

# ACTIVITY ELEMENTS OF ART

## 7 WORKSHEETS ELEMENTS OF ART

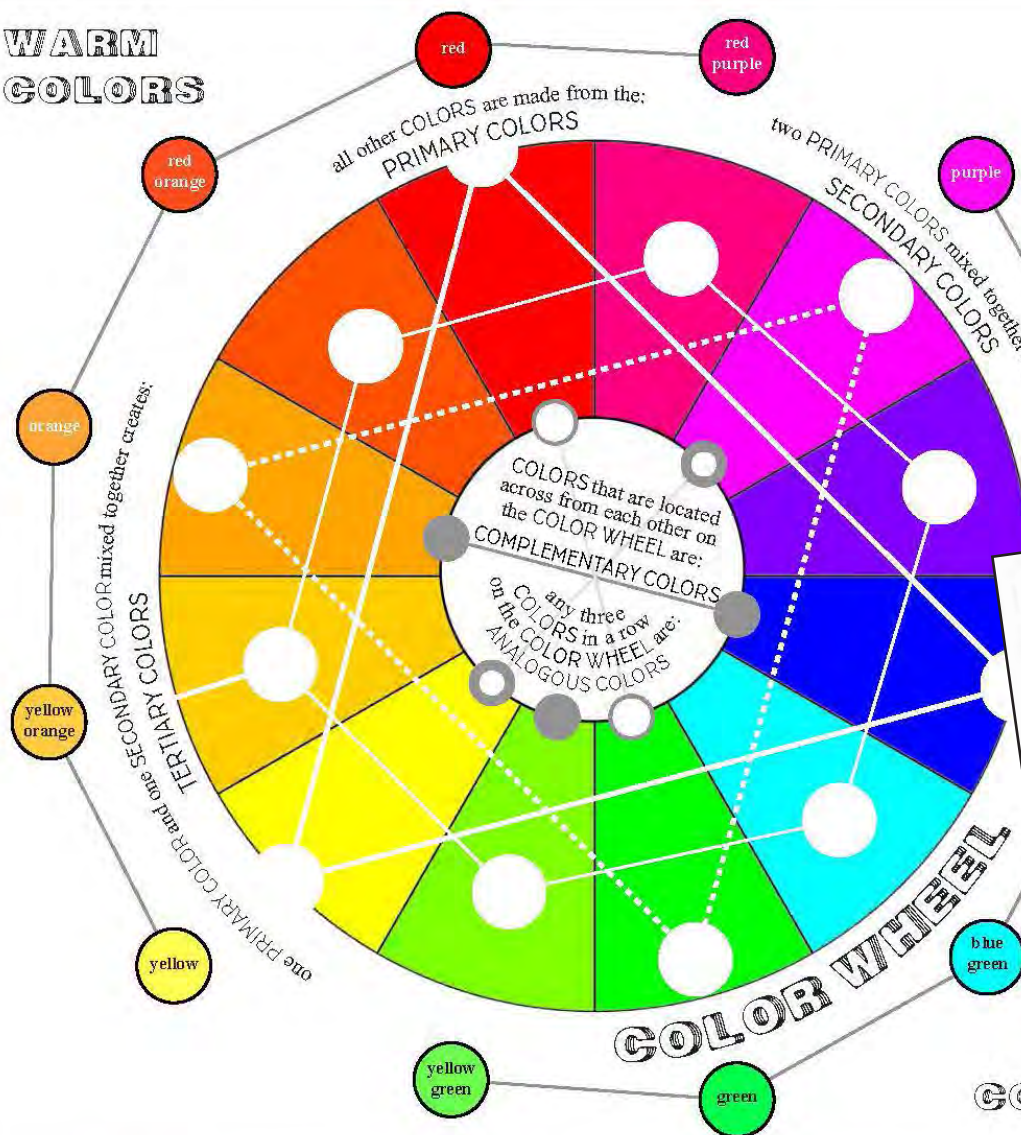


FRONT & BACK WORKSHEETS  
WITH ACTIVITIES & DIGITAL  
FILL IN OPTIONS

ELEMENTS OF ART

# COLOR

## WARM COLORS



- HUE** = the name we give a color. EXAMPLE: green, turquoise, red
- VALUE** = how light or dark a color is.
- SHADE** = a darker version of a color by adding black to it.
- TINT** = a lighter version of a color by adding white to it.
- INTENSITY** = how vivid, bright, or rich a color is.

Fill in the value scale to show TINTS and SHADES

TINTS ← STARTING COLOR → SHADES

Fill in the circles to show how SECONDARY COLORS are made.

○ + ○ = ○    ○ + ○ = ○    ○ + ○ = ○

Fill in the circles to show how TERTIARY COLORS are made.

