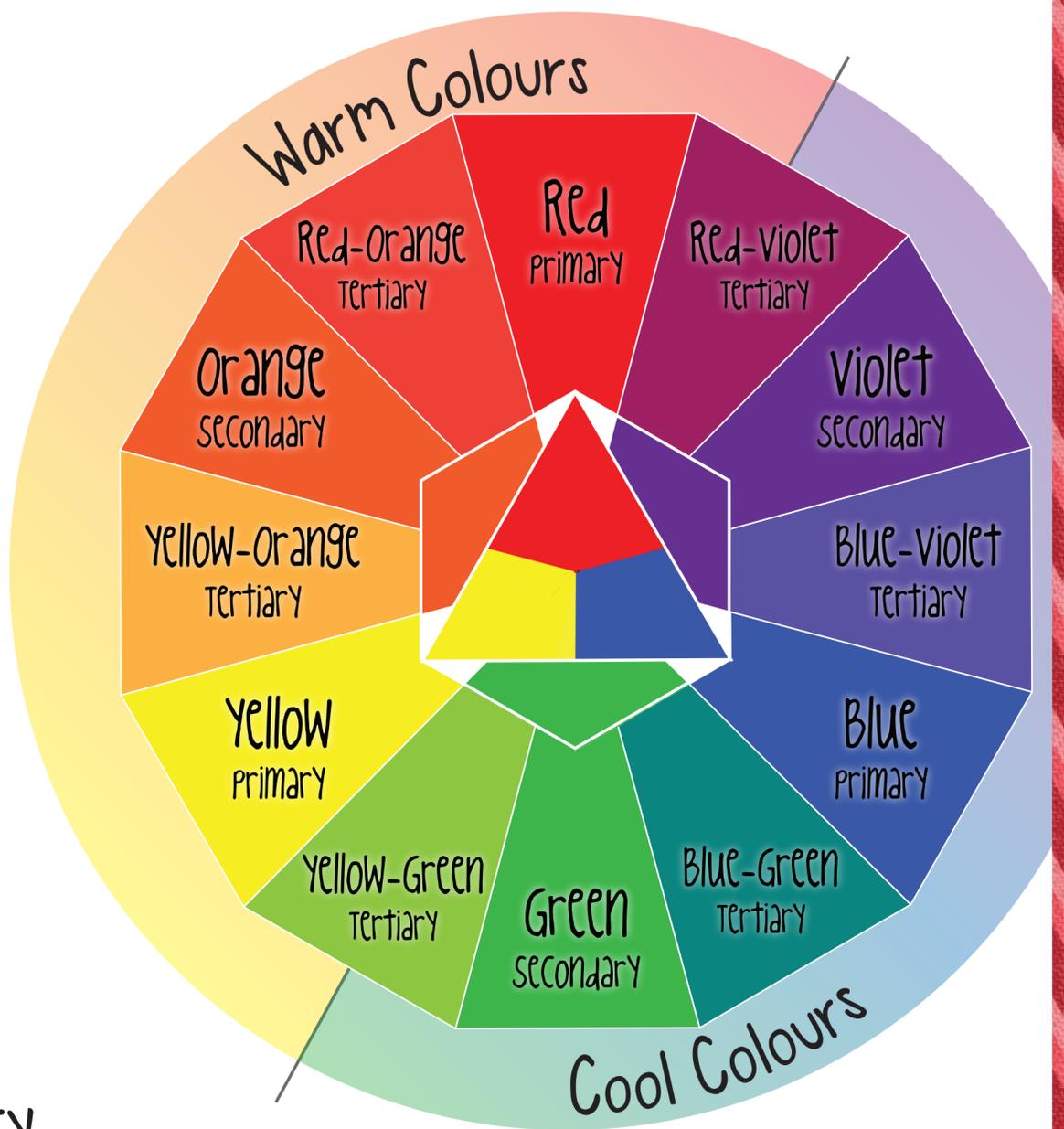
3 Properties of Colour:

- \* Hue (name of the colour)
- \* Value (lightness or darkness of the colour)
- \* Intensity (how bright or dull the colour is)



