

# **LEVEL 1: STUDIO ART**

- I. Principles of Art**
- II. Elements of Art**
- III. Art Criticism & Evaluation**
- IV. Other Vocabulary**



# **I. PRINCIPLES OF ART**

**The principles of art are: Movement, Emphasis, Rhythm, Variety, Balance, Unity, Harmony & Proportion.**

## **Principle of Movement**

Movement is where the viewer's eye is made to follow a path through the artwork. You eye will follow a pattern that the artist has skillfully created.

## **Principle of Emphasis**

Emphasis is used to stress important parts of an artwork. Artist use it to make certain parts stand out by usually using color or size. Another technique used to create emphasis is by making contrast or a focal point (a point where the artwork comes together).

## **Principle of Rhythm**

Rhythm is what makes artwork flow by using patterns and repetition. If a piece has good rhythm the work should flow freely without interruption. There are two types of rhythms: random rhythms and regular rhythms. Random rhythms are harder to pull off if there is no set pattern. A regular rhythm is one where there is an obvious pattern.

## **Principle of Variety**

Variety is used to create interest by making a range of all different types of parts. To create variety an artist needs to use diversity of the elements. When adding variety one has to be careful to make sure that everything is still unified in some way. Gradation is a type of variety. It uses a series of gradual changes, usually a step-by-step change.

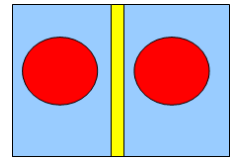
## **Principle of Balance**

Balance is the arrangement of elements so that all is equalized. Visually all the weight is equal and no part dominates completely.

Forms of symmetry are often used to define balance. There are three types of balance:

- ◆ Formal (symmetrical)
- ◆ Informal (asymmetrical)
- ◆ and radial.

- ◆ Formal balance (symmetrical) is where both sides of the work are the same or mirror images.



- ◆ Informal balance (asymmetrical) shows the artwork not to be mirror images but the picture is "equalized" as there is similar same visual weight.



- ◆ Radial balance is where everything grows from a central point.



## **Principle of Unity**

Unity is used to create a feeling of completeness where the artwork's design structure interrelates and works together as a whole. Too much unity can create monotony in an artwork.

## **Principle of Harmony**

Harmony is achieved in a body of work by using similar elements throughout the work yet harmony gives an uncomplicated feeling to the work.

## **Principle of Proportion**

Proportion is the size relationships of parts. It is the comparison of:

- ◆ a part to a part
- ◆ a part to the whole

## II. ELEMENTS OF ART

The elements of art are: line, color, shape, space, texture, value, and form.

### Element: Line

Line is an element of art that is used to define shape, contours, and outlines, also to suggest mass and volume. It may be a continuous mark made on a surface with a pointed tool or implied by the edges of shapes and forms.

#### Types of Line:

- ◆ **Outlines**- Lines made by the edge of an object or its **silhouette, not the interior detail.**
- ◆ **Contour Lines**- Lines that describe the shape of an object in its **exterior and interior detail. (blind, modified, continuous, etc.)**
- ◆ **Gesture Lines**- Lines that are energetic and catches the movement and gestures of an active figure.
- ◆ **Sketch Lines**- Lines that captures the appearance of an object or impression of a place.
- ◆ **Calligraphic Lines**- Greek word meaning “beautiful writing.” Precise, elegant handwriting or lettering done by hand. Also artwork that has flowing lines like an elegant handwriting.
- ◆ **Implied Lines**- Lines that are not actually drawn but created by a group of objects seen from a distance. The direction an object is pointing to, or the direction a person is looking at.

### Element: Color

**Color comes from light;** if it weren't for light we would have no color. Light rays move in a straight path from a light source. Within these light rays are all the rays of colors in the **spectrum** or rainbow. Shining a light into a prism will create a rainbow of colors because it separates the color of the spectrum. When the light rays hit an object our eyes respond to the light that is bounced back and we see that color. For example a red ball reflects all the red light rays.

Artists use color through using different art **mediums**. These mediums are made buy mixing pigments powder with different binders. The **binder** holds the pigment together. The **solvent** thins, dissolves or cleans up the medium.

