

NAME: _____

CLASS: _____

The Elements of Art and the Principles of Design are an key ingredients to a good art project. But before a project can be successful with these things, you need to develop a good understanding of each individual element or principle. There are seven Elements of Art and there are also seven Principles of Design. The difference between the purpose of an element and the purpose of a principle is simple - elements are what a piece of art or design involve while principles are the rules that you must follow in order to make the design or artwork look and feel complete.

During the discussion in class, please define, in your own words the meaning of each Principle of Design and Element of Art.

Principles of Design

Contrast

Balance

Unity

Rythm

Movement

Pattern

Emphasis

Elements of Art

Color

Shape

Line

Value

Texture

Form

Space

Once of the Elements that students struggle the most with is VALUE. Value regards the light and dark of a color. A familiar form of value you might recognize is a shadow or shadows surrounding an object. Think of when the sun or a light shines on you and your clothing is darker where the light does not shine...this is value.

There are three techniques you can use when trying to portray value in your artwork. They are hatching, cross hatching, and shading.

Hatching is:

Cross Hatching is:

Shading is:

This is a value scale showing a gradual and smooth transition from black to white.



Using the value scale above as a guide, recreate it using each technique that you have defined. Remember that hatching is short, quick lines; cross hatching is short, quick, crossed lines, and shading is a smooth and gradual transition without hard lines.

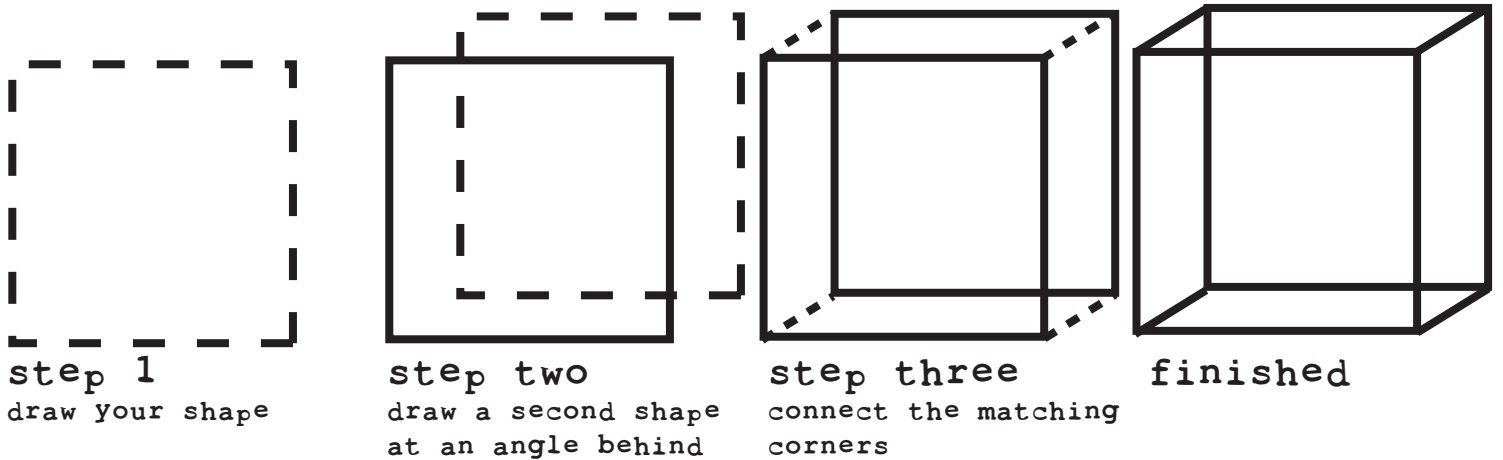
Hatching

Cross Hatching

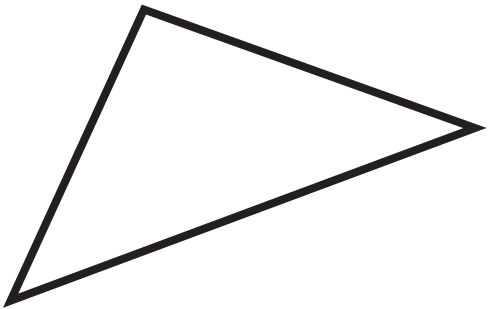
Shading

The second Element of Art students struggle with is FORM. Form regards the 3D aspect and make up of a shape. There are two types of form; organic (natural) and geometric (man-made and mathematical). It is important to know that everyone turns shapes 3D in different ways. There are many different ways so let's practice making shapes 3D so that they can have form.