○ + ○ = ○    ○ + ○ = ○    ○ + ○ = ○

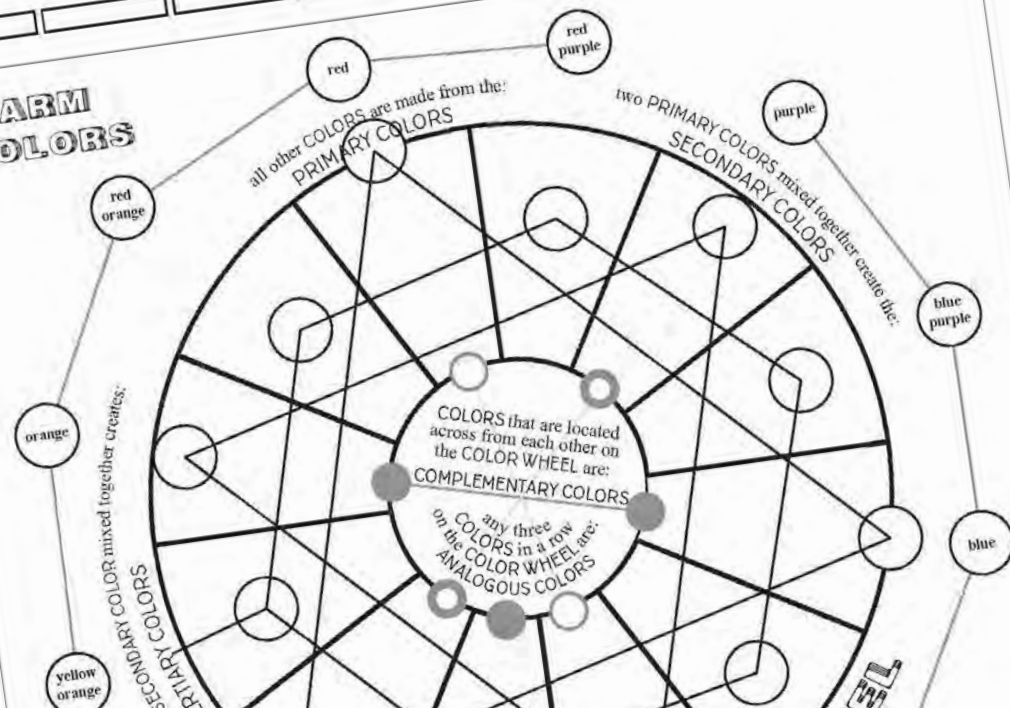
Complete the COLOR WHEEL. Reference the front as needed.

COLOR the rectangles to show an example of ANALOGOUS COLORS.