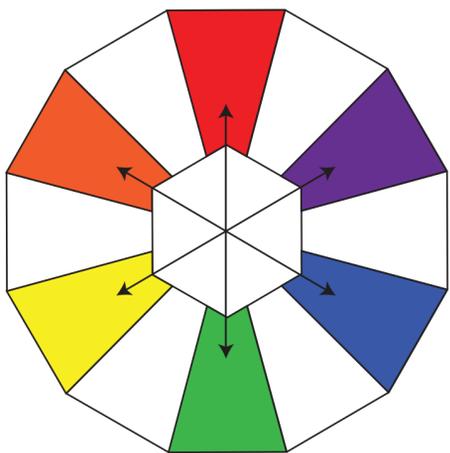
Primary Colours

Secondary Colours

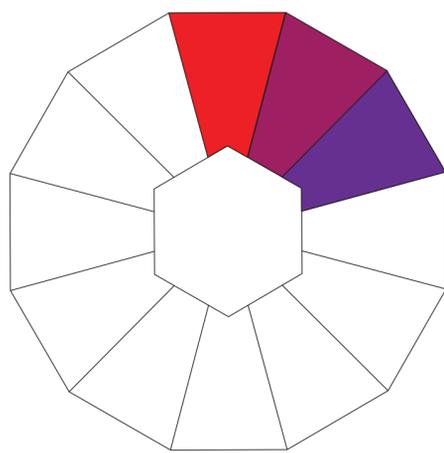


The Colour Wheel

Colour Schemes: a specific arrangement of colours



Complementary Colours



Analogous Colours

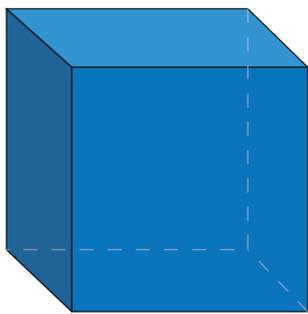


Monochromatic

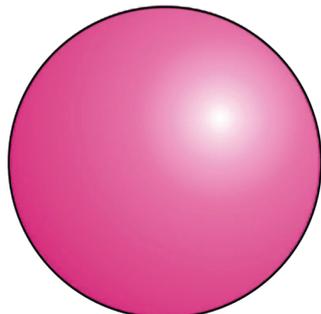
# FORM

A three-dimensional object which encloses volume. It has a height, width, and depth.

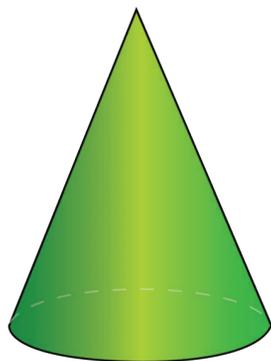
Geometric Form: Regular 3-dimensional shapes



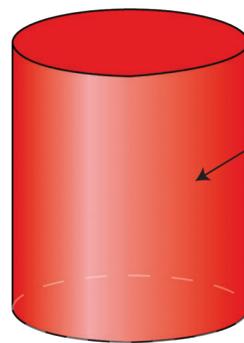
Cube



Sphere

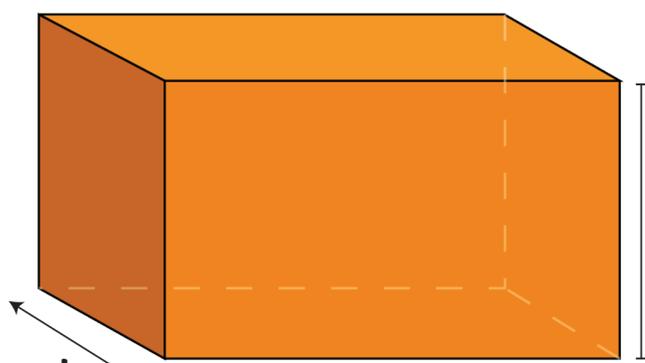


Cone



Cylinder

Value can help create the illusion of form.



Depth

Width

Height

Organic Form:  
Irregular 3-dimensional shapes



Open Form:  
Form with irregular or broken contours. It has negative space within it's form.



"HOPE,"  
Robert Indiana (2008)

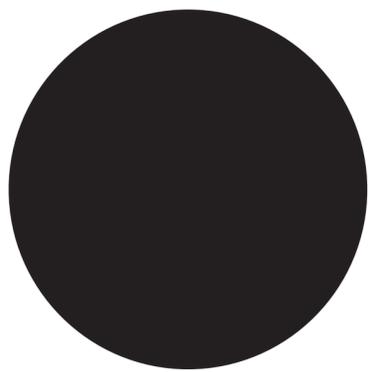
Closed Form:  
Solid mass isolated from ambient space.



"Portrait of George,"  
Constantin Brancusi (1911)

# VALUE

The lightness or darkness of a colour.