Here is a list of mediums; their binders and their solvents:

Medium	Binder	Solvent
Colored Pencil	Wax	Turpentine
Watercolor	Gum Arabic	Water
Oil Paint	Linseed Oil	Turpentine
Acrylic Paint	Acrylic Polymer	Water
Dry Pastel	Gum Arabic	Water
Oil Pastel	Wax & Linseed Oil	Turpentine
Egg Tempera	Egg Yoke	Water





- ◆ **Hue** is a specific color.  
*Tinted or shaded the color would still have the same hue.*
  - ◆ **Intensity:** is the brightness of a color.  
*A color is most intense in its pure state that is, when it is not mixed with anything else.*
  - ◆ **Tint:** When you mix white with a color.
  - ◆ **Shade:** When you mix black with a color.
  - ◆ **Neutral gray** is made by mixing all the primary colors with equal intensity.  
*When you are mixing opposite complementary color you are actually doing this.*
- ◆ **REMEMBER! White, Black & Grey are neutrals.**

## The Categories of Color:

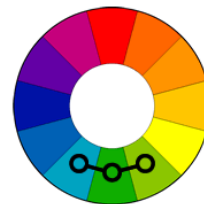
The Color Wheel is used to organize color. It is made up of:

- ◆ **Primary Colors:** Red, Yellow, Blue.  
These colors cannot be mixed.
- ◆ **Secondary Color:** Orange, Violet, Green.  
These colors are created by mixing two specific primary colors.
- ◆ **Intermediate or Tertiary Colors:** Red Orange, Yellow Green, Blue Violet, etc.  
Mixing a primary with a secondary creates these colors.
- ◆ **Complementary Colors:** are colors that are opposite each other on the color wheel. When placed next to each other they look bright and when mixed together they neutralize each other.

## The Color Schemes:

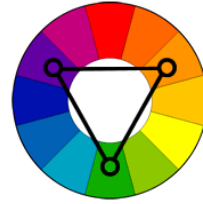
The color schemes combinations of color artists have long used to create different looks and moods in an artwork. It is akin to color temperature in filmmaking, photography and color psychology.

**Analogous Colors** are colors that are next to each other on the color wheel.  
*For example: red orange, orange, yellow-orange, and yellow are just one of the analogous color sets.*



**Triadic Colors** are any three equally spaced colors on the color wheel.

*For example: Yellow, Red, and Blue.*



**Monochromatic Colors** are different values and intensity of any one color. It is tints and/or shades of one color hue.

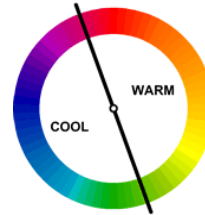


**Warm Colors** give the feeling of warmth

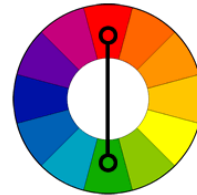
*For example: red, orange and yellow are the color of fire and feel warm.*

**Cool Colors** give the feeling of coolness.

*For example: blue, violet, are the colors of water, and green is the color of cool grass.*



**Complementary Colors** are colors that are opposite each other on the color wheel. They are colors that are the inversion of one another.



## Element: Shape

When a line crosses itself or intersects with other lines to enclose a space it creates a **shape**. Shape is two-dimensional it has heights and width but no depth.

### Types of Shapes:

- **Geometric Shapes**-Circles, Squares, rectangles and triangles. We see them in architecture and manufactured items.
- **Organic Shapes**-Leaf, seashells, flowers. We see them in nature and with characteristics that are free flowing, informal and irregular.
- **Positive Shapes**-In a drawing or painting positive shapes are the solid forms in a design such as a bowl of fruit. In a sculpture it is the solid form of the sculpture.
- **Negative Shapes**-In a drawing it is the space around the positive shape or the shape around the bowl of fruit. In sculpture it is the empty shape around and between the sculptures.

# Element: Space

**In 3D art:** Space is the three-dimensionality of a sculpture. With a sculpture or architecture you can walk around them, look above them, and enter them, this refers to the space of the sculpture or architecture. A three-dimensional object will have height, width, and depth.

**In 2D Art:** Space refers to the arrangement of objects on the picture plane. The **picture plane** is the surface of your drawing paper or canvas. A two-dimensional piece of art has heights and width but no depth. The illusion of depth can be achieved by using Perspective and “Implied Form”.

