

## Visual Arts Glossary

**alternating rhythm**—created by repeating two or more of an element of art, such as red-blue, red-blue, red-blue. Rhythm is a principle of organization

**analogous**—colors that appear next to each other on the color wheel and have one color in common, such as blue-green, blue, blue-violet

**asymmetrical**—not having balance; different appearance on opposites sides of a dividing plane or line

**asymmetrical**—the type of balance that results when two sides of an artwork are equally important but one side looks different from the other

**asymmetrical balance (informal balance)**—the type of balance that results when two sides of an artwork are equally important but one side looks different from the other.

**atmospheric perspective**—the effect on the appearance of an object by air/space between it and a viewer. Details on the object decrease, tones become less saturated (colors shift towards blue).

**background**—the area of an artwork that appears farthest away: a way of showing space

**balance**—a principle of organization of visual arts; an arrangement of elements that makes individual parts of artwork appear equally important

**balance**—a principle of organization of visual arts; the arrangement of elements that makes individual parts of a composition appear equally important. Balance is an arrangement of the elements to create an equal distribution of visual weight throughout the format or composition. If a composition appears top or bottom heavy and/or anchored with weight to one side, it is not visually balanced.

**collage**—a way of making a work of art by gluing different objects, materials, and textures to a surface

**color**—an element of visual arts; the visual arts utilize the twelve basic hues of the color wheel

**primary**—red, yellow, blue

**secondary**—orange, green, violet

**intermediate**—red-orange, yellow-orange, yellow-green, blue-green, blue-violet, and red-violet

**color**—an element of visual art; the visible range of reflected light. Color has three properties – hue, value, and intensity (brightness or dullness).

color schemes—grouping of colors that are related on the color wheel, such as complimentary, analogous, warm, and cool

**analogous**—colors that appear next to each other on the color wheel and have one color in common, such as blue-green, blue, blue-violet

**complementary colors**—colors that are opposite on the color wheel, such as yellow/violet, blue/orange, and red/green

**cool colors**—group of colors on the color wheel that includes blues, greens, and violets. They appear to look further away from the viewer in an artwork

**warm**—a group of colors in the color wheel associated with warmth, such as red, yellow, and orange. They appear to advance toward the viewer in an artwork.

**color value**—the lightness or darkness of a color.

**color wheel**—colors arranged in a circle to show color relationships

**complementary colors**—colors that are opposite on the color wheel, such as yellow/violet, blue/orange, and red/green

**composition**—arranging elements of visual arts using the principles of organization of visual arts to create a piece of artwork

**composition**—arranging of art elements (line, shape, form, value, texture, space, color) using the principles of organization (balance, contrast, rhythm, pattern) to create an artwork

**construction techniques**—different ways to put materials together (e.g. stapling, cutting, gluing, taping, etc)

**contrast**—a principle of organization of visual arts; using opposite visual arts qualities side by side (e.g., light against dark, heavy against light, textured against smooth, etc.)

**contrast**—a principle of organization of visual arts; a technique in an artwork which shows differences in art elements such as smooth/rough textures, light/dark colors, or thick/thin lines

**cool colors**—group of colors on the color wheel that includes blues, greens, and violets. They appear to look further away from the viewer in an artwork

**cubism**—a twentieth century style of art that emphasizes the separation of the subject into cubes and other geometric forms from multiple viewpoints

**design**—another word for composition

**dominance**—the way an artwork shows emphasis in which one element or object in the composition is the strongest or most important part of the work

**drawing-techniques**—different ways of drawing, such as hatching, stippling, contour, blending, or shading

**hatching**—drawing thin parallel or crossed lines

**contour**—drawing the outline of a shape

**blending**—

**shading**—drawing different grades of a color

**elements of art**—the basic ingredients that make up a work of art: line, shape form value, texture, space, color (see **visual arts elements**)

**emphasis/dominance**—a principle of organization of visual arts; importance given to certain objects or areas in an artwork; color, texture, shape, space, and size can be used to create importance

**emphasis**—a principle of organization of visual arts; importance given to certain objects or areas in an artwork. Color, texture, shape, space, and size can be used to create importance.

