

Parts and the Puzzle — Week Three

Vocabulary to Keep in Mind

Elements of Design:

Line	The mark made by a tool as it is drawn across a surface. Line attribute (or type) refers to the way the line moves from its beginning to its end. Line direction is the relationship between the line and the page (horizontal/vertical). Line quality refers to how a line is drawn (delicate, bold, smooth, broken, thin, thick, regular, irregular, etc).
Shape	The general outline of something. Shape can also be called a closed form or closed path.
Value	The lightness or darkness of a visual element. The relationship of one element to another in respect to lightness and darkness is value contrast.
Color	Elements of color are hue, shade, value and saturation. Hue is the name of a color. Shade, tone and tint are aspects of color value. Saturation (also, chroma or intensity) is the brightness or dullness of a color.
Texture	The tactile quality of a surface or representation of such a surface quality. Visual textures are illusional (giving the impression of real textures) while tactile texture are real (involving touch).
Harmony	The equal distribution of visual weight (or, the illusion of physical weight on a two-dimensional surface using size, value, color, shape and texture).
Hierarchy	The arrangement of elements according to importance. Something to keep in mind with hierarchy is the focal point, or the most important aspect of the composition (where the eye goes first).
Rhythm	A pattern that is created by repeating or varying elements while considering the space between them and establishing a sense of movement from one element to another.
Unity	The state in which the elements in a composition look as though they belong together.
Negative Space	Also known as white space, this is the space around and between the subjects of the image. It is a very important aspect of composition to consider.