## Categories of Space:

- ◆ **Positive Space:** Space in an artwork that is filled with something, such as lines, designs, color, or shapes.
- ◆ **Negative Space:** The space around the positive areas. Empty space in an artwork, the void.
- ◆ **Picture Plane:** The surface of the artwork. The extents of the image (Length X Width).
- ◆ **Composition** is the organization and placement of the elements on your picture plane.
- ◆ **Focal Point:** is the object or area you want the viewer to look at first.

## Perspective:

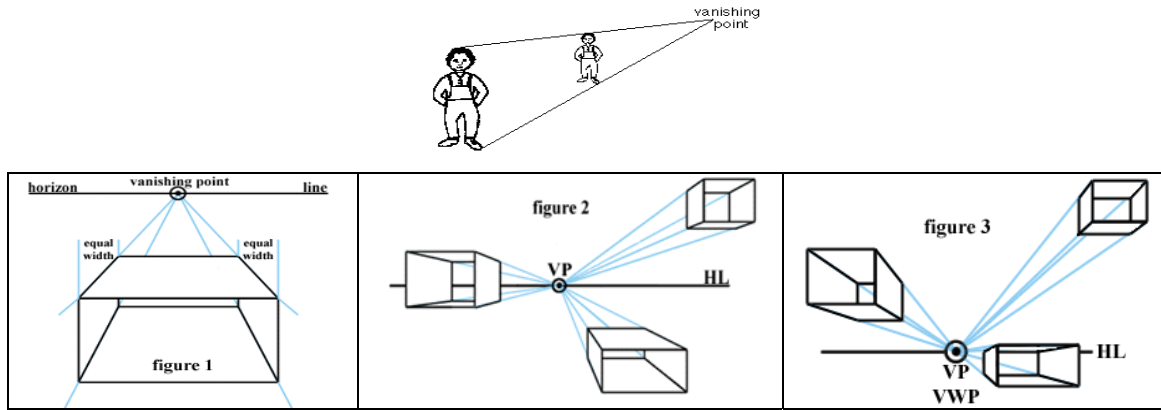
**Nonlinear Perspective** is the method of showing depth that incorporates the following techniques.

- ◆ **Position**-Placing an object higher on the page makes it appear farther back than objects placed lower on the page.
- ◆ **Overlapping**-When an object overlaps another object it appears closer to the viewer, and the object behind the object appears farther away.
- ◆ **Size Variation**-Smaller objects look farther away in the distance. Larger objects look closer.
- ◆ **Color**-Bright colors look like they are closer to you and neutral colors look like they are farther away.
- ◆ **Value**-Lighter values look like they are farther back and darker value look like they are closer. For example in a landscape the mountains often look bluish and lighter than the trees or houses that are closer to you.

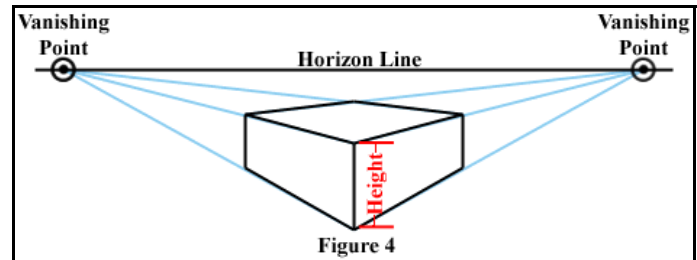
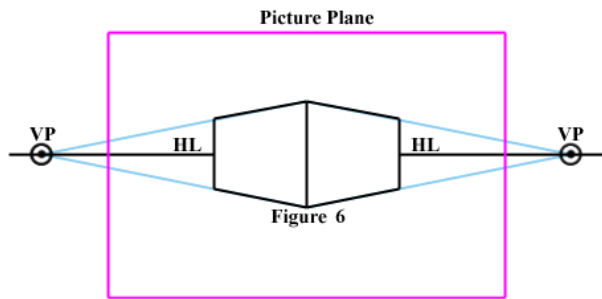
**Linear Perspective** is the method of using lines to show the illusion of depth in a picture. The following are types of linear perspective.

- ◆ **One-point perspective**-When lines created by the sides of tables or building look like that are pointing to the distance and they all meet at one point on the horizon this is one-point perspective. To see an example stand in the middle of the hallway and look at the horizontal lines in the brick or the corner where the ceiling meets the wall. See how they move to one point on the horizon.





