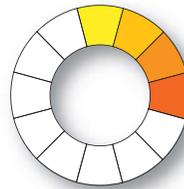
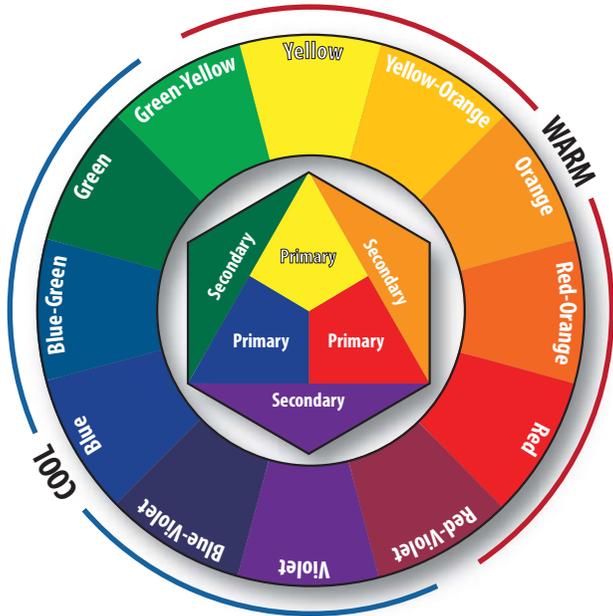
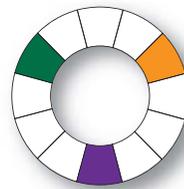


Colour

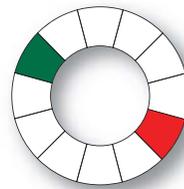
A wavelength of light seen by the eye when it bounces off a surface



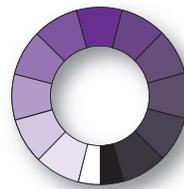
ANALOGOUS COLOURS



TRIAD COLOURS



COMPLEMENTARY COLOURS



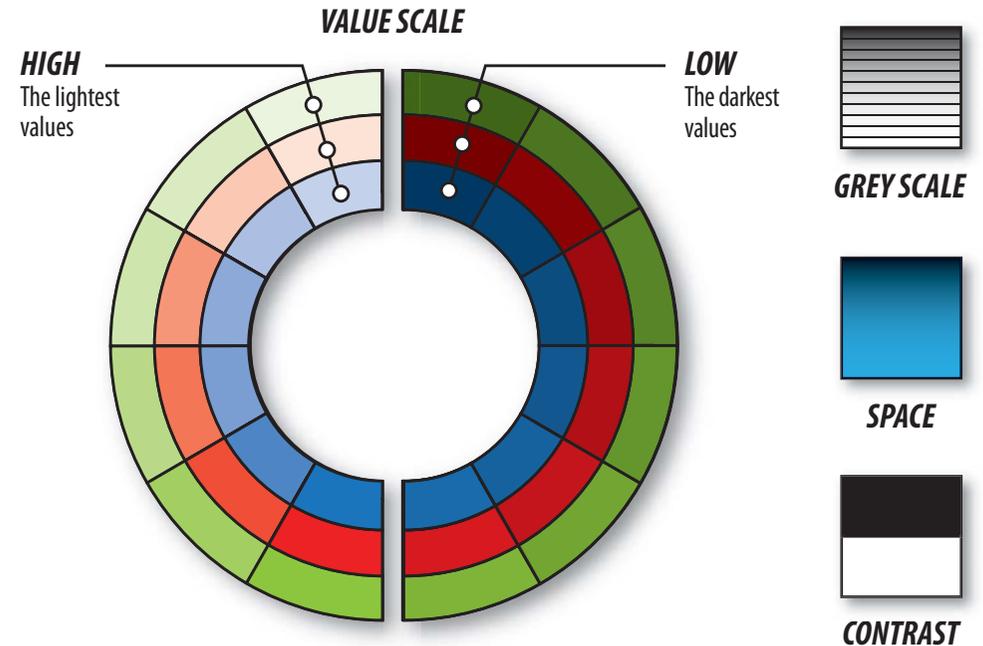
TINT SHADE
Colour + White Colour + Black

- HUE** The name given to a colour, e.g., red, blue.
- VALUE** The lightness or darkness of a colour.
- INTENSITY** The brightness or dullness of a colour.
- PRIMARY** Red, yellow, blue - these colours cannot be mixed from other colours. All other colours are mixed from them.
- SECONDARY** Violet, orange, green - they are created by mixing equal amounts of two primary colours.
- TERTIARY** Created by mixing secondary and primary colours together, e.g., red-violet, blue-green.



Value

Lightness or darkness in colour or an artwork



- VALUE SCALE** A way to show a range of values by placing different shades of grey (or a colour) in stages starting with the lightest and progressing to the darkest.
- SPACE** Lighter values appear closer to the viewer, darker values appear farther away.
- CONTRAST** The greater the contrast between lights and darks the more visible and dynamic an object appears.
- HIGH KEY** Artworks with mostly light values. They tend to create a happy mood.
- LOW KEY** Artworks with mostly middle to low values. They tend to create a serious mood.