**exaggeration**—showing something in a way that makes it seem larger or more important than it is

**expression**—showing an emotion or feeling in a work of art

**expressionism**—a twentieth century style of painting expressing a definite or strong mood or feeling with simplified designs and brilliant colors

**flowing rhythm**—rhythm is a principle of organization of visual arts: created by the repetition of wavy lines or curved shapes. Flowing rhythm suggests movement or motion.

**focal point**—the part of an artwork that attracts the eye of the viewer

**foreground**—the area of an artwork that appears closest

**foreshortening**—the illusion that an object that is closer to the viewer is larger than one far away

**form**—an element of visual arts; a three-dimensional object that has height, and depth

**Free form**—having a flowing shape that is asymmetrical

**Freestanding**—stands on its own

**geometric shapes**—a defined form; circle, square, triangle

**geometric**—any shapes that are based on math principles, such as a square, circle, and triangle hatching, cross hatching, scribbling, broken lines, repeating lines and shapes

**ground line**—a line that defines the plane on which the subject in an artwork sits

**harmony**—a principle of organization of visual arts; the creation of unity through the use of stressing similarities of separate but related parts of the artwork

**horizon/ground line**—based on an artist’s eye level; a line where sky meets earth

**hue**—another name for color

**implied line**—lines that are suggested by the placement of other lines, shapes, and colors but are not actually seen in the artwork

**impressionism**—a style of painting popular in the late 1800s and 1900s that featured everyday subjects showing the changing effects of color and light

**intensity**—the brightness or dullness of a color

**intermediate color**—a color mixed from a primary and the secondary color next to it. It is also called a “tertiary” color

**line**—an element of art: the flat path of a dot through space used by artists to control the viewer’s eye movement; a thin mark made by a pencil, pen, or brush

**line quality**—the width or appearance of any line, such as thick or thin, smooth or rough, continuous or broken

**line types**—the variety of directions and shapes that a line may have; vertical, horizontal, diagonal, curved, zigzag

**line types**—there are five (5) types of lines: vertical, horizontal, diagonal, curved, zigzag

**medium (media)**—the material chosen by the artist to create a work of art, such as paint, pencil, or clay

**middle ground**—the area between the foreground and background

**monochromatic**—having or appearing to have only one color

**motif**—a repeated shape or design in a work of art

**motif**—a design unit that may be repeated in a visual rhythm

**movement**- a principle of organization of visual arts; the use of art elements to draw a viewer’s eye through an artwork

**negative space**—a shape or space surrounding a line, shape, or form

**neutral color**—color that has no chromatic qualities-black, white, grays, browns

**non-color value** – lightness and darkness of a line, shape, or form utilizing a neutral scale (blacks, grays, and whites).

**non-representational**—an artwork with few or no recognizable subjects

**organic shape**—resembling a living thing such as a plant or animal

**organic shapes**—shapes found in nature

**originality**—a unique and personal expression of art knowledge and skills

**pattern**—a principle of organization-the repetition of art elements in an organized way.

**perspective**—a way to create the appearance of depth on a two-dimensional surface, such as one-point perspective or two-point perspective

**point of view**—the angle from which a viewer sees an object

**pointillism**—a technique using dots to create the artwork

**positive space**—the actual space taken up by the line, shape, or form

**primary colors**—the basic colors from which all other colors are made: red, yellow, blue: no other colors can be mixed to make them

**principles of organization of visual arts**—means of organizing the elements in a work of art: balance, contrast, emphasis/dominance, harmony, movement, pattern, proportion, repetition, rhythm, unity, variety

**progressive rhythm**—visual rhythm that changes in motif every time it repeats

**proportion**—a principle of organization of visual arts; the relationship of parts to a whole or parts to one another, referring to size and placement

**radial balance**—types of balance in which art elements come out from the center of the artwork

**random rhythm**—a type of visual rhythm in which the same elements are repeated with order, such as stars in the sky

**realism**—a style of art that portrays objects or scenes as they might appear in everyday life. A recognizable subject is portrayed using lifelike colors, textures, and proportion.

