

In this audio we are going to discuss the elements of art. The elements of art start as the building blocks of creating pieces of art, or images that an artist wishes to communicate thoughts, ideas, and emotions to an audience. One of the first elements of art is line. Line can be described as both orientation and strength and are used to convey varying different types of emotions. Shape is the second element of art. The purpose of shapes is obviously the closing of a line, and those shapes help us to create more representational elements within the artwork. The third is form which is viewed as the three-dimensional counterpart to shape. Now our forms can be again three-dimensional, ours spheres and cubes, that sort of thing. Then we have texture, texture is how we impart having some idea of some form of surface, or a feeling of roughness or fur or things of that nature using lines to create texture. Then we have value which is our varying shades of light and dark, from deepest black to pure white, and we use these values to help us create the illusion of depth and shadow within an artwork. Then we have colour, colour again helps to create emotion or to impart elements of inspiration and interest within the artwork, and then finally we have space, space can be interpreted in a number of different ways. Generally, we look at the picture plane and see a foreground, a midground and a background, and we can increase our usage of that space by incorporating overlapping elements or by creating a perspective effect or by using other techniques such as making an object bigger in the foreground and smaller in the background, or lighter in the background and darker in the foreground, more distinct. And these are all ways we can create the illusion of space on a two-dimensional surface. And those are the elements of art. Now we have the principles of design, this is where we use the elements of art to help create a work of art that allows us to communicate our thoughts and ideas to an audience. The principles of design use a number of different principles to help put those elements into a form that's translatable for people to understand what is going on within the artists mind. One of the first principles is balance, this is the distribution of visual weight of objects, colours, textures, space. They should be made to feel stable or symmetrical, or asymmetrical if you are trying to create a look that's more stressed or interesting, and then there is radial balance in which things are arranged around a central focal point. We also have emphasis this is the part of the design that captures the viewers attention, usually we will make one area stand out by contrasting it with others. Movement is the path that the viewers eyes eye takes as it moves through the work of art, often through focal areas. Pattern is the repeating of an object or symbol throughout the work of art. Repetition works with pattern to make the work seem active, repetition of elements in design creates a unity within the work of art. Then we have proportion which is the feeling of unity we have when all parts, sizes, amounts or numbers relate well with each other. Rhythm is created when one or more elements of the design are used repeatedly to create a feeling of organized movement and it feels like music moving through the artwork. Then we have variety, which is the use of several elements to hold the viewers attention and guide the viewers eyes throughout the work, and the unity, this is the feeling of harmony between all parts of the work which creates a sense of completeness, and these are all of what comes together to be the principles of design.