

STUDIO IN ART MIDTERM EXAM

DUE DATE: _____

PART ONE: ELEMENTS OF DESIGN

REVIEW THE ELEMENTS OF DESIGN. LOOK CLOSELY AT THE EXAMPLES OF EACH DISPLAYED IN THE CLASSROOM FOR SPECIFIC EXAMPLES OF EACH. USING MAGAZINE PHOTOS OR ADS, FIND AN EXAMPLE OF EACH OF THE FOLLOWING ELEMENTS. CUT THEM OUT, PUT THEM IN YOUR SKETCHBOOK, AND LABEL APPROPRIATELY. WHEN LABELING, IDENTIFY THE ELEMENT OF DESIGN AND ITS SPECIFIC ATTRIBUTE IN WRITING NEXT TO EACH EXAMPLE.

LINE: A series of dots moving in any direction; perceived as an edge between colors, textures, forms, or planes. One example:
_____ Find an example in a photo or ad where the element of line is dominant. Identify the direction of the line (vertical, horizontal, diagonal); whether it is soft, hard, rounded, angular, etc.; and whether it outlines or denotes something in particular (shapes, colors, etc).

SPACE: Any positive or negative area encompassing objects as well as the space around. Four Examples:

_____ **SPACE CREATED BY DEPTH.**

Your example should be a photo that has a foreground, middle ground, and background. Identify appropriately.

_____ **NEGATIVE SPACE VS. POSITIVE SPACE.**

Your photo should be labeled to identify the positive space (objects) and the negative space (area surrounding objects).

_____ **POINT OF VIEW**

Find a photo that illustrates either an *ant's eye view* (looking up at subject) or *bird's eye view* (looking down at subject). Label appropriately.

_____ **SPACE CREATED THROUGH LINEAR PERSPECTIVE.**

Find a photo that demonstrates the use of linear perspective (one-point perspective or two-point perspective) to create a sense of space. Label appropriately.

SHAPE/ FORM: A segment of space with distinguishable barriers; can be geometric or biomorphic. Two examples. Label each example.

_____ **SHAPE**= 2 dimensions; height and width.

_____ **FORM**= 3 dimensions; height, width, and depth. Form defines volume.

COLOR: Color has 3 qualities: hue (name of the color), value (lightness or darkness of a color), and intensity (purity or fullness of a color; brightness or dullness). Three examples. Label each color theory and identify specific hues.

_____ **MONOCHROMATIC COLOR**

A one-color color theory using tints and shades (values) of only one hue .

_____ **COMPLEMENTARY COLOR**

A color theory that is based on complementary colors (colors opposite each other on the color wheel).

_____ **ANALOGOUS COLOR**

A color theory that is based on neighboring colors (colors that are found next to each other on the color wheel).

VALUE: Value is the lightness or darkness of an image. Three examples. Label each appropriately.

_____ **HIGH KEY COLOR**

An image using only light tones is considered to be high key.

_____ **LOW KEY COLOR**

An image using only dark tones is considered to be low key.

_____ **FULL CONTRAST COLOR**

An image that contains a mix of light tones and dark tones is considered to be full contrast.

TEXTURE: Texture refers to the surface quality of an image. Two examples. Label appropriately.

_____ **TACTILE TEXTURE**

Tactile texture has real touch quality (example= sand paper).

_____ **VISUAL TEXTURE**

Visual texture refers to a surface that is perceived to have texture.

PART TWO: PRINCIPLES OF DESIGN

REVIEW THE PRINCIPLES OF DESIGN. LOOK CLOSELY AT THE EXAMPLES OF EACH DISPLAYED IN THE CLASSROOM FOR SPECIFIC EXAMPLES OF EACH. USING MAGAZINE PHOTOS OR ADS, FIND AN EXAMPLE OF EACH OF THE FOLLOWING PRINCIPLES. CUT THEM OUT, PUT THEM IN YOUR SKETCHBOOK, AND LABEL APPROPRIATELY. WHEN LABELING, IDENTIFY THE PRINCIPLE OF DESIGN AND ITS SPECIFIC ATTRIBUTE IN WRITING NEXT TO EACH EXAMPLE.

MOVEMENT/ RHYTHM: This refers to the repetition or tension of elements that guides the viewers' eye through the composition. Visual movement can be achieved through following line or the repetition of color, shapes, or texture.

_____ CENTER OF INTEREST

The center of interest is what your eye sees first. *Circle the center of interest in your photo.*

_____ MOVEMENT

Use arrows to draw on your photo the way that your eye moves through the composition. Your eye should move either toward or away from your center of interest.

_____ EXPLAIN WHAT CAUSES YOUR EYE TO MOVE THROUGHOUT THE COMPOSITION. Example: Repetition of color, shapes, dominant line, linear perspective, etc.

BALANCE: Balance is the distribution of elements in a composition to suggest stability. Two examples. Label appropriately.

_____ SYMMETRICAL BALANCE

Symmetrical or equal balance is mirror-like repetition on either side of a straight-lined central axis (usually imaginary).

_____ ASYMMETRICAL BALANCE

Asymmetrical or equivalent balance is implied balance achieved through an uneven distribution of elements.

EMPHASIS: Emphasis is the stressing of an element to make it more interesting or important. It may be achieved by contrast or activity.

_____ EMPHASIS

Circle the element that is emphasized. *Explain how the emphasis is created.*

CONTRAST: Contrast is the change or variation within one or more of the elements to add interest or avoid monotony in a composition.

_____ **CONTRAST**

Identify and explain how contrast is achieved in your photo.

UNITY: Unity is the result of bringing the elements of design into the appropriate ratio between harmony and variety to achieve a sense of oneness in a composition. Often times this total effect or oneness is created using a restricted group of elements to avoid confusion (Example: limited color, repeated shapes, etc.)

_____ **UNITY**

Explain what element(s) was used to create a sense of unity.

PATTERN: A repeated element and/or design that is usually varied and produces interconnections and obvious directional movement within a composition.

_____ **PLANNED (gridded) PATTERN**

Repetition of an element or design in a planned and organized manner.

_____ **RANDOM PATTERN**

Repetition of an element or design in a varied random or scattered manner.

Total points for Part One and Part Two combined is 100 with each specific entry worth 4 points.

Extra Credit Once Part One and Part Two are completed, you may move onto Part Three. Part Three requires you to apply the above elements and Principles in analyzing a selected piece of art. You will follow the guidelines outlined in “ANALYZING A WORK OF ART”. Part Three will be worth an additional 100 points.