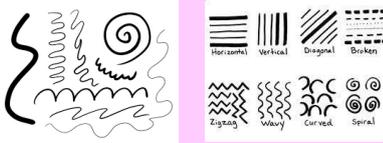


Artwork is made up of different 'formal elements', often used together to make a final piece of art.

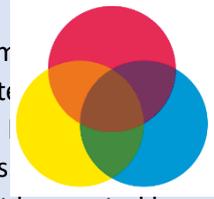
Line

- A line is a mark that is longer than it is wide.
- A line could be created using materials such as a pencil, pen, or a brush dipped in ink.
- A line can be straight or curved. It can be horizontal, vertical or diagonal, and can change direction.



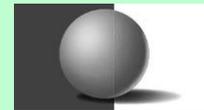
Colour

- In painting and drawing there are three primary colours: red / yellow / blue. (The RYB system)
- Primary colours are sets of colours that can be combined to make a useful range of colours
- The primary colours are those which cannot be created by mixing other colours.
- In printing, when mixing pigments or dyes, the primary colours are cyan, magenta and yellow (The CMYK system)
- When coloured lights are overlapped e.g. in television and computer screens, the primary colours normally used are red, green and blue.
- Mixing 2 primary colours together creates a secondary colour e.g. red + yellow = orange
- Tertiary colours are created by mixing a primary colour and a secondary colour together.
- Warm colours are reds, including pinks, oranges, yellows and browns.
- Cold colours are blues, including greens, violets and greys.
- Black, white and grey are neutral colours.



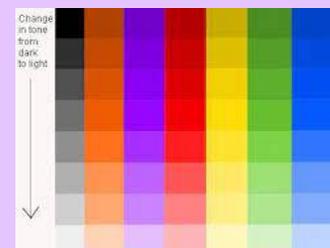
Value

- Value is the lightness or darkness of a colour. High value is light, with white being the highest.
- Low value is dark, and black is the lowest.
- Value is the key to illusion of light. This is why value is so important to drawing and painting
- Using different values creates contrast, which helps the viewer to see and understand the image, such as in a black and white photograph.
- Value contrast refers to the amount of contrast between two areas of different value. It's the relationship between a light area and a dark area.



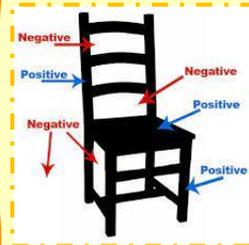
Tone

- The tone of something refers to how light or dark it is.
- Areas with lots of light are called highlights, and darker areas are called shadows. There are a range of tones in between.
- Shading can be used to create different tones in a drawing.



Space

- ✚ Space is the area around or between objects.
- ✚ Space includes the background, foreground, and middle ground.
- ✚ A space can be negative or positive.
- ✚ Positive shapes are the shapes of actual objects.
- ✚ Negative shapes are the areas between these objects.



Shape

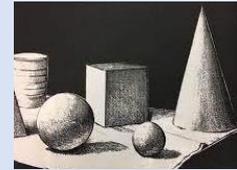
- ✚ A shape is flat and created by a closed line.
- ✚ The shape might be an outline or filled in with a solid colour, shading, or a pattern.
- ✚ Shapes can be geometric, like squares or triangles.
- ✚ They can also be irregular, or natural shapes, such as puddles or leaves.

Texture

- ✚ Texture refers to the surface quality of something, and the way it feels. Actual texture really exists, and you are able to touch it e.g. the texture of different fabrics in a collage.
- ✚ Visual texture is an illusion of texture, created using lines, shapes, colours or tones.
- ✚ A texture can look different to how it really feels e.g. a drawing of a sheep might look fluffy, but the paper feels smooth to touch.



Form



- ✚ Form is a three dimensional shape. It may be a regular shape, such as a cube or pyramid, or an irregular, organic shape.
- ✚ Form can be expressed in 3D, such as in a sculpture.
- ✚ Artists can also use tone and perspective to create an illusion of form in a 2D artwork.



Pattern

- ✚ A pattern uses a repeated design or a motif, created using line, shape, or tone. The design can be simple or complex.
- ✚ Some patterns are man-made, such as the designs on our clothes.
- ✚ Some patterns are natural, such as the markings on a tiger's fur.

