

Painting and Design Study Guide

Color Harmony and Elements

The Elements of ART

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

Line: A mark, hatch, or stroke – strokes used in combinations can create texture

Form: 2 dimensional shapes with values changes will 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, 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).

Shape: Creates a 2 dimensional area defined by line, value, texture, or space

Color Theory:

3 Color Harmonies:

- Cool Colors:** Green, blue/green, blue, blue/purple, purple
Cool Colors tend to recede into the background
- Warm Colors:** Yellow, yellow/orange, orange, red/orange, red
Warm Colors tend to advance to the foreground
- Analogous colors** are those that are side by side on the color wheel, this includes primary, secondary and tertiary colors.

Primary colors are red, yellow and blue, using these colors you can make ALL of the colors on the color wheel.

Secondary colors, orange, purple, and green are made from the combination of any two primary colors:

Yellow + Red = Orange

Red + Blue = Purple

Blue + Yellow = Green

The 3 parts of Color are

- hue (color name)
- saturation (intensity, purity, or saturation)
- value (lightness or darkness, white or black added to main hue)

Black and white are considered to be **VALUES**, not colors

Tertiary colors are made by combining one PRIMARY and one SECONDARY color.

Tertiary colors are not considered to be pure hues.

Primary and secondary colors are considered to be pure hues