HIGH KEY



LOW KEY



Shape

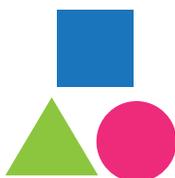
A 2-dimensional figure or object



Do you see the two faces or the goblet?



ORGANIC



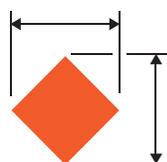
GEOMETRIC



NEGATIVE



POSITIVE



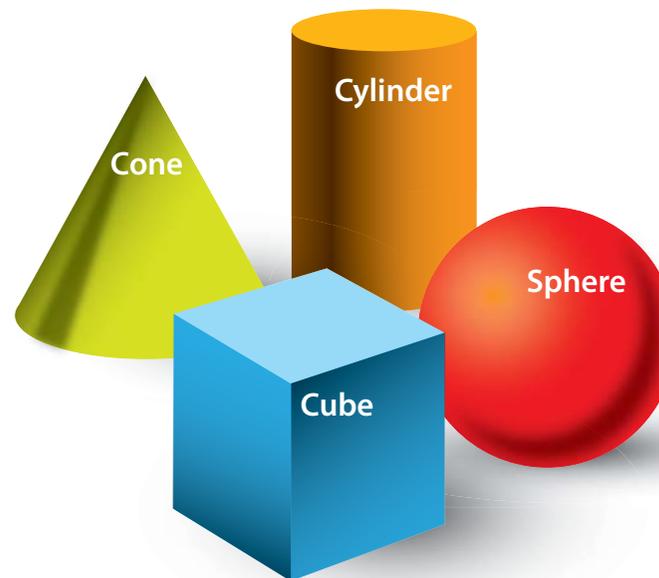
2-DIMENSIONAL

- ORGANIC** Free-flowing, created by nature.
- GEOMETRIC** Based on geometry, e.g., circle, square, triangle.
- NEGATIVE** The shapes around or between the positive shape - the background.
- POSITIVE** The self-contained, 2-dimensional figure.
- 2-DIMENSIONAL** Has height and width.



Form

A 3-dimensional figure or object



- ORGANIC** Free-flowing, created by nature.
- GEOMETRIC** Based on geometry, e.g., sphere, cube, cylinder.
- OPEN** Has spaces that can be looked into.
- CLOSED** Is self-contained with no open spaces.
- MASS** Has bulk and weight.
- 3-DIMENSIONAL** Has height, width and depth.



ORGANIC



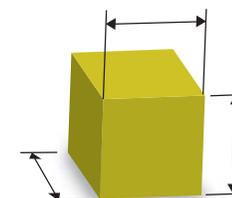
GEOMETRIC



OPEN / CLOSED



MASS

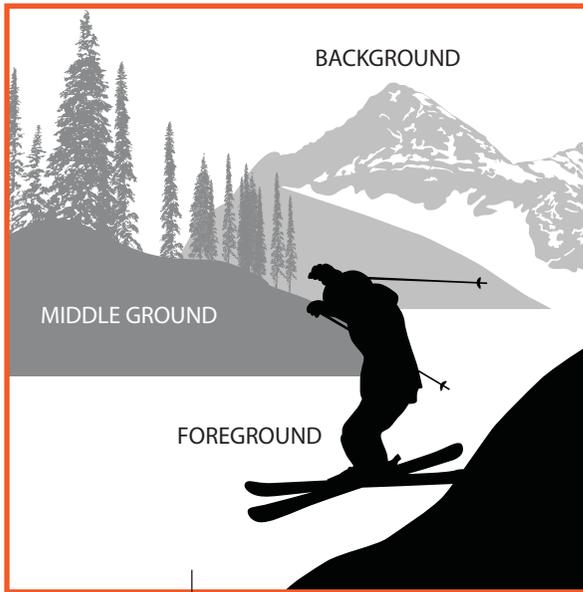


3-DIMENSIONAL



Space

The area around, inside or between shapes or forms



OVERLAPPING
Objects block out other objects



COLOUR
Objects farther away are duller and fuzzier than those in front



RELATIVE SIZE
Objects closest to viewer are bigger than those in back



PLACEMENT
Objects higher on picture plane seem farther away

DEEP The illusion of depth on a flat surface. It has foreground, middle ground and background.

SHALLOW The illusion of depth on a flat surface. It has foreground and background.

BACKGROUND The space that seems far away from the viewer.

MIDDLE GROUND The space between the foreground and the background.

FOREGROUND The space that seems closest to the viewer.



Texture

The way a surface feels, or looks as if it feels



REAL

The way something actually feels, e.g., rough, smooth, furry.

SIMULATED

The way something looks as if it feels. The impression that a flat surface is 3-dimensional, e.g., the surface looks as if it is rough, but it is really flat.

Line

A path created by a moving point such as a pencil



DIRECTION
Diagonal, vertical, horizontal, curved



WIDTH
Thick, thin, heavy, light, big, small



LENGTH
Long, short



FOCUS
Sharp, distinct, blurry, fuzzy



TEXTURE
Bumpy, smooth, rough

