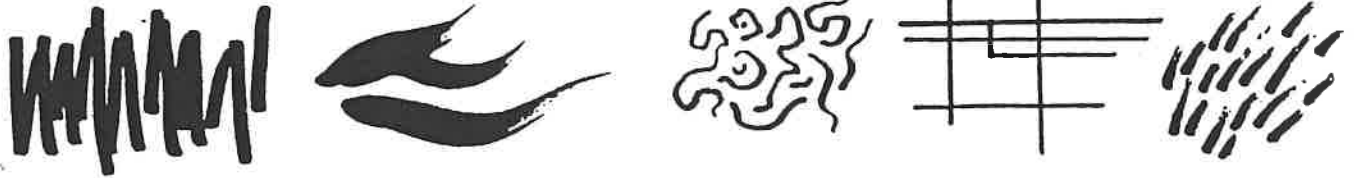


HandOut The Design Elements

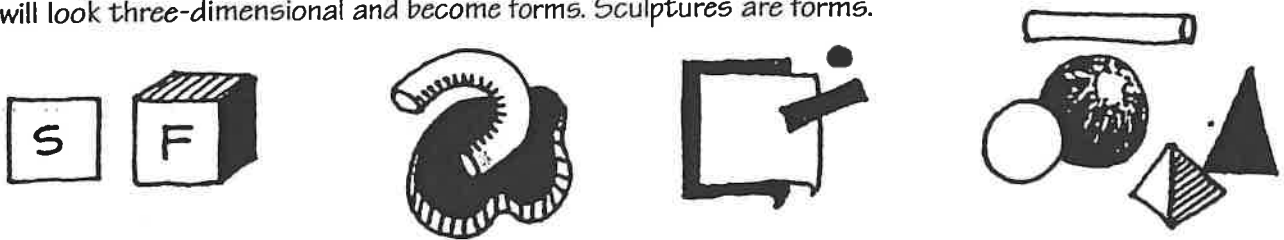
Ande Cook

- **Line** is the most versatile and necessary of all the graphic elements.



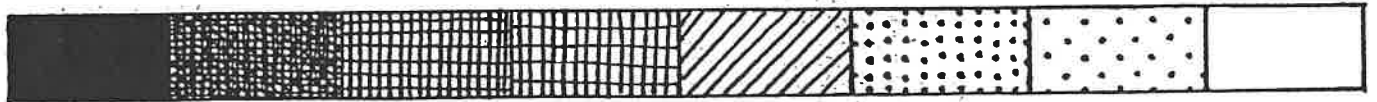
Look at lines in art by Paul Klee, Franz Kline, Jean Michel Basquiat, Vincent van Gogh and Cy Twombly.

- **Shapes** are areas contained by lines; they can be outlined or solid. Shapes overlapped or shaded will look three-dimensional and become forms. Sculptures are forms.



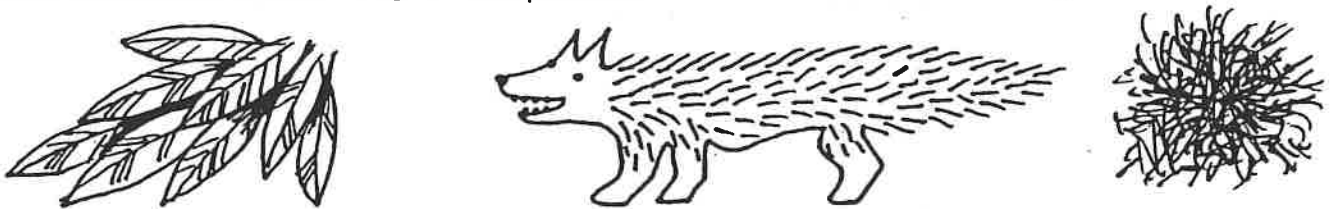
Look at shapes in art by Henri Matisse, Jacob Lawrence, Stuart Davis and Robert Motherwell.

- **Value** refers to the lightness or darkness of an object or area. You get various values by shading.



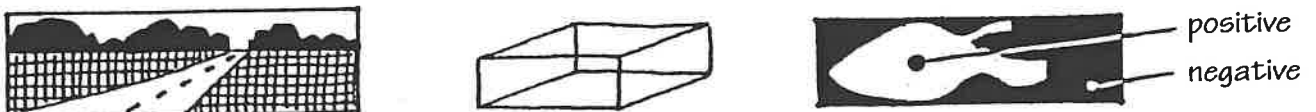
Look at value in art by Lyonel Feininger, Marcel Duchamp, Cubist portraits by Pablo Picasso, Georges Braque and Juan Gris.

- **Texture** is how something feels or looks like it feels. Simulated texture is an illusion the artist creates on a flat surface, often by creating patterns.



Look at texture in art by Vincent van Gogh, Lucas Samaras, Max Ernst and Romare Bearden.

- **Space** indicates a feeling of depth on a two-dimensional surface. Space also refers to areas designated as positive or negative.



Look at space in art by Ellsworth Kelly, Al Held, Renaissance painters (linear perspective).

COLOR--visual sensation dependent on reflection or absorption of energy (light) from a given surface. Artists mix various pigments to create these effects in our brains.

LINE: An identifiable path of a point moving in space. It can vary in width, direction and length. It can have no actual width because it is simply the visual edge where two shapes meet.

SHAPE: A two dimensional area or plane that may be organic or inorganic, free form or geometric, open or closed, natural or of human origin.

VALUE: The variations of light and dark on the surface of an object or object or in a composition. For example, when using a drawing pencil the artist is able to use a pale, soft grey for the sky, a medium "value" of grey for the mountains and the darkest possible effect for a tree trunk in shadow. Value refers to the range of light and dark possible with one color or black.

TEXTURE: The surface quality of materials, either actual (to the touch) or visual (an illusion in a painting or as seen from a distance, for example). Artists practice brush effects in order to control the textures they want to convey--for fur, dry grass, hair, rough bricks and still water, for example.

FORM: A three dimensional volume with the same qualities as shape. Form can also refer to the illusion of volume when an artist makes something look 3D in a drawing, for example.