

Elements of Design

Smallest Unit of Design- Building blocks of art, analogous to atom or word

Line

Element of art that is part of a moving path through space

1-Dimensional

Kinds of lines: zig-zag, curved, diagonal, horizontal, vertical,

Variations of lines: length, width, texture, degree of curve

Shape:

2-Dimensional area defined in some way

Length and width

2 classifications of shape:

organic : irregular and uneven

geometric: precise shapes that can be described using a mathematical formula ex: square, circle, octagon, triangle etc.

Form:

3-Dimensional objects

Length, width, and height

Can be organic or geometric

Organic: natural forms, human figure

Geometric: sphere, cube, cylinder, pyramid, prism

Color:

An element derived from reflected light

Hue: pure rainbow color

Primary: you cannot make these colors, red, yellow, blue

Secondary: mix 2 primary,

Intermediate/Tertiary: Primary+Secondary

Value:

The lightness or darkness of a color

Tint- light value, add white

Shade – dark value, add black

Texture:

The element that refers to how things feel (actual texture) or look like they feel (implied texture)

Texture examples: Rough, smooth, shiny, matte

Space

Positive Space: Shapes and forms

Negative Space: Empty spaces between shapes and forms

Illusion of Space: creating the appearance of depth and 3D space in a 2D media