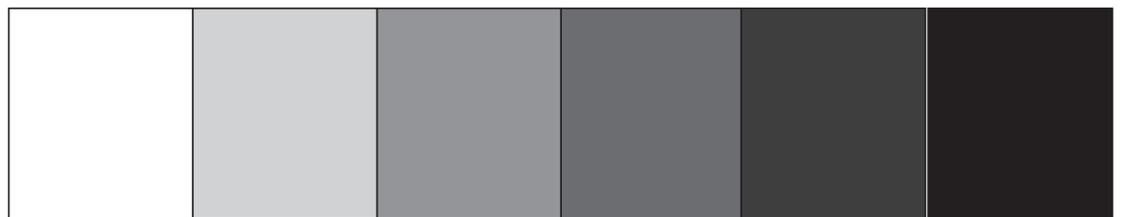


2D Shape

Value can be used to create the illusion of form.



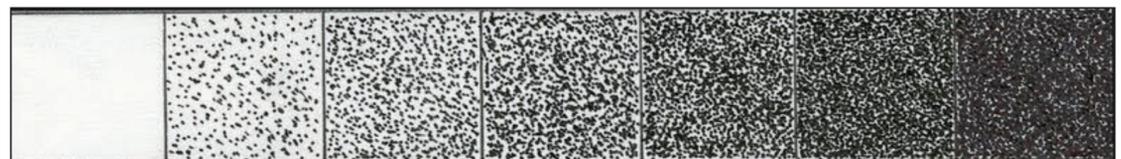
Value Scale



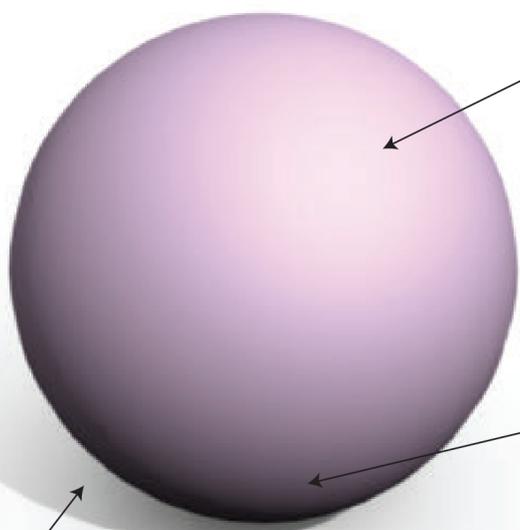
Lightest ----- Darkest



Hatching and Cross-hatching



Stippling



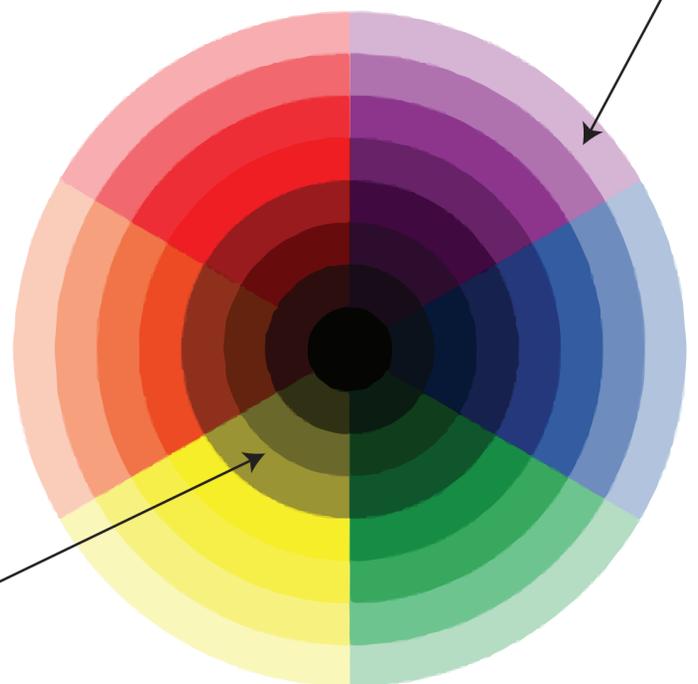
Highlight

Form Shadow

Cast Shadow

3D Form

Colour + White = Tint

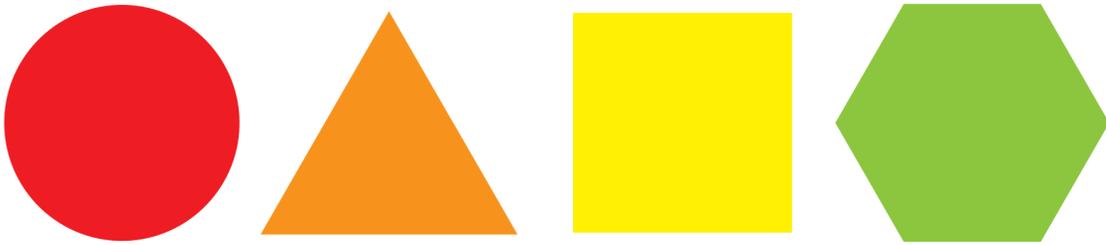


