

AP 2-D Art and Design

Name: _____ Score: _____

1. A line that traces the outer edge of a form is a _____ line.
 - ☐ contour
 - ☐ vertical
 - ☐ gesture
 - ☐ implied
2. An area that gives the illusion of three dimensions is a...
 - ☐ form
 - ☐ line
 - ☐ value
 - ☐ shape
3. Value refers to the _____ of a tone.
 - ☐ texture
 - ☐ size
 - ☐ hue
 - ☐ lightness or darkness
4. The name of a colour (red, blue, green) is its...
 - ☐ texture
 - ☐ saturation
 - ☐ value
 - ☐ hue
5. Texture you can physically touch, like thick paint, is _____ texture.
 - ☐ negative
 - ☐ actual
 - ☐ linear
 - ☐ implied
6. Atmospheric perspective makes distant objects darker, warmer and sharper.
 - ☐ True ☐ False

7. An implied line is suggested by the arrangement of things, not actually drawn.
- ☐ True ☐ False
8. Negative shape is the object itself; positive shape is the empty space around it.
- ☐ True ☐ False
9. Squinting at a scene helps you judge value by reducing colour detail.
- ☐ True ☐ False
10. Complementary colours sit next to each other on the colour wheel.
- ☐ True ☐ False

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1. **contour**

A **contour** line follows the edge of a shape or form.

2. **form**

A **form** looks 3-D (height, width, depth); a shape is flat.

3. **lightness or darkness**

Value is how light or dark a tone is.

4. **hue**

Hue is the colour's name; value is lightness, saturation is intensity.

5. **actual**

Actual texture can be touched; implied texture is an illusion.

6. **False**

False. Atmospheric perspective makes distant objects paler, bluer and less detailed, which suggests depth.

7. **True**

An **implied line** is felt by the eye, not drawn on the page.

8. **False**

False. It is the other way round: negative shape is the empty space around and between objects, and positive shape is the object.

9. **True**

Squinting removes colour so you see the light-dark pattern.

10. **False**

False. Complementary colours sit opposite each other on the wheel. Neighbouring colours are analogous.