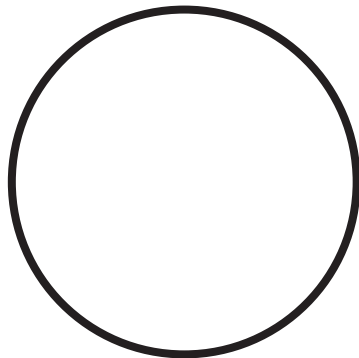
Here is one way.



Try it now with a triangle.

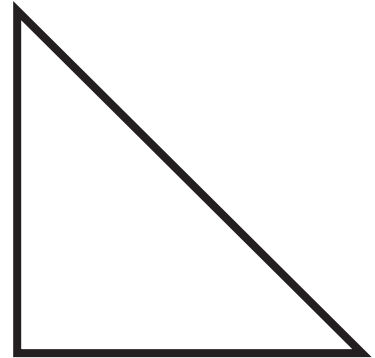


Bonus: How would you make this circle look more like a ball or sphere?

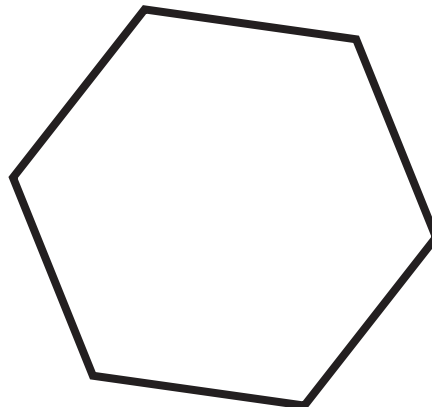
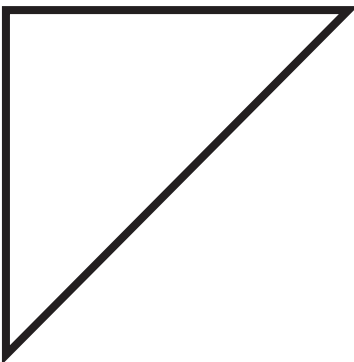
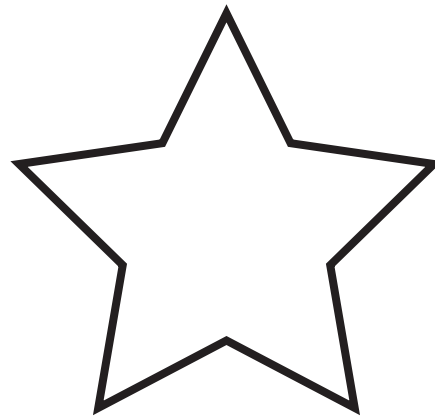


Hint: Use value.

Form and Value work very well together. Below are 2D shapes that you need to add value to. Think back to your value scale and apply it to each shape.

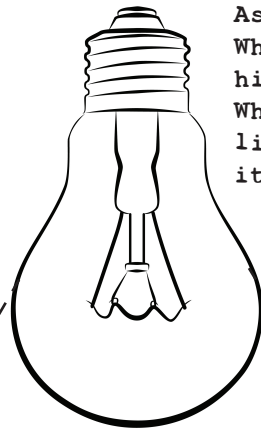


Now, turn the below shapes into 3D so they have form. Considering each side, add value to the shapes so we can see their shadows and form better. For each shape, use a different technique: hatching, cross hatching or shading. For the fourth shape, you may choose which technique you use.



Unfortunately we cannot make up shadows and value on an object. We must consider the light source, or rather, what makes the shape have value in the first place. Ask yourself: What direction is the light coming from? Are there areas where the shape should be dark because no light can get to it? Where does the value begin to fade?

Try this concept out on the shape below. The light source has been provided for you. Remember direction, blocked parts, and fading.



Ask yourself:
Where does the light
hit most directly?
Where is there no
light? Where might
it start to fade?