ELEMENTS OF ART

# COLOR

## WARM COLORS

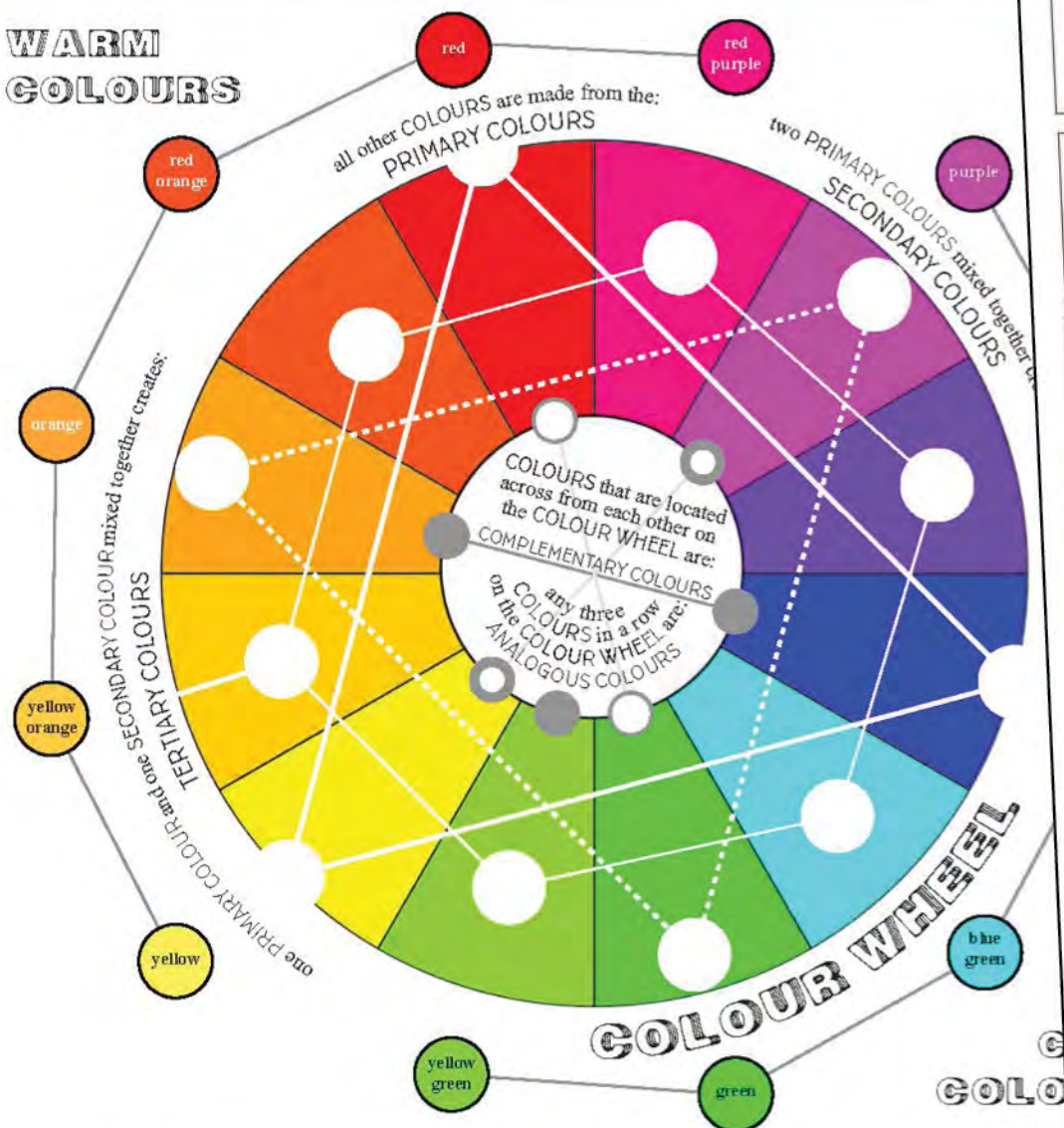


# HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

# COLOUR

## WARM COLOURS



- ● ● **HUE** = the name we give a colour. EXAMPLE: green, turquoise, red  
 ● ● ● **VALUE** = how light or dark a colour is. ● ● ●  
 ● ● ● **SHADE** = a darker version of a colour by adding black to it. ● ● ●  
 ● ● ● **TINT** = a lighter version of a colour by adding white to it. ● ● ●  
 ● ● ● **INTENSITY** = how vivid, bright, or rich a colour is. ● ● ●

Fill in the value scale to show TINTS and SHADES.

TINTS ← STARTING COLOUR → SHADES

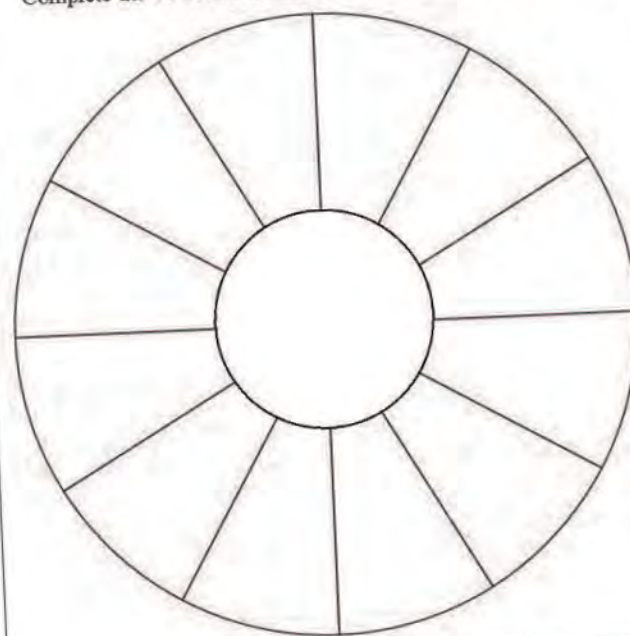
Fill in the circles to show how SECONDARY COLOURS are made.

○ + ○ = ○    ○ + ○ = ○    ○ + ○ = ○

Fill in the circles to show how TERTIARY COLOURS are made.

○ + ○ = ○    ○ + ○ = ○    ○ + ○ = ○

Complete the COLOUR WHEEL. Reference the front as needed.



COLOUR the rectangles to show an example of ANALOGOUS COLOURS.

□ □ □

COLOUR the circle pairs to show COMPLEMENTARY COLOURS.

