

Glossary

AESTHETICS	The study of the concept of beauty, how it is defined, and how people experience and understand it.
ANALOGOUS COLORS	Neighboring hues on the color wheel: such as yellow, yellow-orange, and orange.
ASSYMETRY	Balance achieved by contrasting differences, a balance that is felt, but not of equal design on each side.
AXIS	The perceived center or spine of a shape; the dividing line in a symmetrical image. An axis is a line around which an image or part of an image is organized.
BALANCE	One of the principles of design, equilibrium; a harmonious or satisfying arrangement or proportion of design elements. It can be asymmetrical or symmetrical.
CHARCOAL	A black, porous, carbon drawing material made from finely charred wood.
CHIAROSCURO	Italian for "light-dark." The use of contrasting areas of high and low values to create dramatic effects.
COLLAGE	A picture or design made by assembling and arranging different types of materials. From the French word "to paste."
COLOR	One of the elements of design. The sensation resulting from reflection or absorption of light by a surface. It has three dimensions hue, intensity, and value.
COMPLEMENTARY COLORS	Colors which are opposite each other on the color wheel; when mixed in equal proportions they produce a neutral color.
COMPOSITION	The formal arrangement of the elements of design within a piece of art.
CONTENT	The subject matter, meaning, and cultural context of a work of art.
CONTOUR	The edge of a shape or form.
CONTRAST	One of the principles of design. The use of noticeable difference in line, color, shape, etc.
COOL COLORS	A color whose hue is in the lower end of the spectrum: blue-violet, blue, or blue-green. Cool colors tend to be perceived as receding in space.
CRITIQUE	An analysis of a piece of art.

ELEMENTS OF DESIGN	The building blocks in constructing a piece of art. The elements are line, shape (form), color, texture, space and value. Sometimes size is also considered and element.
EMPHASIS	One of the principles of design. Sometimes also referred to as dominance. A feature given more importance than any other aspect of the work.
HUE	The dimension of a color that describes its location on the color wheel
INTENSITY	The dimension of color that measures the brilliance, saturation, or colorfulness of a hue. The closer a color is to its pure state, the higher its intensity. The lower the amount of the hue in a color (the closer it is to gray), the lower its intensity. Intensity is reduced by mixing a hue with its complement.
LINE	An element of design. It is characterized by length, thickness, and direction.
MEDIUM	A mode of artistic expression or communication; material or technical means of artistic expression such as watercolor, clay, pen, etc.
MONOCHROMATIC	A color scheme based on various tints and shades of one hue.
MONOTYPE	A unique print made by painting or drawing on the plate. Because the image is not part of the plate it changes each time a print is pulled from the plate
NEGATIVE SPACE	The space surrounding an object.
NEUTRAL COLOR	A color of low intensity: such as black, white, gray, or grayed colors.
POSITIVE SPACE	The space occupied by an object.
PRIMARY COLOR	A hue that cannot be created at its highest intensity by mixing other colors. For this kit the primary colors are red, blue, and yellow.
PRINCIPLES OF DESIGN	The ways in which the elements of design are organized in a composition; these include balance, unity, rhythm, emphasis, variety, contrast, repetition and proportion.
PRINTMAKING	The act of transferring an image from a plate or stencil to its final surface; the result may be multiple similar images or a unique, one-of-a-kind image
PROPORTION	A principle of design. The relationship in scale between one element and another, or between a whole and one of its parts.
REPETITION	A principle of design. Recurrence of an element.
REPOUSSE	Raised in relief by hammering on the reverse side

RHYTHM	A principle of design. An ordered movement achieved by the regular recurrence or natural flow of related elements.
SCALE	The relative, perceived, or experienced size of an image or object.
SECONDARY COLORS	Orange, green, and violet made by mixing two primary colors.
SHADE	A color of lower value made by mixing the hue with black.
SHAPE	An element of design. The external appearance, outline, or surface.
SYMMETRY	The formal balance of elements about an axis.
TECHNIQUE	Specific methods or approaches when working with materials in creating works of art
TEXTURE	An element of design. It is the tactile quality of a surface. It may be physical or purely visual. Visual texture results from marks that create a pattern.
TINT	A color that has been mixed with white. Mixing a hue with white raises its value.
TOPE	A lower intensity color made by mixing a hue with its complement.
UNITY	A principle of design. Using the elements to create a quality of oneness or wholeness.
VALUE	An element of design. It is the dimension of color that describes its lightness or darkness.
VARIETY	A principle of design showing diversity or difference using the elements.
WARM COLORS	Colors within the red to yellow area of the color wheel. Warm colors tend to advance in pictorial space

References

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