

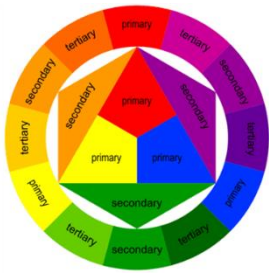
Elements of Art

Ms. Cameron, 2017

Source: Gateways to Art, Thames & Hutton, Second edition, 2015

Elements of Art

- Colour
- Form
- Line
- Mass
- Shape
- Space
- Texture
- Time & Motion
- Value



Colour

- What your eyes see when light is reflected off a natural or man-made object

Primary

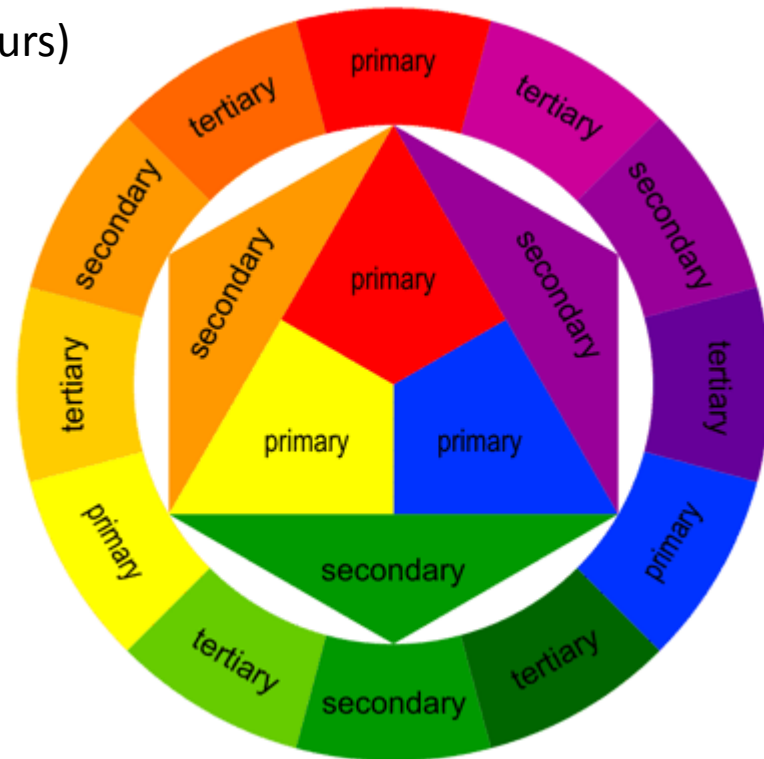
- Red
- Yellow
- Blue

Secondary (mix of 2 primary colours)

- Orange
- Green
- Purple

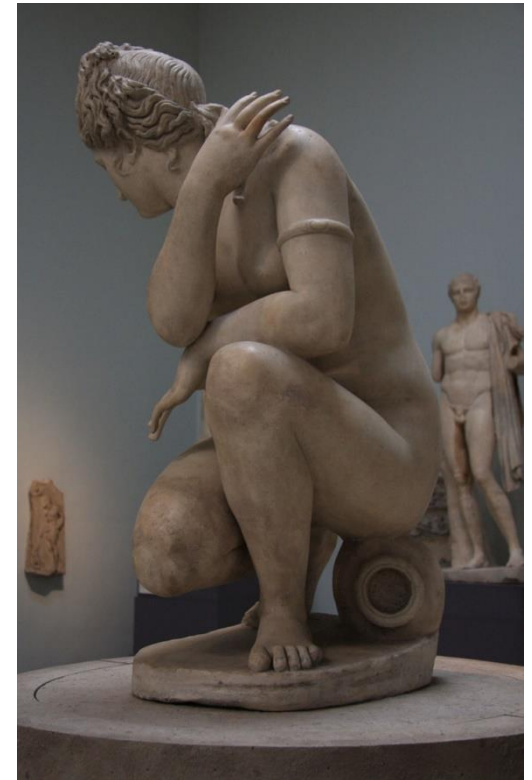
Tertiary (primary & secondary combo)

- R-O
- R-P
- Y-O
- Y-G
- B-G
- B-P



Form

- An object that can be defined in three-dimensions (height, width, depth)