○ ↔ ○  
○ ↔ ○  
○ ↔ ○

ELEMENTS OF ART

# COLOUR

NAME: \_\_\_\_\_

# HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

# ELEMENTS OF ART

## LINE

A MARK THAT IS LONGER THAN IT IS WIDE

HORIZONTAL

DASHED

CURVED



VERTICAL

DIAGONAL

ZIG ZAG

contour  
LINES:



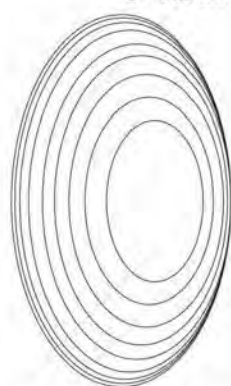
The outline of an object.  
Shows the general shape  
without adding too much detail.

cross  
contour  
LINES:

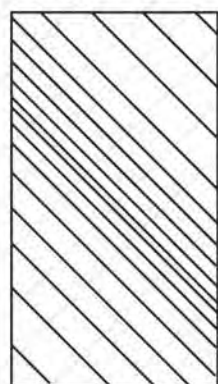


Follows the contour of  
an object and emphasizes form.

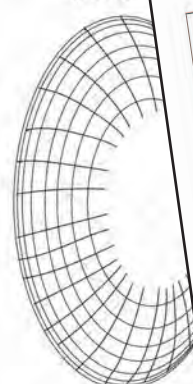
SHADING WITH L



**hatched LINE:**  
parallel LINES used  
to create value.



**cross-hatch**  
crossed LIN  
create v

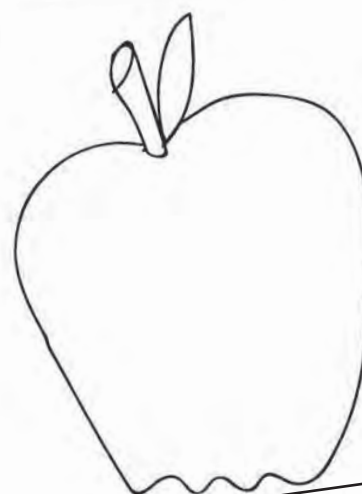


**LINE QUALITY:** refers to the thickness or thinness

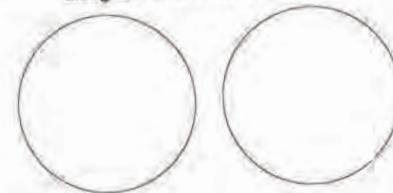


of a LINE. Also called LINE weight.  
LINE variation can create excitement and a sense of movement.

Fill in the shape with CROSS CONTOUR LINES



Fill in the circles to show HATCH and  
CROSS HATCH LINES. Remember to draw the lines  
along the CONTOUR of the circles.



Draw a LINE (or multiple LINES) that show  
interesting LINE QUALITY

# ELEMENTS OF ART

## LINE

A MARK THAT IS LONGER THAN IT IS WIDE

HORIZONTAL

DASHED

CURVED

types  
of

VERTICAL

DIAGONAL

ZIG ZAG

line

contour  
LINES:

The outline of an object.  
Shows the general shape  
without adding too much detail.

cross  
contour  
LINES:

Follows the contour of  
an object and emphasizes form.

