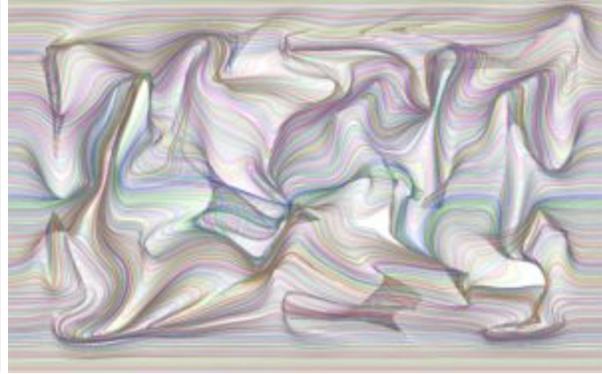


## AP Art and Design Vocabulary

### ELEMENTS OF ART

**Line** An element of art defined by a point moving in space. Line may be two-or three-dimensional, descriptive, implied, or abstract.



**Shape** An element of art that is two-dimensional, flat, or limited to height and width.



The Parakeet and the Mermaid by [Henri Matisse](#)

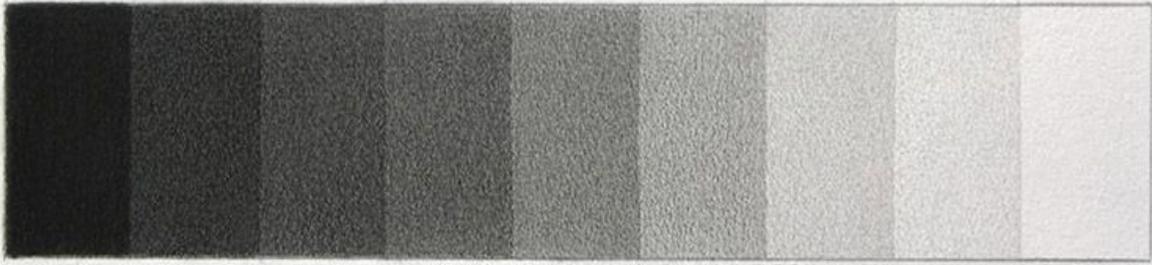




**Form** An element of art that is three-dimensional and encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder). Form may also be free flowing.



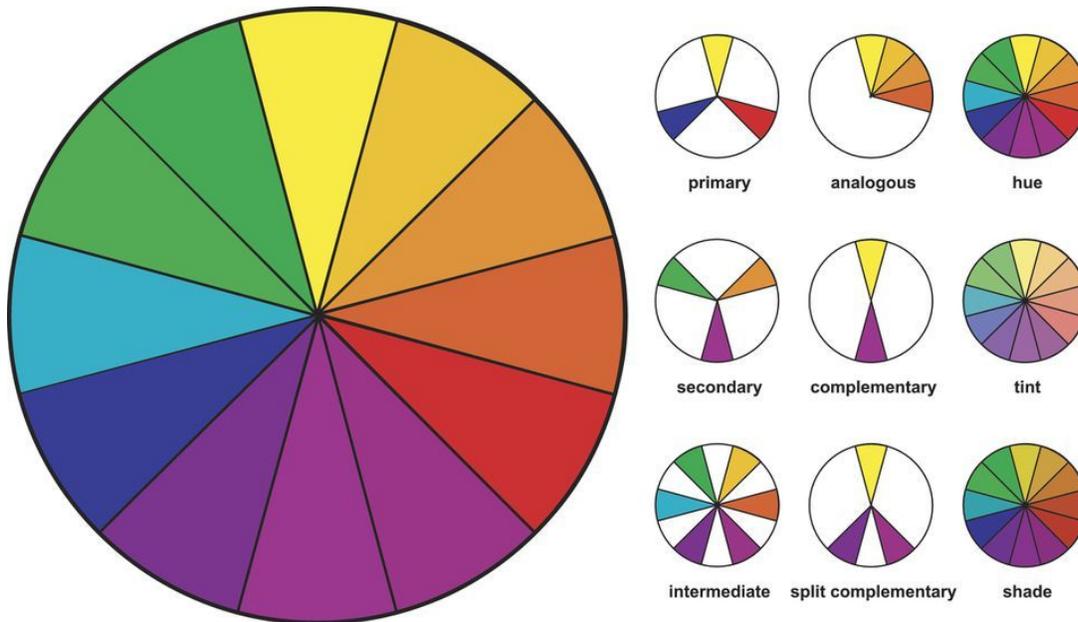
**Value** The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value halfway between these extremes is called middle gray.



