# Art

The Art is the expression or application of human creative skill and imagination. typically in a visual form such as painting or sculpture, producing works to be appreciated primarily for their beauty or emotional power.

## Elements of Art

A work of art can be analyzed by considering a variety of aspects of it individually. These aspects are often called the **elements of art**. A commonly used list of the main elements includes form, shape, line, color, value, space, texture and perspective. The list can also be shortened to just five elements consisting of line, form, texture, colour and pattern.⌐

- Line
- Shape
- Form
- Colour
- Space
- Texture
- Value

### Line

Lines and curves are marks that span a distance between two points (or the path of a moving point). As an element of visual art, line is the use of various marks, outlines, and implied lines during artwork and design. A line has a width, direction, curve, and length. A line's width is most times called its "thickness". Lines are sometimes called "strokes", especially when referring to lines in digital artwork.

### Shape

Shape refers to a 2-dimensional and 3-dimensional that is flat or 3-d. Shapes could be geometric, such as squares, circles, cubes, etc.

### Form

The form of a work is its shape, including its volume or perceived volume. A three-dimensional artwork has depth as well as width and height. Three-dimensional form is the basis of sculpture.[1] However, two-dimensional artwork can achieve the illusion of form with the use of perspective and/or shading or modelling techniques. Formalism is the analysis of works by their form or shapes in art history or archeology.

# Colour

Colour is the element of art that is produced when light, striking an object, is reflected to the eye.[1] There are three properties to color. The first is hue, which simply means the name we give to a color (red, yellow, blue, green, etc.). The second property is intensity, which refers to the vividness of the color. A color's intensity is sometimes referred to as its "colorfulness", its "saturation", its "purity" or its "strength". The third and final property of color is its value, meaning how light or dark it is. The terms shade and tint refer to value changes in colors. In painting, shades are created by adding black to a color, while tints are created by adding white to a color.

# Space

Space is any conducive area that an artist provides for a particular purpose. Space includes the background, foreground and middle ground, and refers to the distances or area(s) around, between, and within things. There are two kinds of space: negative space and positive space. Negative space is the area in between, around, through or within an object. Positive spaces are the areas that are occupied by an object and/or form.

# Texture

Texture, another element of art, is used to describe the object more and how something feels or looks. A small selection of examples of the descriptions of texture is furry, bumpy, brittle, smooth, rough, soft, and hard. There are many forms of texture; the two main forms are actual and visual.

Visual texture is strictly two-dimensional and is perceived by the eye that makes it seem like the texture.

Actual texture (tactile texture) is one not only visible, but can be felt. It rises above the surface transitioning it from two-dimensional to three-dimensional.

# Value

Value is the degree of lightness and darkness in a color. The difference in values is called contrast. Value can relate to shades, where a color gets darker by adding black to it, or tints, where a color gets lighter by adding white to it. White is considered the lightest value whereas black is the darkest. The middle value between these extremes is middle grey. This is also known as a half-tone, all of which can be found on a value scale.

# The difference between 2-D and 3-D design

**The difference between 2-D and 3-D design is that 2-D is flat and has only two dimensions, while a 3-D design allows for depth and rotation.** In general, these terms define the difference between a painting and a sculpture. Most of these shape designs are used in geometry.

**2-D design** involves purposeful decision-making about using the elements and principles of drawing in an integrative manner. In 2-D design, understanding of design principles is demonstrated as applied to a two-dimensional surface. These designs articulate the principles of design, such as unity/variety, balance, emphasis, contrast, rhythm, repetition, proportion/scale and figure/ground relationship, through a range of visual elements, including line, shape, color, value, texture and space.

**3-D design** addresses engagement with physical space and materials. In 3-D design, the designer demonstrates understanding of design principles that relate to depth and space and articulates the same principles of design utilized in 2-D design (unity, balance, etc.) with visual elements such as mass, volume, color/light, form, plane, line and texture. These issues are explored through additive, subtractive and/or fabrication processes. Examples of 3-D design approaches include, but are not limited to, figurative or non-figurative sculpture, architectural models, metal work, ceramics, 3-D fiber arts/fashion and jewelry or other forms of body adornment.

## Difference between Art & Design

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| Good art inspires. | Good design motivates. |
| Good art is interpreted. | Good design is understood. |
| Good art is a taste. | Good design is an opinion. |
| Good art sends a different message to everyone. | Good design sends the same message to everyone. |
| Good art is a talent. | Good design is a skill. |