Colour + Black = Shade

# SHAPE

A two-dimensional enclosed space with boundaries defined by other elements of art (line, value, colour, etc.)

Geometric Shapes: Regular shapes  
(Circles, triangles, squares, hexagons, etc.)

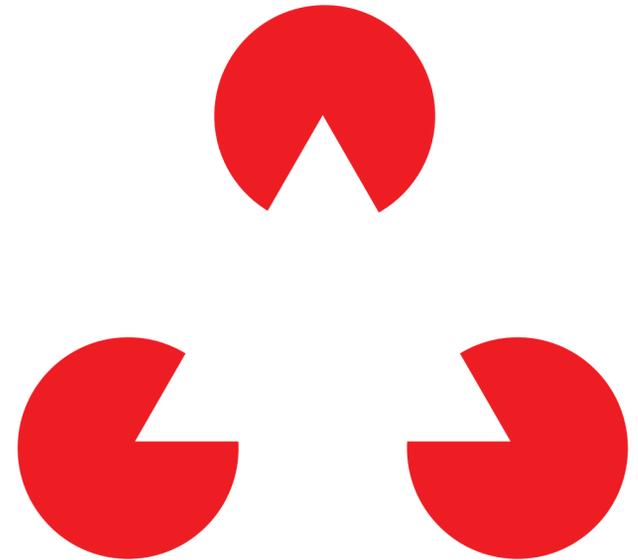
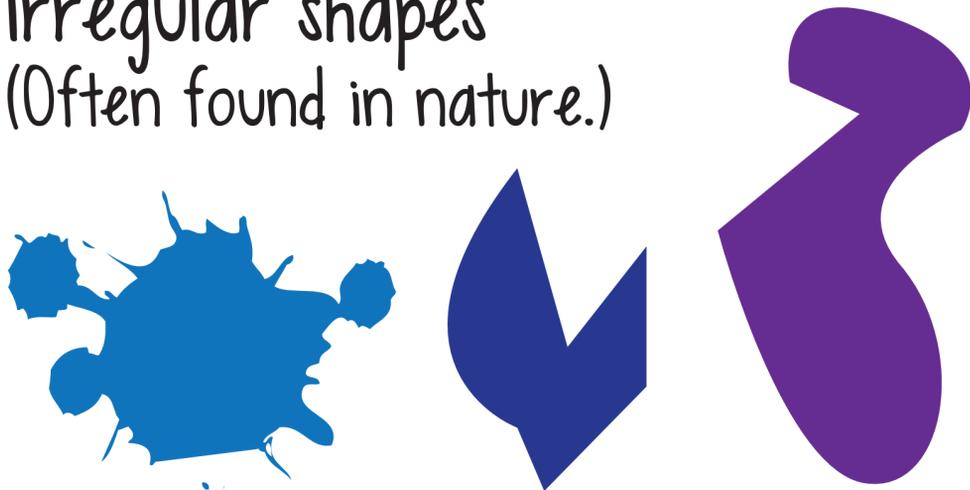


"Le Tournesol,"  
Edward Steichen (1920)



"Red-Yellow-Blue," Wassily Kandinsky (1925)