SHADING WITH LINES

**hatched LINE:**  
parallel LINES used  
to create value.

**cross-hatched LINE:**  
crossed LINES used to  
create value.

**LINE QUALITY:** refers to the thickness or thinness

# HANDOUTS

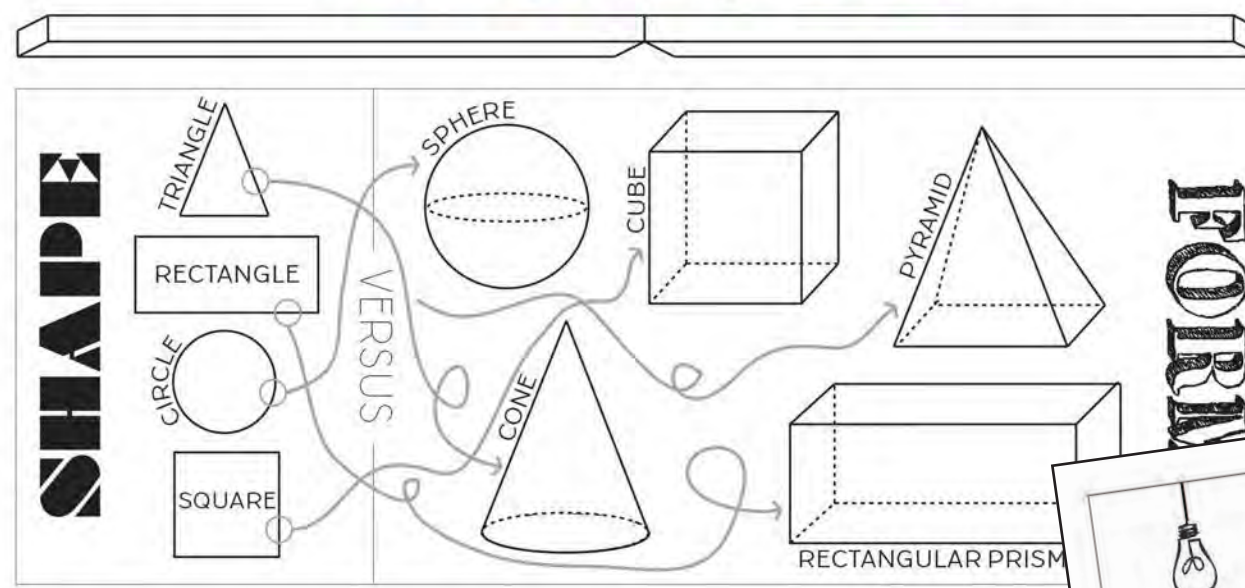
INFO ON THE FRONT, ACTIVITIES ON THE BACK

ELEMENTS OF ART

OFTEN USED WHEN DESCRIBING SCULPTURE OR THREE DIMENSIONAL OBJECTS.

FORM

TWO DIMENSIONAL ART CAN CREATE THE ILLUSION OF FORM THROUGH PERSPECTIVE AND SHADING.



GEOMETRIC FORMS:

often found in man-made things.

PRECISE AND REGULAR

BIOMETRIC FORMS:

often found in nature, irregular.

BIO=LIFE, MORPH=FORM; ORGANIC

SHADING TO CREATE THE ILLUSION OF FORM

LIGHT SOURCE

HIGHLIGHT

MIDTONE

SHADOW

ELEMENTS OF ART

OFTEN USED WHEN DESCRIBING SCULPTURE OR THREE DIMENSIONAL OBJECTS.

FORM

TWO DIMENSIONAL ART CAN CREATE THE ILLUSION OF FORM THROUGH PERSPECTIVE AND SHADING.

SHAPE

TRIANGLE

RECTANGLE

CIRCLE

SQUARE

VERSUS

SPHERE

CUBE

CONE

PYRAMID

FORM

Add shading and cast shadows to the shapes to create the impression of FORM.

Pay attention to the light source when shading.

Draw an example of GEOMETRIC FORMS.

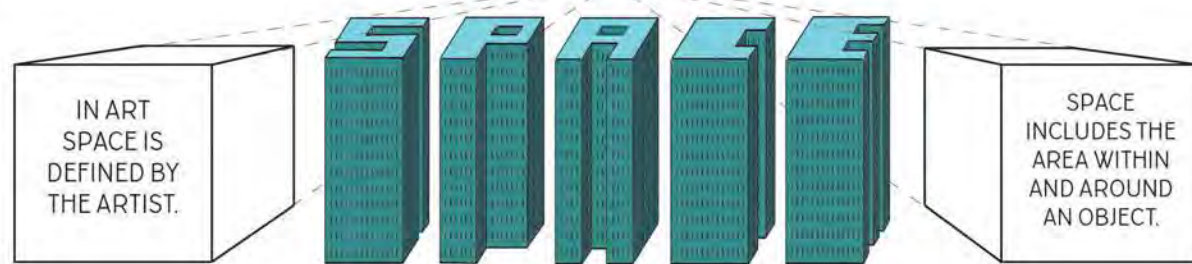
Draw an example of BIOMETRIC FORM.

Draw the FORM version of the shapes. Label the FORM once you are finished.

HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

## ELEMENTS OF ART



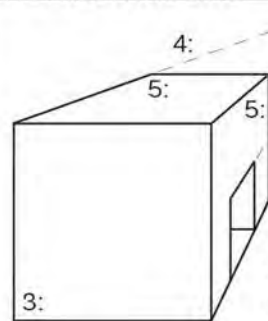
There are two types of SPACE: POSITIVE and NEGATIVE SPACE



Create an illusion of SPACE through PERSPECTIVE.

1: HORIZONTAL LINE

2: VANISHING POINT



STEP 1: Draw your HORIZONTAL LINE.

STEP 2: Add the VANISHING POINT to the HORIZONTAL LINE.

STEP 3: Draw a square above, below, or on the HORIZONTAL LINE.

STEP 4: Line up a ruler with each corner of the square and the VANISHING POINT. Draw a light line connecting the points.

STEP 5: Draw HORIZONTAL LINES to connect the LINES going to the VANISHING POINT. Do the same with VERTICAL LINES to create a doorway or cube. Use the same principle for a doorway or cube.

STEP 6: Erase any lines going to the VANISHING POINT that are not part of the final drawing.

