

Name: \_\_\_\_\_ Period: \_\_\_\_\_

## Painting and Design: Color and Value Sampler Evaluation

### ELEMENTS OF ART

**Space:** The creation of distance around, between, above, below, and within an object or group of objects.

**Form:** 2 dimensional shapes with values, changes that appear to be 3 dimensional and enclose volume.

**Texture:** The representation of a surface quality, a simulation.

**Value:** Created by light reflecting from or being absorbed by a surface reflects, highlight or shadows. Changes in value can enhance a sense space and 3 dimensional form.

**Color:** 3 parts - **hue** (color name), **saturation** (intensity, purity, or saturation), and **value** (lightness or darkness, white or black added to main hue).

### COLOR THEORY

- Hue:** a primary or a secondary color
- Saturation:** the intensity or brightness of a hue
- Tint:** a hue added to white to create a lighter value
- Shade:** a hue with black added to create a darker value
- Analogous:** colors which are side by side on the color wheel, neighbors
- Tertiary colors** are made from one primary and one secondary color being mixed together to create a transitional color. Blue + Green = blue/green

### Color and Value Sampler Evaluation:

#### \_\_\_\_\_/10 Part I:

1. Mix tertiary colors between the analogous hues, to create a gradual transition of hues from top to bottom.
2. On the left side your hue will be added to white and transition to a pure saturation near the middle and over to the darkest possible shade on the right (add a small amount of black to your hue to achieve a shade.)

#### \_\_\_\_\_/10 Part II:

1. Draw 4 boxes, fill each with one of the 5 colors from the chart in part 1, you must include both of your tertiary colors. The colors in each box should transition across the shape: tint at the bottom, saturation near the middle, a mild shade at the top. Example: blue/green
2. Each box will include a 3d cloud layer, painted over the top of the transitional hue:
  - Brush roll
  - Dry brush
  - Scumbling
  - Brush pattern

Tints	Pure saturations	Shades
Analogous hue		
Main hue		
Analogous hue		

  

Brush roll Wet into wet Brush held at a low level to the format	Dry brush
Scumbling – Rough dry texture	Brush Pattern strokes follow a path