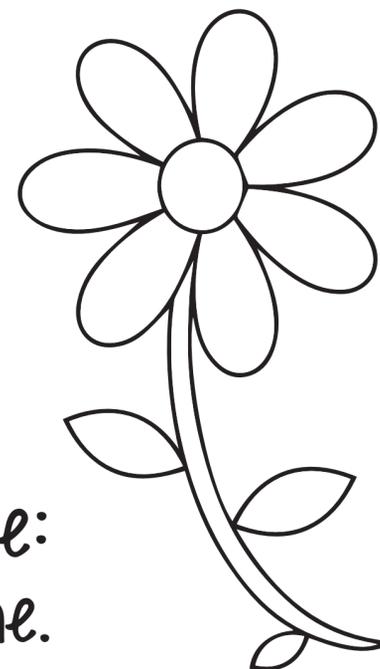
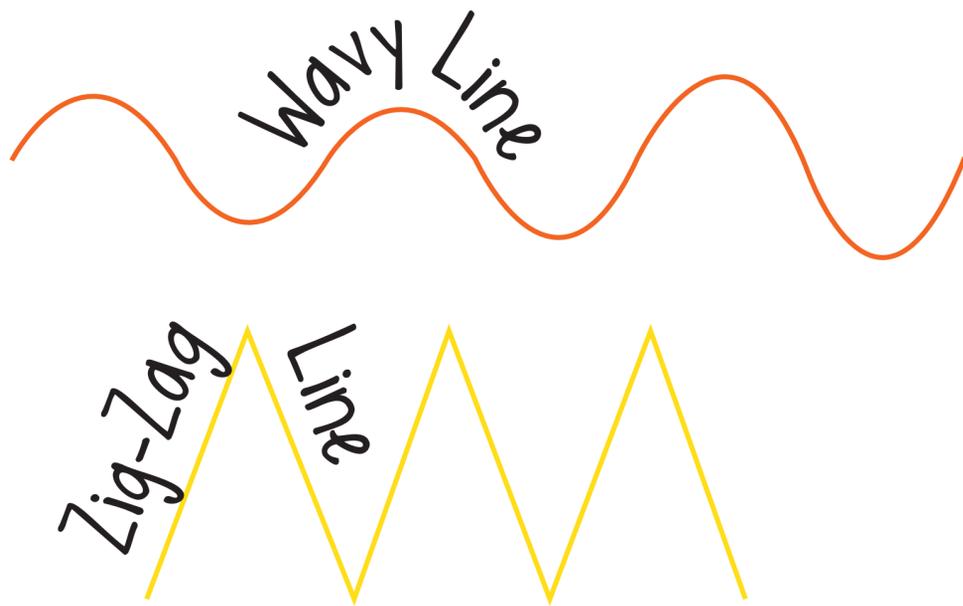
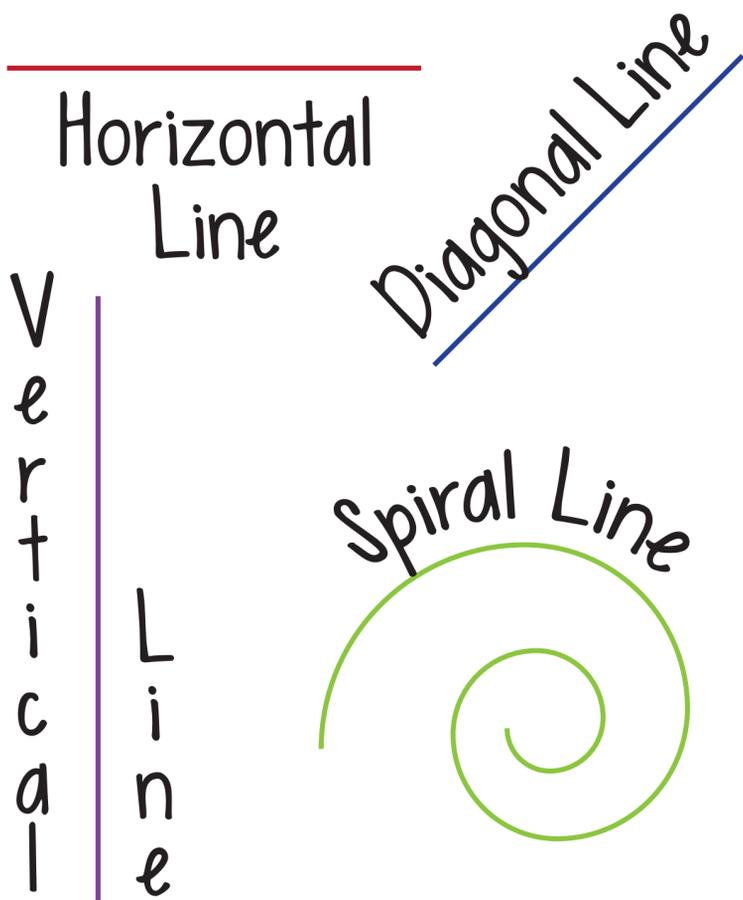
Freeform/Organic Shapes:  
Irregular shapes  
(Often found in nature.)