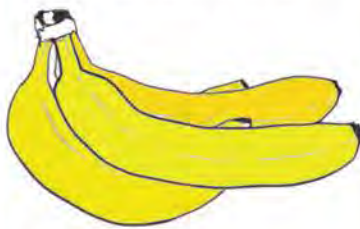
Create an illusion of SPACE through the following techniques:

SIZE



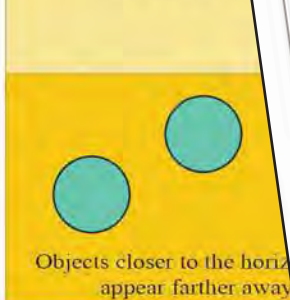
Larger objects appear closer. Smaller objects appear farther away.

OVERLAPPING



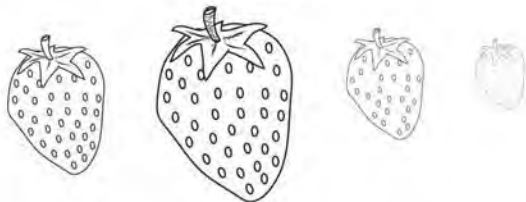
Objects that overlap in front appear closer than objects that overlap behind.

PLACEMENT



Objects closer to the horizon appear farther away.

DETAIL



As objects move farther away they lose detail.

COLOR



As objects move farther away they lose brightness in color.

## ELEMENTS OF ART



There are two types of SPACE: POSITIVE and NEGATIVE SPACE.

Create an illusion of SPACE through PERSPECTIVE

1: HORIZONTAL LINE

2: VANISHING POINT

STEP 1: Draw your HORIZONTAL LINE.

STEP 2: Add the VANISHING POINT to the HORIZONTAL LINE.

STEP 3: Draw a square above, below, or on the HORIZONTAL LINE.

STEP 4: Line up a ruler with each corner of the square and the VANISHING POINT. Draw a light line connecting the points.

STEP 5: Draw HORIZONTAL LINES to connect the LINES going to the VANISHING POINT. Do the same with VERTICAL LINES to create the top and side of the cube. Use the same principle for a doorway or cube.

Draw a city block in PERSPECTIVE using the tips and techniques shown on the front.

Label the POSITIVE and NEGATIVE SPACE.



Draw a picture that uses at least 3 techniques for creating the illusion of SPACE. Label the techniques used when you are finished.

# HANDOUTS

## INFO ON THE FRONT, ACTIVITIES ON THE BACK

## ELEMENTS OF ART

# TEXTURE

IN THREE DIMENSIONAL ART, TEXTURE IS THE WAY SOMETHING FEELS.

IN TWO DIMENSIONAL ART LINE, SHAPE, AND VALUE HELP IMPLY THE WAY AN OBJECT FEELS.

**impasto:** building up paint to create a textured surface.

Artwork can have different finishes such as **matte:** a dull surface that reflects soft light, **semi-gloss** a lightly shiny, reflective surface, **gloss:** a very shiny, reflective surface.



Create **TEXTURE** by repeating and overlapping SHAPES, LINES, and patterns.

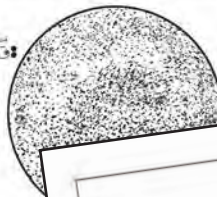
**HAIRY TEXTURE:**

overlap lines and wrap them along the contour of the object.



**ROUGH TEXTURE:**

a mixture of dots and short lines.



**SMOOTH TEXTURE:**

use even shading and value.



**SOFT TEXTURE:**

use even shading and curved lines.



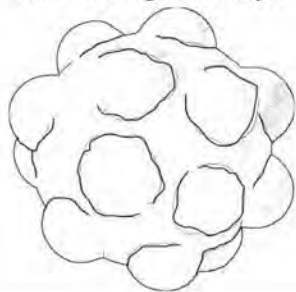
**WOOD TEXTURE:**

use long, slightly curved lines. Add a long, oval knot and wrap around.



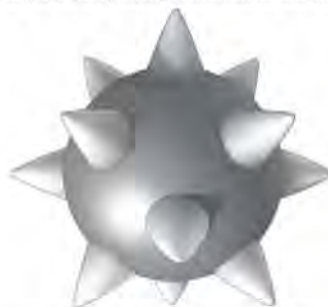
**BUMPY TEXTURE:**

use rounded lines inside and around the edge of an object.



**SHARP TEXTURE:**

use jagged, pointy lines and shapes.



## ELEMENTS OF ART

# TEXTURE

IN THREE DIMENSIONAL ART, TEXTURE IS THE WAY SOMETHING FEELS.

IN TWO DIMENSIONAL ART LINE, SHAPE, AND VALUE HELP IMPLY THE WAY AN OBJECT FEELS.

