

Fantasy Landscape Key Vocabulary

Background – Part of the picture plane that appears to be farthest from the viewer.

Color – An element of art that is derived from reflected light. Color has three properties: hue, value, and intensity.

Composition – The way the principles of art are used to organize the elements of art.

Contrast – The technique for creating a focal point by using different elements.

Cool Colors – Blue, green, and violet. Cool colors suggest coolness and seem to recede from the viewer. Cool colors can be used as a color scheme.

Emphasis – Principle of art that makes one part of the work dominant over the other parts. The element that is noticed first is called *dominant*; elements that are noticed later are called *subordinate*.

Fantasy Art – Art that focuses on make-believe or imaginary subjects.

Foreground – Part of the picture that appears closest to the viewer. The foreground is usually at the bottom of the picture.

Landscape – Comprises the visible features of an area of land, including physical elements such as landforms, living elements of flora and fauna, abstract elements such as lighting and weather conditions, and human elements, for instance human activity or the built environment.

Line – An element of art that is the path of a moving point through space. A line is used by an artist to control the viewer's eye movement. There are many kinds of line: vertical, horizontal, diagonal, curved, zigzag, straight, etc.

Middleground – Part of the picture between the foreground and the background.

Overlapping – When one object covers part of a second object, the first seems to be closer to the viewer.

Perspective – A system that creates the illusion of depth and volume on a two-dimensional surface. Perspective is created by overlapping, size variations, placement, detail, color, and converging lines.

Proportion – Principle of art concerned with the size relationships of one part to another.

Shape – An element described as enclosed two-dimensional space. Shapes can either be geometric or organic/free-form.

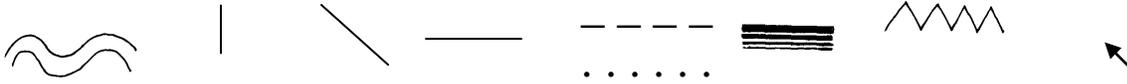
Unusual – Technique for creating a focal point by using the unexpected

Value - An element that refers to the lightness or darkness of a color. A color's value is lightened by the addition of white (tint) and darkened by the addition of black (shade).

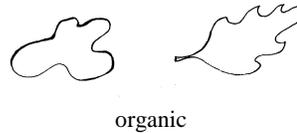
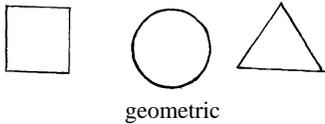
Warm Colors – Red, orange, and yellow. Warm colors suggest warmth and seem to move toward the viewer. Warm colors can be used as a color scheme.

THE ELEMENTS OF ART

LINE – An element of art that is the path of a moving point through space. A line used by an artist to control the viewers eye movement. There are many kinds of lines, horizontal, vertical, diagonal, curvy, zigzag, straight, etc.



SHAPE – An element described as 2-dimensional enclosed space. Shapes can be geometric (square, circle, triangle, etc.) or organic/freeform (irregular).



SPACE – An element that indicates areas either positive or negative areas, or ways to show depth in space using foreground, middle ground and background



positive space



negative space



foreground

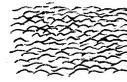
background

middleground

FORM – An element of art that is described as 3-dimensional (having height, width and depth) and which encloses volume (i.e. cylinders, cubes, spheres, etc.)



TEXTURE – An element that refers to the surface quality (rough, smooth, etc.) of an object or artwork. Texture can be actual or implied. Drawings and paintings describe implied textures. Actual textures are those you can actually feel.



COLOR – An element of art that is derived from reflected light. Color has three properties: hue, value, and intensity.

VALUE – An element that refers to the lightness or darkness of a color. A color's value is lightened by the addition of white (tint) and darkened by the addition of black (shade).

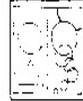


THE PRINCIPLES OF DESIGN

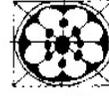
BALANCE – A principle of design that refers to the equalization of elements. There are three kinds of balance: symmetrical, asymmetrical, and radial.



symmetrical

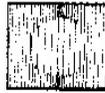


asymmetrical

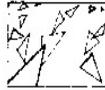


radial

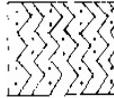
UNITY – A principle of design that relates to the sense of one-ness or wholeness in a work of art. There is something similar throughout the entire design.



MOVEMENT – A principle of art referring to a way of combining art elements to produce a look and feel of action, or to cause the viewer's eye to travel over the artwork in a certain way.



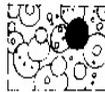
PATTERN – A principle of design referring to the combinations of lines, colors, and shapes repeated in a series.



RHYTHM – A principle of design where movement and repetition occur together. Usually the same or similar objects repeat or change in their placement or size as they move.



EMPHASIS - A principle of design that uses size, contrasting colors, or placement to draw attention to a certain object in a work of art.



CONTRAST – A principle of design that refers to differences in elements in a work of art. Two very different elements are combined in the same work (i.e. dark vs. light value, bright vs. dull color, geometric vs. organic shapes) etc.



VARIATION – A principle of design which refers to the changing or differing characteristics of elements in a work of art.



Line was the focus in this drawing. Many variations of lines were used to create this design.