



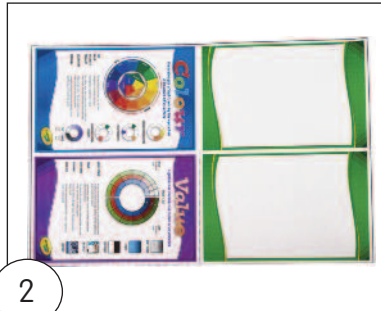
ELEMENTS OF ART BOOK – INSTRUCTIONS

Photocopy the next page. Follow the instructions below to make a handy reference guide students can use in their art class. Have them create their own cover design using the elements of art.



1

- Cut along the outside border of the photocopy to trim off the edges of the paper. (This will make sure your copy is properly aligned for folding.)



2

- Fold the paper in half short end to short end.
- Unfold the paper.



3

- Fold each short end into the centre of the paper so the edges line up with the centre fold.
- Unfold the paper.



4

- Fold the paper in half long end to long end.
- Unfold the paper. There should be creases along the edges of each of the posters - these will be the pages of the book.



5

- Fold the paper short end to short end with the poster sides showing.
- Cut from the FOLD side along the dotted line. Stop at the intersection of the folds.
- Unfold the paper.



6

- Fold the paper long end to long end with the posters showing.
- Hold the edges of the paper and push towards the centre until you see a box forming.



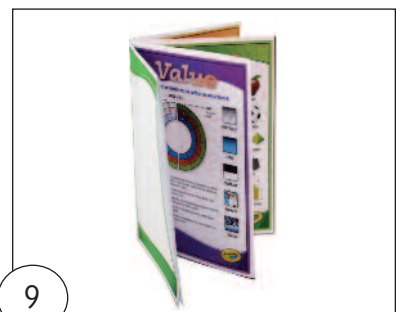
7

- Keep pushing until the pages line up.



8

- Flatten the paper.



9

- Fold the whole thing in half with the cover facing out to create the book.

Color

A wavelength of light seen by the eye when it bounces off a surface

HUE
The name given to a colour, e.g., red and blue.

VALUE
The lightness or darkness of a colour.

INTENSITY
The brightness or dullness of a colour.

PRIMARY
Red, yellow, blue - these colours cannot be mixed from other colours. All other colours are mixed from them.

SECONDARY
Violet, orange, green - they are created by mixing equal amounts of two primary colours.

TERTIARY
Created by mixing secondary and primary colours together, e.g., red-violet, blue-green.

ANALOGOUS COLOURS
Three colours that are next to each other on the color wheel.

TRIAD COLOURS
Three colours that are equidistant on the color wheel.

COMPLEMENTARY COLOURS
Two colours that are opposite each other on the color wheel.

TINT SHADE
Tint: adding white to a color.
Shade: adding black to a color.

Value

Lightness or darkness in colour or an artwork

HIGH - The lightest values

LOW - The darkest values

VALUE SCALE
A way to show a range of values by placing different shades of grey (or a color) in a space, starting with the lightest and progressing to the darkest.

SPACE
Lighter values appear closer to the viewer, darker values appear further away.

CONTRAST
The greater the contrast between lights and darks, the more vibrant and dynamic an object appears.

HIGH KEY
Artworks with mostly light values. They tend to create a happy mood.

LOW KEY
Artworks with mostly middle to low values. They tend to create a serious mood.

GREY SCALE
SPACE
CONTRAST
HIGH KEY
LOW KEY

Shape

A 2-dimensional figure or object

Do you see the two faces of the goblet?

ORGANIC
Free-flowing, created by nature.

GEOMETRIC
Based on geometry, e.g., circle, square, triangle.

NEGATIVE
The shapes around or between the positive shape - the background.

POSITIVE
The self-contained, 2-dimensional figure.

2-DIMENSIONAL

ORGANIC
GEOMETRIC
NEGATIVE
POSITIVE

Form

A 3-dimensional figure or object

ORGANIC
Free-flowing, created by nature.

GEOMETRIC
Based on geometry, e.g., sphere, cube, cylinder.

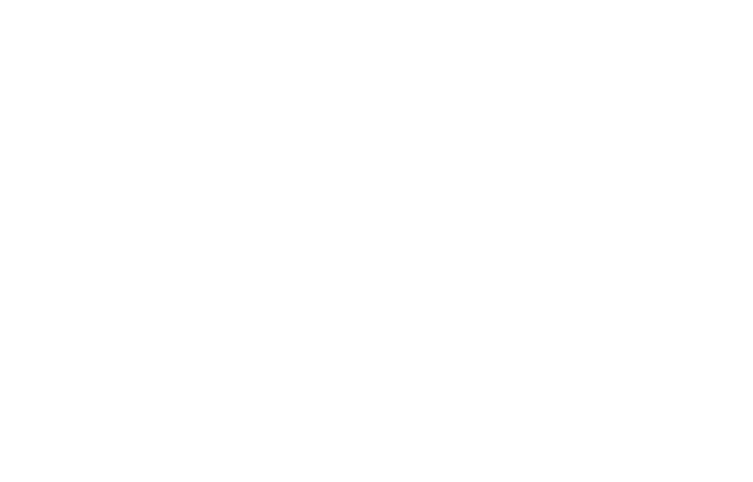
OPEN
Has spaces that can be looked into.

CLOSED
Is self-contained with no open spaces.

MASS
Has bulk and weight.

3-DIMENSIONAL

ORGANIC
GEOMETRIC
OPEN / CLOSED
MASS



Line

A path created by a moving point such as a pencil

The way a surface feels, or looks as if it feels

REAL
The way something actually feels, e.g., rough, smooth, furry.

SIMULATED
The impression that a flat surface is 3-dimensional, e.g., the surface looks as if it is rough, but it is really flat.

TEXTURE
Bumps, smooth, rough

FOCUS
Sharp, distant, blurry, fuzzy

LENGTH
Long, short

WIDTH
Thick, thin, heavy, light, big, small

DIRECTION
Diagonal, vertical, horizontal, curved

Spac

The area above or below or between objects, points, or lines

OVERLAPPING
Objects behind our eyes appear closer than those in front.

COLOUR
Objects further away appear less vibrant and cooler and bluer than those in front.

RELATIVE SIZE
Objects closer to viewer are bigger than those in back.

PLACEMENT
Objects placed on picture plane further away.

BACKGROUND
The illusion of depth and a flat surface. It has foreground, middle ground and background.

MIDDLE GROUND
The space that seems to be away from the viewer.

DEEP
The illusion of depth and a flat surface. It has foreground, middle ground and background.

SHALLOW
The space that seems to be away from the viewer.

BACKGROUND
The area between the foreground and the background.

MIDDLE GROUND
The area that seems closest to the viewer.

FOREGROUND
The area closest to the viewer.

PICTURE PLANE
The area between the foreground and the background.