**impasto:** building up paint to create a textured surface.

Artwork can have different finishes such as **matte:** a dull surface that reflects soft light, **semi-gloss** a lightly shiny, reflective surface, **gloss:** a very shiny, reflective surface.

Create **TEXTURE** by repeating and overlapping SHAPES, LINES, and patterns.

**HAIRY TEXTURE:**

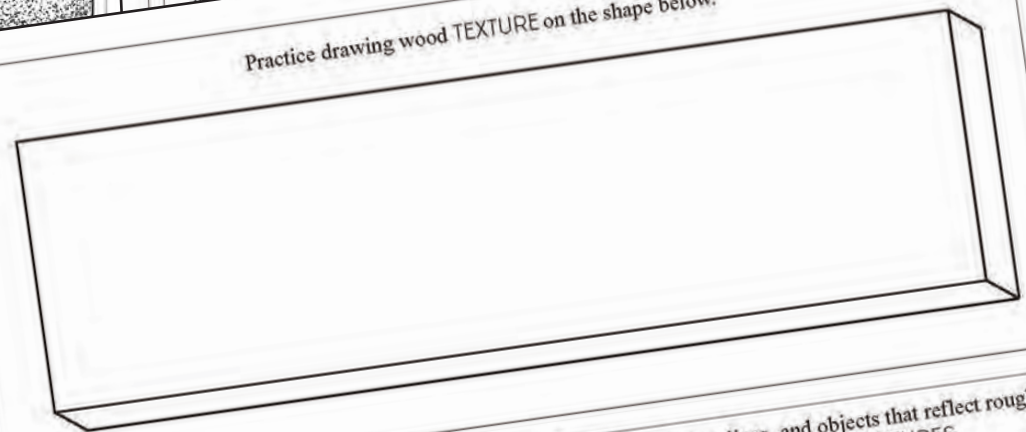
overlap lines and wrap them along the contour of the object.

**ROUGH TEXTURE:**

use a mixture of dots and short lines.

**SMOOTH TEXTURE:**

Practice drawing wood TEXTURE on the shape below.



Draw shapes, lines, and objects that reflect soft, smooth, and hairy TEXTURES.

Draw shapes, lines, and objects that reflect rough, sharp, and bumpy TEXTURES.

# HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

## ELEMENTS OF ART

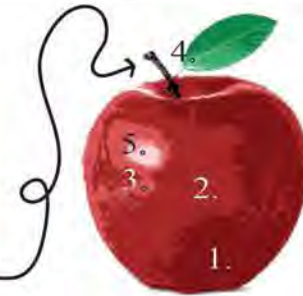
# VALUE

THE LIGHTNESS OR DARKNESS OF A COLOR.

**VALUE SCALE:** shows the range from light to dark.



**DARK** → TO → **LIGHT**



**HATCH:**  
parallel lines



**TIP:** Place lines closer together to create a darker value.

**CROSS HATCH:**  
crossed lines



**TIP:** draw lines along the contour of the object.

**STIPPLE:**  
small dots



**TIP:** Place dots farther apart to create a lighter value.

**MARKS:**  
Any mark can be used to create value.



**TIP:** apply the previous 3 tips to your mark making.

**BLEND:**  
Even transition from dark to light.



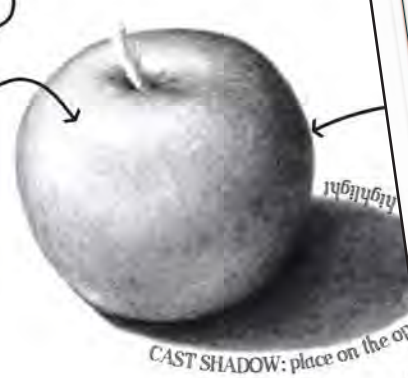
**TIP:** Use a blending tool or your finger to create a smooth transition.

**TINTS:** the light values.



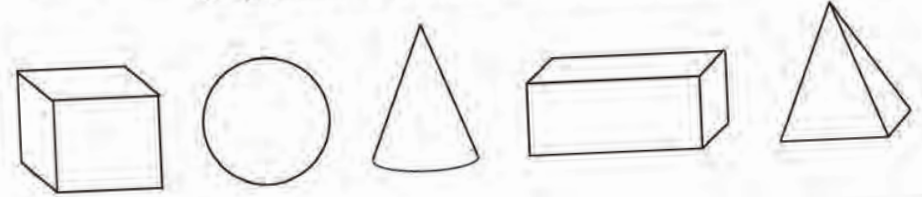
**SHADES:** the dark values.

**HIGHLIGHTS:** where the light is hitting.



**SHADOWS:** where the light is not hitting.

SHADE the square with CROSSHATCH LINES, the circle with BLENDING, the cone with HATCH LINES, the rectangle with STIPPLING and the prisma with freestyle MARKS.

