

# THE BOOTH MUSEUM

## Elements of Art & Principles of Design

### Line

A path created by a point moving in space. A mark with greater length than width. Can be vertical, horizontal, straight, curved, thick, thin, etc.



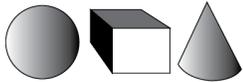
### Shape

A two-dimensional (2D), or flat enclosed line. Shapes can be **geometric**, like circles, squares and triangles, or **organic**, mimicing shapes found in nature.



### Form

a three-dimensional (3D) shape that has length, width and **depth**. This includes spheres, cubes and pyramids.



### Texture

A surface that can be seen (**implied**) or felt (**actual**). Examples of words that describe texture are rough, smooth, soft, prickly, etc.



### Color

Light reflected off of an object. White is pure light and black is the absense of light. A color's **hue** is the unique name, like red, blue, purple, etc. A color's **value** is how light or dark it is. A color's **intensity** or saturation is how bright or dull it is.



### Space

The area around, between or within objects. **Positive** space describes the shape of object itself. **Negative** space is the area around objects that has shape. Space can also describe depth.



### Value

The lightness or darkness of a color. The progression of value creates a gradation scale. **Tints** are when white is mixed with a hue. **Shades** are when black is mixed with a hue.



### Balance

The distribution of visual weight to create **stability**. **Symmetrical** balance occurs when objects are equally distributed on both sides. **Asymmetrical** balance occurs when objects are different on both sides. **Radial** balance occurs when elements are arranged around a central point.



### Emphasis/Dominance

The part of the design where the viewer's eye goes first. The **focal point** is the central point of attention in an artwork. This area could be different in size, color, texture, shape, etc.



### Proportion/Scale

The feeling of unity created when all parts of an artwork (sizes or amounts) relate well with each other.



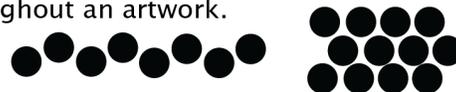
### Movement/Rhythm

The path the viewer's eye takes through an artwork that implies a sense of motion. **Rhythm** is described as a feeling of organized movement throughout an artwork. This can occur through line, shape or color.



### Pattern/Repetition

The repeating of an object or smymbol in a planned way throughout an artwork.



### Variety/Contrast

The use of several elements of art that create **difference** within an artwork to convey visual interest.



### Unity

The feeling of **harmony** between all the elements within an artwork which creates a sense of wholeness and completeness.