- ◆ **Two-point perspective**-Here the lines look like they are meeting at two points on the horizon line.



**Horizon line**-is always at eye level. Picture yourself at the seashore and looking out at the ocean you notice that the **water (or earth) meets the sky** at your eye level. This never changes. Think of it as an invisible plane that cuts through everything, that always exists at eye level.

**Vanishing Point**-is the point on the horizon line at which all lines seem to converge (meet).

**Convergence Lines**- are lines that converge at the vanishing point. These are any lines that are moving away from the viewer at an angle parallel to the direction that the viewer is looking.

## Element: Texture

Texture is the surface quality of an object. Texture also refers to the way a picture is made to look rough or smooth.

### Categories of Texture:

- ◆ **Real Texture** is the actual texture of an object. Artists may create real texture to give it visual interest or evoke a feeling. A piece of pottery may have a rough texture so that it will look like it came from nature or a smooth texture to make it look machine made.
- ◆ **Implied Texture** is where a two-dimensional piece of art is made to look like a certain texture but in fact is just a smooth piece of paper. Like a drawing of a tree trunk may look rough but in fact it is just a smooth piece of paper.

## Element: Value

Value is the range of lightness and darkness within a picture. Value is created by a light source that shines on an object creating highlights and shadows. It also illuminates the local or actual color of the subject.

Value creates depth within a picture making an object look three dimensional with highlights and cast shadows, or in a landscape where it gets lighter in value as it recedes to the background giving the illusion of depth.

### Drawing Pencils

Graphite pencils are traditionally used to learn value in studio art class because they come in different harnesses and softness. The softer the pencil the darker value mark it will produce when equal pressure is applied to a harder pencil.

← Softer (Darker)      (Lighter) Harder →  
5B   4B   3B   2B   B   HB   H   2H   3H   4H   5H   6H

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H = Hard

B = Soft

The number next to the "H" or "B" is the degree of softness or hardness.  
(example: A 2B pencil is twice as soft as an HB pencil)  
The pencil scale is similar to a pH scale.

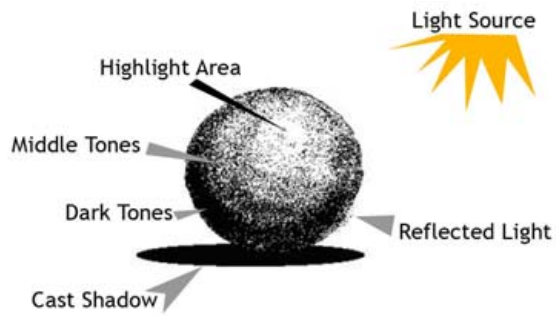
### Categories of Values:

- ◆ **Tint** is adding white to color paint to create lighter values such as light pink.
- ◆ **Shade** is adding black to paint to create dark values such as dark red.
- ◆ **High-Key** is where the picture is all light values, high contrast.
- ◆ **Low-Key** is where the picture is all dark values, low contrast.
- ◆ **Value Contrast** is where light values are placed next to dark values to create contrast or strong differences.
- ◆ **Value Scale** is a scale that shows the gradual change in value from its lightest value, white to its darkest value black.
- ◆ **Chiaroscuro** is using light lights and dark darks to create the illusion of form. It is a term which dates back to the Renaissance.



## Element: Form

Form is the three-dimensionality of an object. Shape is only two-dimensional; form is three-dimensional. You can hold a form; walk around a form and in some cases walk inside a form. In drawing or painting **form is implied**. Shading a circle in a certain manner can turn it into a sphere.



## Element: Actual Form as Sculpture

**Sculpture uses “Actual Form” where as 2D work uses “Implied Form”.** Sculpture is any three-dimensional form created as an artistic expression. Sculpture is primarily concerned with space: occupying it, relating to it, and influencing the perception of it.

**Elements of Sculpture:** Surface, texture, form, movement, light & shadow.

**Relief Sculpture:** is sculpture that still attached to a background. There are three degrees or types of relief: **high, low, and sunken**.