Implied Shape:  
Shape that is not formally defined but is suggested.

# LINE

The path created by a point moving through space.



Line can help create the illusion of movement and form!



"Untitled," Bridget Riley (1962)

Contour Line:  
An outline.

Lines can be expressive!  
Vertical: Strong, powerful  
Horizontal: At rest, stable  
Diagonal: Instability, movement  
Wavy: Calm moving energy  
Zig-Zag: Tension, pain  
Broken Line: Transition, movement

# SPACE

The area around, inside, or between shapes or forms.



"Paper Son," Alberto Morell (2014)

**Positive Space:**  
The space occupied by an object.

**Negative Space:**  
The empty space around an object.



**Foreshortening:**  
The visual distortion of objects from a particular perspective as they recede into space.

**Linear Perspective:**  
A drawing technique used to create the illusion of depth in 2D artwork.

Horizon Line

Vanishing Point

One-Point Perspective

The illusion of space can be created using several techniques:  
Overlapping, Scale, Placement, Detail, Colour and Value.

BACKGROUND  
MIDDLE-GROUND  
**FOREGROUND**

↖ Closer to bottom of page, larger size, crisp detail, darker colours, all other words are behind.

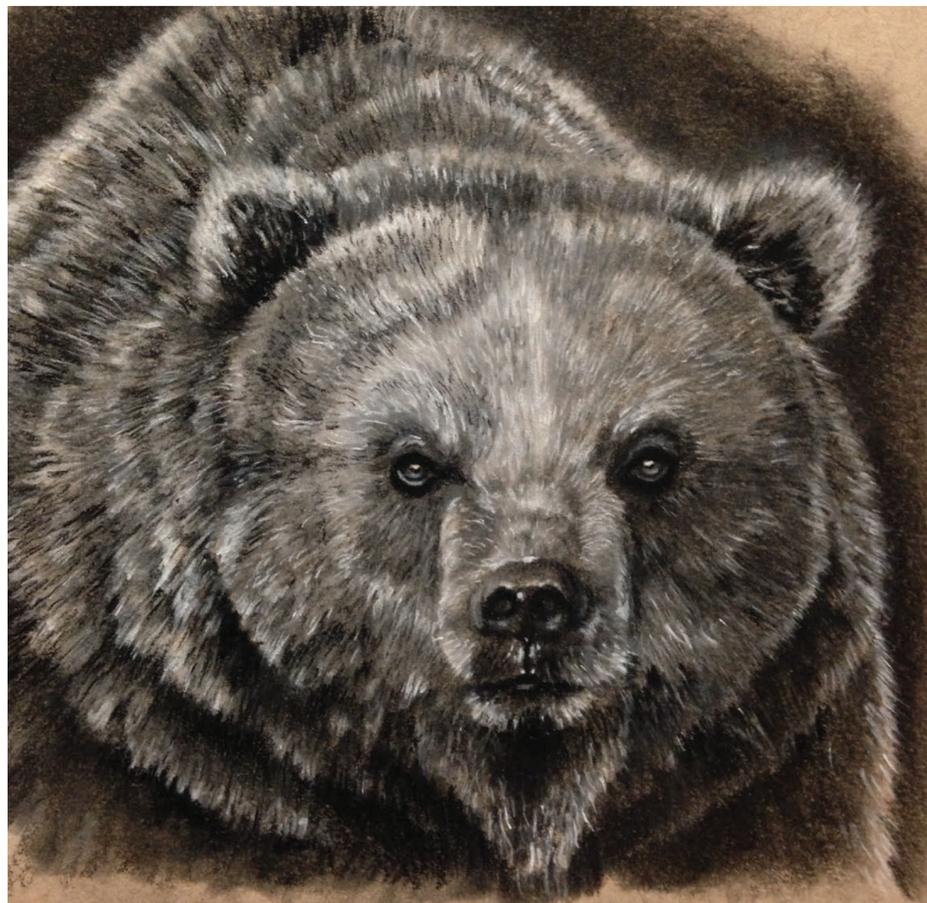
# TEXTURE

The way something feels or looks like it could feel.



Real Texture: The way something actually feels.

Adjectives used to describe texture: Smooth, bumpy, rough, fuzzy, etc.



Implied (or Simulated) Texture: The way something looks as if it could feel. This is a tool artists use to create interest and visual depth.

Lines and pattern are great for creating texture!