**Space** An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art .



**Color** An element of art made up of three properties: hue, value, and intensity. • Hue: is simply the name of a color



**Texture** An element of art that refers to the way things feel, or look as if they might feel if touched. Texture can be real or implied.



**PRINCIPLES OF ART:** Balance, emphasis, movement, proportion, rhythm, unity, and variety; the means an artist uses to organize elements within a work of art.

**Balance** A way of combining elements to add a feeling of equilibrium or stability to a work of art. Balance can be symmetrical, radial or asymmetrical.



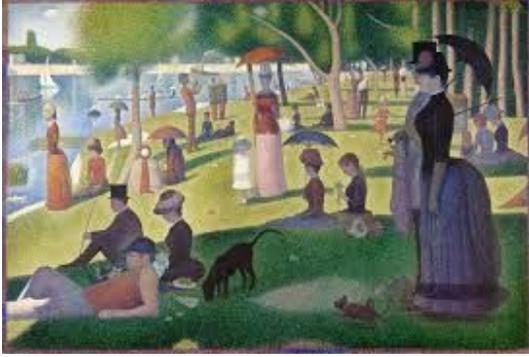
**Emphasis** is an area or object within the artwork that draws attention and becomes a focal point, often through strong contrast.



**Movement** A Principle of Design used to create the look and feeling of action and to guide the viewer's eye throughout the work of art.



**Proportion** tends to refer to the relative size of parts within a whole. In this case, the *whole* can be a single object like a person's face or the entire artwork as in a landscape.



**Scale** refers to the size of an object (a whole) in relationship to another object (another whole). In art the size relationship between an object and the human body is significant. In experiencing the scale of an artwork we tend to compare its size to the size of our own bodies.





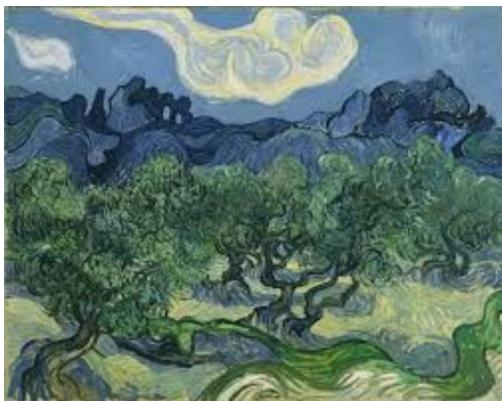
**Rhythm** is a Principle of Design that suggests movement or action. Rhythm is usually achieved through repetition of lines, shapes, colors, and more. It creates a visual tempo in artworks and provides a path for the viewer's eye to follow.



**Unity** (also called harmony) is an important principle of design that gives the artwork a sense of cohesion or coherence. It is the wholeness or completeness of a picture. Unity is used by artists to tie a composition together and help the composition make sense as a whole piece of art.



**Variety** is the Principle of Design that adds *interest* to an artwork. Variety works through juxtaposition and contrast. When an artist places different visual elements next to one another, they are using variety. Straight lines next to curvy lines add variety. Organic shapes among geometric shapes add variety. Bright colors next to dull colors add variety.