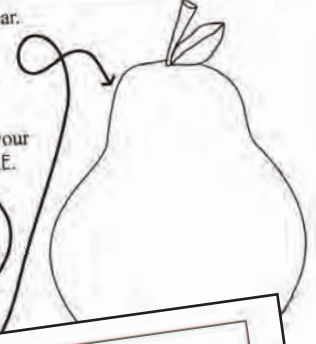


Include the CAST SHADOW, draw an arrow that points to the HIGHLIGHT.

SHADE the stars with different TEXTURES label the TINTS and SHADES when you are done



SHADE the pear. Number the different VALUES that match the VALUES on your VALUE SCALE. The arrow shows the direction of your light source.

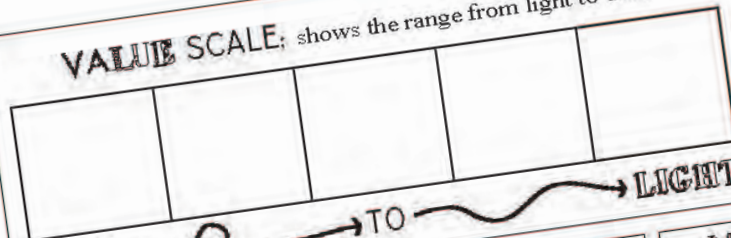


## ELEMENTS OF ART

# VALUE

THE LIGHTNESS OR DARKNESS OF A COLOR.

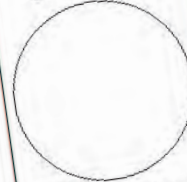
**VALUE SCALE:** shows the range from light to dark.



**DARK** → TO → **LIGHT**

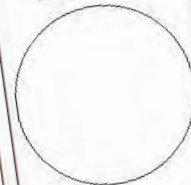


**HATCH:**  
parallel lines



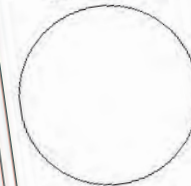
**TIP:** Place lines closer together to create a darker value.

**CROSS HATCH:**  
crossed lines



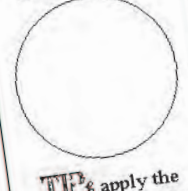
**TIP:** draw lines along the contour of the object.

**STIPPLE:**  
small dots



**TIP:** Place dots farther apart to create a lighter value.

**MARKS:**  
Any mark can be used to create value.



**TIP:** apply the previous 3 tips to your mark making.

**BLEND:**  
Even transition from dark to light.



**TIP:** Fill in the shadow and blend the midtones out from there.

# HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

Label the POSITIVE and NEGATIVE SPACE

POSITIVE and NEGATIVE SPACE can be used to trick the eye.

# SHAPE

WHEN LINES INTERSECT TO ENCLOSE A SPACE, THEY CREATE A SHAPE.  
SHAPES ARE TWO-DIMENSIONAL.

**STATIC SHAPES:** SHAPES that appear static and resting.

SQUARE OCTAGON STAR  
DIAMOND OVAL  
RECTANGLE HEXAGON PENTAGON

**DYNAMIC SHAPES:** SHAPES that appear to be moving.

TRIANGLE

**GEOMETRIC SHAPES:**  
MAN MADE & OFTEN FOLLOW MATHEMATICAL EQUATIONS

SHAPES ARE DEFINED BY **POSITIVE and NEGATIVE SPACE**

# INFO ON THE FRONT, ACTIVITIES ON THE BACK

## ELEMENTS OF ART ASSIGNMENT SHEET

While you are in this course you will complete 7 worksheets that focus on the elements of art.

- Write your name on the worksheets.
- Read the information on the front of the worksheets.
- Complete the activities on the back of the worksheets.
- Submit the handouts for a participation grade.

### SUPPLIES:

To complete this assignment, you will need a pencil, eraser, and ideally crayons, markers, or colored pencils. You may have to work with the materials you have, just do your best!

### VOCABULARY:

- Elements of art: The building blocks of a work of art. The visual components of color, form, line, shape, space, texture, and value.
- Color: the element of art that is produced when light, striking an object, is reflected to the eye. There are three properties to color hue, intensity, and value. Hue is the name we give to a color (red, yellow, blue, green, etc.). Intensity is the vividness of the color. Value, is how light or dark color is.
- Line: marks that span a distance between two points. Line is the use of various marks, outlines, and implied lines in artwork and design.
- Shape: Created by closing a space using lines and is two-dimensional. Shapes can be geometric, such as squares and circles or organic.
- Space: Refers to the distances or area(s) around, between, and within things. Space includes the foreground, middle ground, and background.

# ACTIVITY INSTRUCTIONS