- ◆ **High Relief: (alto-relief)** the forms stand far out from the background.
- ◆ **Low Relief: (bas-relief)** the sculpture is shallow. It does not project far.
- ◆ **Sunken Relief:** also called hollow or **intaglio**; the backgrounds are not cut back and the points in highest relief are level with the original surface of the material being carved.

**Collage Sculpture or found object Sculpture:** is sculpture that is made-up of other 3 Dimensional forms which have been either made or found and assembles together.

**Kinetic sculpture:** a sculpture that actually moves (ex. mobile sculpture).

**Sculpture in the round:** A 3D object that can be looked at from all sides often including the top.

**Statue:** a sculpture depicting a specific entity, usually a person, event, animal or object.

**Bust (sculpture):** A bust is a sculpture depicting a person's head, shoulders, and chest.

**Site-Specific:** refers to sculpture or any other art which responds/interacts with its inspired surroundings.

**Jewelry:** consists of ornamental devices worn by persons, typically made with gems and precious metals. Examples include bracelets, necklaces, rings, and earrings, as well as items like hair ornaments or body piercing jewelry.

### **Sculpting Methods:**

- ◆ **Additive:** the sculpting material is built up and shaped by adding on. Most comm. When creating sculpture by modeling.
- ◆ **Subtractive:** the sculpture method where material is removed during the creative process. Most common when creating a sculpture by carving into wood or stone).

# III. Art Criticism & Evaluation

## 1. DESCRIBE (What do you see?) (Objective)

- ◆ Read the credit line for information about the artwork. List the information given. (Artist, title, size, medium, and date)
- ◆ Make a list of everything you see in the artwork. Describe what you see in an objective manner. Do not make guesses or interpretations.

## 2. ANALYZE (How is the work organized?) (Objective)

- ◆ Look for the elements of art: line, value, texture, shape, form, color, and space. Which ones are important to the work? Describe how they are used in the artwork.
- ◆ How are the elements of art organized by the principles of art: balance, emphasis, rhythm, movement, proportion, harmony and unity? Give specific examples from the work to support what your statements.
- ◆ Describe the composition. Is there a focal point?

## 3. INTERPRET (What is the artist trying to communicate?) (Subjective)

- ◆ Combine the clues you have collected and your personal ideas to form an interpretation of the work.
- ◆ Does the work create a feeling or mood? If so, why?
- ◆ Is the artist trying to say something? What suggests this?

## 4. JUDGE (Is the work successful? What do you think of it?) (Subjective & Objective)

- ◆ Decide if this is a successful work. (You may have a personal opinion, but it is also important to be objective!)
- ◆ Do you think the artist has successfully used the elements and principles of art to achieve his/her goal? Explain.
- ◆ Has the artist demonstrated skill in his/her use of material/technique?
- ◆ Has the artist created an interesting work? Did it make you think/feel? Explain.

**ELEMENTS OF ART:** Line, Value, Texture, Shape, Form, Color and Space.

**PRINCIPLES OF ART:** Movement, Emphasis, Rhythm, Variety, Balance, Unity, Harmony & Proportion.



## IV. Other Art Vocabulary

- ◆ **Leading Line** - a line that leads you visually to an object in an artwork.
- ◆ **Rhythm** - a picture that has objects that repeats (echoes) and gives a feeling of depth.
- ◆ **Framing** - looking through something to get the main subject behind it.
- ◆ **Horizontal** - appears peaceful and tranquil (beach, bed, landscape, etc).
- ◆ **Vertical** - shows strength and focus (portrait, tree, etc).
- ◆ **Informal Balance** - different things catch your eye, not just one. (Multiple objects - tends to be *asymmetrical, radial*).
- ◆ **Formal Balance** - both sides of the picture are similar (*symmetrical, classical*).
- ◆ **High Key** - very bright, intense, active.
- ◆ **Low Key** - dark, less intense, inactive.
- ◆ **Silhouette** - an outline. The lighting comes from behind the subject in your picture.
- ◆ **Objective Art** - art that is representational and references external reality or objects in nature.
- ◆ **Non-objective Art** - art not representing or imitating external reality or the objects of nature. Art that is abstract.
- ◆ **Subjective Criticism** - this is based on personal tastes, likes, dislikes, your own interpretation as guided by what a person have created.
- ◆ **Objective Criticism** - this is based on criteria such as composition, elements, principles, historical content, etc.