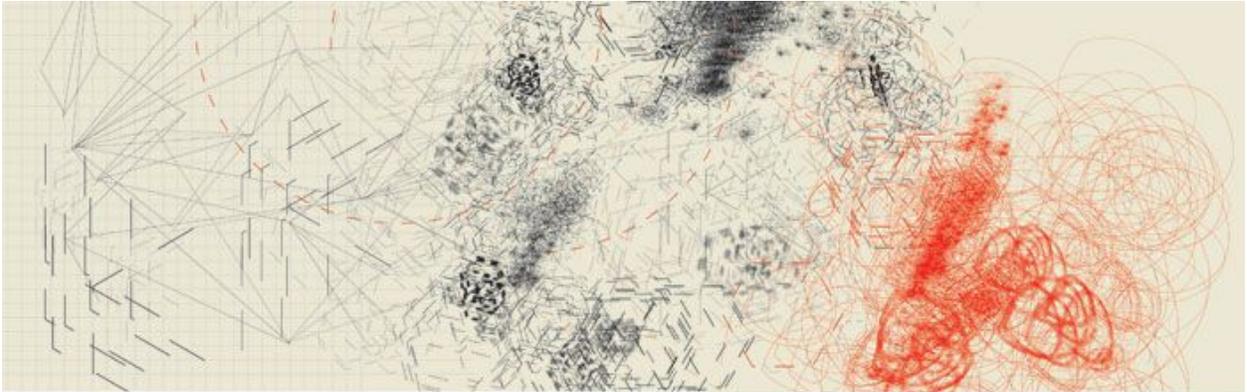
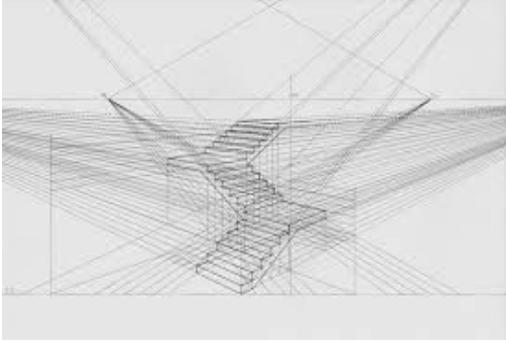




**Time** Art exists in time as well as space. Time implies change and movement; movement implies the passage of time. Movement and time, whether actual or an illusion, are crucial elements in art.



**Point** A point marks a position in space. In pure geometric terms, a point is a pair of x & y coordinates. It has no mass at all. Graphically, however, a point takes form as a dot, a visible mark. A point can be an insignificant fleck of matter or a concentrated locus of power. It can penetrate like a bullet, pierce like a nail, or pucker like a kiss. A mass of points becomes texture, shape, or plane. Tiny points of varying size create shades of gray.



Ryan Gladhill

**Plane** A plane surface is a flat surface, and any distinct flat surface within a painting or sculpture can be referred to as a plane





**Layer** Artworks with distinct overlays of visual imagery. This layering can be achieved both through the physical build up of translucent mediums (such as paint or glass), or the artist's composition



**Opacity** is used to describe how much light can pass through an object ranging from transparent through translucent to opaque.

**Transparency** is simply the quality of being able to see through (or partially see through) one or more layers in an artwork. Like texture, **transparency** can be real or it can be implied or suggested. Opacity is a similar term but refers to the inability to see through a layer.



**Juxtaposition** Extra emphasis given to a comparison when the contrasted objects are close together. In art this usually is done with the intention of bringing out a specific quality or creating an effect, particularly when two contrasting or opposing elements are used.



**Composition** is the placement or arrangement of visual elements or 'ingredients' in a work of art. It can also be thought of as the organization of the elements of art.





**Pattern** is an underlying structure that organizes surfaces or structures in a consistent, regular manner. Pattern can be described as a repeating unit of shape or form, but it can also be thought of as the "skeleton" that organizes the parts of a composition.