**reflected light**—light that is bounced back from a source

**regular rhythm**—visual rhythm using the same elements repeated again and again

**relief**—a type of sculpture in which forms project from a flat background

**resist**—an art process using two or more materials that do not mix, such as, crayon and watercolor or wax and ceramic glaze

**repetition**—the repeated use of art elements to create pattern/movement/ rhythm/unity

**rhythm (visual rhythm)**—the use of repeated arts elements to create movement in an artwork; random, regular, alternating, flowing progressive

**alternating rhythm**—created by repeating two or more of an element of art, such as red-blue, red-blue, red-blue. Rhythm is a principle of organization

**random rhythm**—a type of visual rhythm in which the same elements are repeated with order, such as stars in the sky

**regular rhythm**—visual rhythm using the same elements repeated again and again

**sculpture**—a three-dimensional work of art

**sculptural techniques**- different ways to create 3-D forms (e.g. cutting, folding, rolling, twisting, curling, scoring, bending, etc)

**secondary color**—a color created by mixing two primary colors together in equal parts: green, violet, orange

**shade**—a value created by adding black to a color

**shape**—an element of visual arts; a closed space made when a line connects to itself

**sketch**—a drawing without much detail, usually completed in a short amount of time; sometimes used as a rough draft for later work

**space**—an element of visual arts; the area above, below, around, and within a work of art

**space**—an element of visual arts; the area above, below, around, and within a piece of artwork. The illusion of depth or space on a flat surface is created through the use of the following techniques: overlapping shapes and forms, use of size, detail, value, color, and linear perspective.

**spatial devices**—methods used to create the appearance of space in an artwork; foreground/middle ground/background, overlap, placement, size, detail, color, value

**foreground**—the area of an artwork that appears closest  
**middle ground**—the area between the foreground and background  
**background**—the area of an artwork that appears farthest away: a way of showing space  
**color value**—the lightness or darkness of a color  
**horizon line**—based on the artist's eye level, a line where sky meets earth  
**overlap**—partly cover another part  
**still life**—an artwork featuring a collection of nonmoving objects  
**Still life**—a piece of artwork featuring a collection of nonmoving subject matter  
**style**—the distinctive use of art elements and principles, forming characteristics or techniques unique to an individual artist, group or period  
**subtractive/additive process**—the process of taking away or adding materials to produce an artwork  
**surreal**—the use of fantastic imagery to combine the dreamlike with the realistic  
**symbol**—an image representing something else  
**symmetrical/formal balance**—a type of balance that results when both sides of an artwork are the same or mirror one another  
**symmetrical**—having balance; exact appearance on opposite sides of a dividing line or plane  
**technique**—methods of working with art materials to create artwork  
**tertiary color**—see intermediate color  
**texture**—an element of the visual arts  
    **actual**—how something feels  
    **visual**—how something appears to feel; simulated  
**texture**—an element of visual arts; how something feels (actual) or appears to feel (implied);  
**texture**—an element of visual arts; how something feels or appears to feel; stippling, hatching, cross hatching, scribbling, broken lines, repeating lines and shapes  
**tint**—a value created by adding white to a color  
**three-dimensional or 3-D**—relating, having, appearing to have, or existing in three dimensions (length, width, and depth)  
**tone**—a color created by adding gray  
**unity**—a principle of art; a successful combination of arts elements to create a sense of wholeness and visual completion in an artwork  
**value/shading**—an element of visual arts; the lightness and darkness of a line, shape, or form  
**value**—an element of visual arts; the lightness and darkness of a line, shape, or form  
**vanishing point**—a spatial device used in art where two or more parallel lines appear to come together at one point  
**variety**—the use of art elements to create differences in an artwork for visual interest  
**vertical**—the up and down orientation of a line, shape, or form  
**visual arts**—creative expressions using imagery to satisfy the human need to communicate thoughts, ideas, feelings and beliefs  
**visual arts elements**—the basic components that make up a work of art: color, form, line, shape, space, texture, and value/shading

**color**—an element of visual arts; the visible range of reflected light. Color has three properties – hue, value, and intensity (brightness or dullness).

**form**—an element of visual arts; a three-dimensional object that has length, width, and depth

**line**—an element of art; the one-dimensional path of a dot through space used by artists to control the viewer's eye movement; a thin mark made by a pencil, pen, or brush

**shape**—an element of visual arts; a closed space made when a line connects to itself

**texture**

**actual**—how something feels

**visual**—how something appears to feel; simulated

**value/shading**—an element of visual arts; the lightness and darkness of a line, shape, or form

**visual rhythm**—see rhythm

**warm**—a group of colors in the color wheel associated with warmth, such as red, yellow, and orange. They appear to advance toward the viewer in an artwork