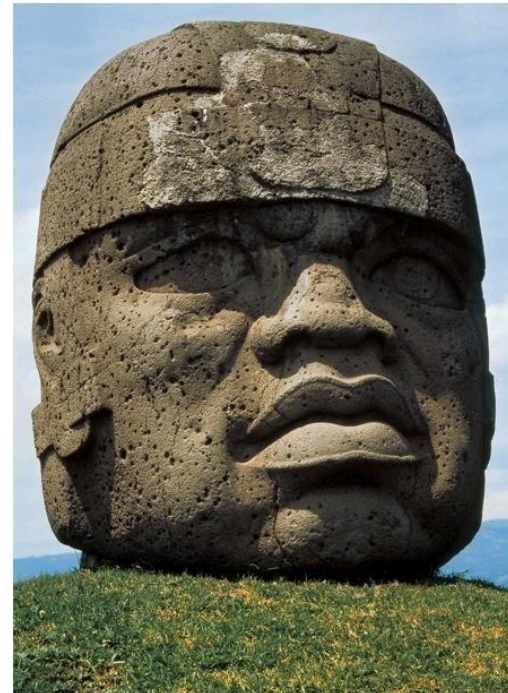
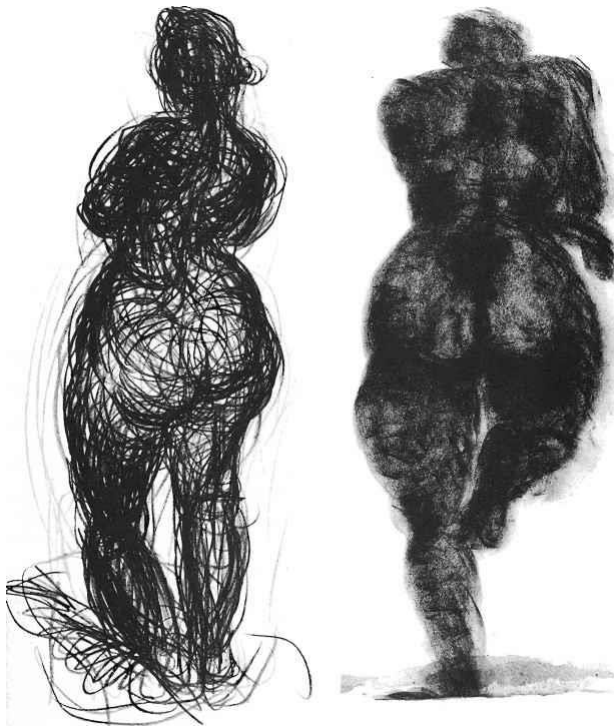
Line

- The ends don't meet
- two-dimensional (pencil & paper)
- 3-D like a wire sculpture
- implied (the edge of a shape)



Mass

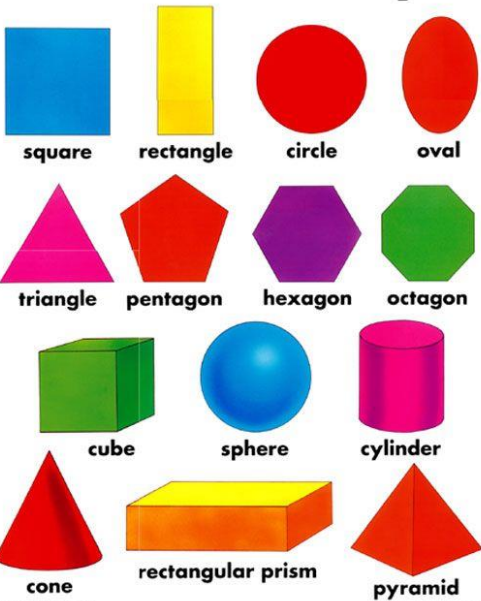
- Volume that has (or gives the illusion of having) weight, density and bulk



Shape

- Defined by lines that connect
- Organic = free-flowing, irregular

Geometric Shapes



- Geometric = regular: ie triangle, circle, ect

Space

- The distance between identifiable points or planes
- Illusion of depth
 - Perspective
 - Overlapping
 - Size
 - Position



Texture

- Surface quality
- Tactile Texture (touch)
- Visual Texture (see)
- Examples:
 - Smooth
 - Rough



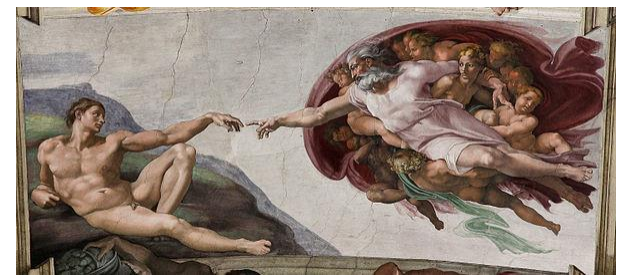
Man Ray (1890 - 1976) was an American visual artist who spent most of his career in France. He was a significant contributor to the Dada and Surrealist movements, although his ties to each were informal. The original *Cadeau* was made for Man Ray's first Paris show in 1921. On the day of the opening, the artist passed a hardware store and bought a flat iron that he had seen in the window, along with a box of tacks and some glue. The iron, with the tacks fixed in a neat line along the smooth base, became a last-minute addition to the show. *Cadeau* was stolen almost as soon as the exhibition opened, but Man Ray calmly made another one



Cadeau

Time & Motion

- Communicating a passage of time
 - Telling a story
 - Series of events
- Motion
 - Implied (blur lines, etc.)
 - Kinetic (moves)



Value

- Lightness and darkness of an area
 - Smooth pencil shading
 - Stippling (dots)
 - Hatching (lines)

