

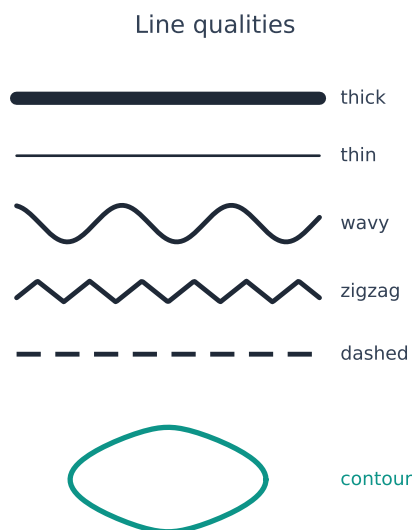
# Elements of Art

## AP 2-D Art and Design

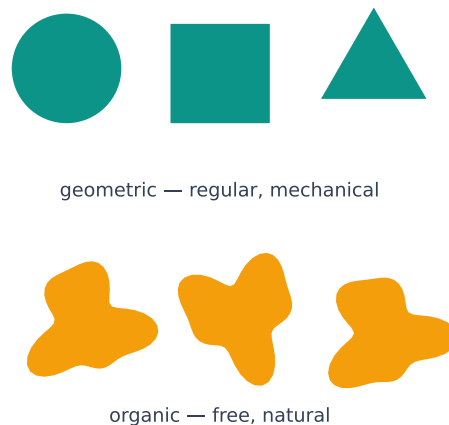
### Line

The **elements of art** 艺术元素 are the visual "building blocks" every artist uses. The first is **line** 线条—a moving point that the eye follows.

- A line has **length and direction**; it can be straight, curved, angular, or freeform.
- Lines have **quality**: thick or thin, smooth or rough, continuous or broken, dark or light.
- **Contour** 轮廓 lines trace the edges of a form; **gesture** 动态速写 lines capture movement quickly.
- **Implied lines** 隐含线 are not drawn but suggested —by a row of objects or a person's gaze.



Shapes: geometric vs organic



*Line varies in weight and character; shapes are either geometric (regular) or organic (natural)*

Direction carries feeling: horizontal lines feel calm, vertical lines feel strong, and diagonal lines feel active. Artists use line to build shape, shade value (hatching), imply texture, and lead the viewer's eye.

### Shape and Form

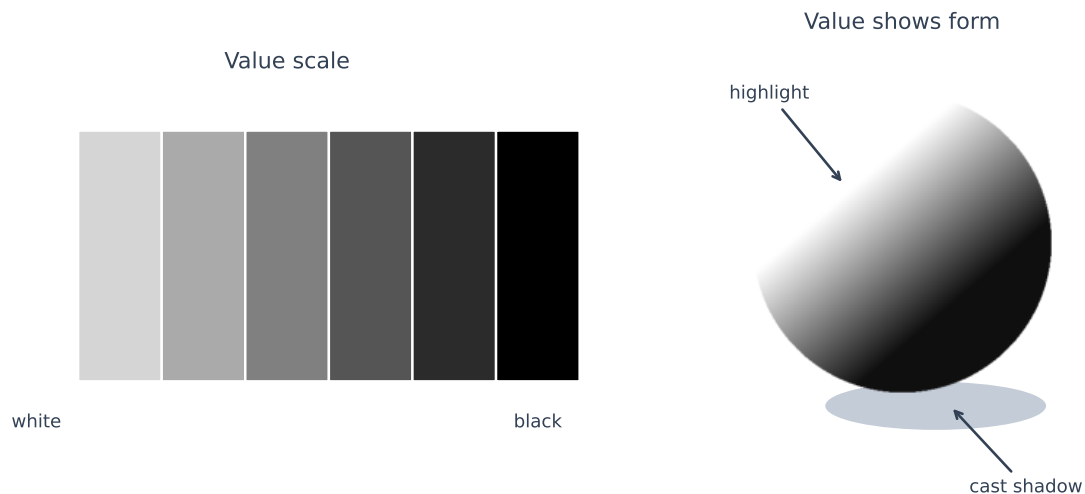
A **shape** 形状 is a flat, enclosed area; a **form** 形体 has the illusion of three dimensions (height, width, and depth).

- **Geometric** 几何 shapes (circle, square, triangle) are regular and mechanical; **organic** 有机 shapes are free and natural.

- **Positive shape** 正形 is the object; **negative shape** 负形 is the empty space around and between objects —learning to see it makes drawing far more accurate.
- Form is created on a flat surface with **value** (shading), overlapping, and perspective.

## Value

**Value** 明度 is the lightness or darkness of a tone —the single most powerful tool for showing three-dimensional form.



*A value scale steps evenly from white to black; strong value contrast creates drama and a focal point*

- A **value scale** 明度阶 runs from white through greys to black.
- Light on a form has a **highlight** 高光, **midtones** 中间调, a **core shadow** 明暗交界线, **reflected light** 反光, and a **cast shadow** 投影.
- **Chiaroscuro** 明暗对照法 is the bold use of light and dark to model form. Squinting removes colour and helps you judge value.

## Color

**Colour** 色彩 is light reflected from a surface. It has three properties and follows the logic of the **colour wheel** 色轮.



*Primary colours mix to secondary and tertiary hues; complementary colours sit opposite each other*

- Colour's three properties: **hue** 色相 (its name), **value** (light/dark), and **saturation** 饱和度 (dull to vivid).
- **Primary** 三原色 (red, yellow, blue) mix to make **secondary** 间色 and **tertiary** colours.
- **Complementary** 互补色 colours sit opposite on the wheel and intensify each other; **analogous** 邻近色 colours sit next to each other and harmonise.
- **Warm** 暖色 colours (red, orange, yellow) advance; **cool** 冷色 colours (blue, green, violet) recede. A **tint** adds white, a **shade** adds black.

## Texture

**Texture** 肌理 is the surface quality of a work —how it feels, or how it appears to feel.

- **Actual (tactile) texture** 实际肌理 can be physically touched (thick paint, collage, rough paper).
- **Implied (visual) texture** 视觉肌理 is the illusion of a surface, made with marks, value, and pattern.
- Techniques include stippling, hatching, **impasto** 厚涂 (thick paint), and dry-brush. Contrasting smooth and rough areas adds interest and can direct the eye.

## Space

**Space** 空间 is the area within, around, and between the parts of a work, including the illusion of depth on a flat surface.

- **Positive space** is filled by the subject; **negative space** is the empty area around it.
- Depth is created with **overlapping** 重叠, size, placement, and detail.

- **Linear perspective** 线性透视 uses a horizon line and **vanishing point** 灭点 so parallel lines converge; **atmospheric perspective** 空气透视 makes distant things paler, bluer, and less detailed.
- The **format** and **cropping** of the picture plane shape how the space is read.

## Exam tips

- Name the **element** precisely —line, shape or form, **value**, colour, texture, space — in any analysis.
- Justify how **form** is modelled with a **value scale** and a single light source.
- Read the **colour wheel**: identify **complementary** versus **analogous** schemes and warm or cool temperature.
- Separate **shape** (2-D) from **form** (3-D) and **actual** from **implied texture**.
- Explain depth with **overlap**, size, **linear perspective**, and **atmospheric perspective**.