Key Terms

- **Portrait**: A likeness or image of a person that is created by an artist
- **Image**: A picture of something or someone
- **Sitter/Subject**: The person or people in a portrait
- **Symbol**: Something representing something else by association; objects, characters, or other concrete representations of abstract ideas, concepts, or events
- **Museum label**: A written explanation of an artwork (installed next to the artwork)
- **Commission**: To request and fund the creation of a portrait
- **Drawing**: A type of artwork made with dry materials, such as pencil, pen, charcoal, or oil pastels (a type of crayon)
- **Painting**: A type of artwork made with wet materials, such as paint or watercolors
- **Print**: A type of artwork in which ink is placed on a stamp or a plate and is then transferred to paper or another material
- **Photograph**: An image, especially a positive print, recorded by a camera and reproduced on a photosensitive surface
- **Sculpture**: The art of carving, modeling, welding, or otherwise producing figurative or abstract works of art in three dimensions
Art Vocabulary

Elements of Art

- **Color**: Hue
  - Primary Colors: red, yellow, blue
  - Secondary Colors: orange, green, purple
  - Intermediate Colors: red orange, yellow orange, yellow green, blue green, blue purple, red purple
  - Warm Colors: red purple, red, red orange, orange, yellow orange, yellow, yellow green
  - Cool Colors: yellow green, green, blue green, blue, blue purple, purple, red purple
  - Analogous Colors: color families
  - Complementary Colors: colors across the color wheel; ex: red and green, blue and orange, yellow and purple
  - Monochromatic/Intensity of Colors: a value of 1 (one) color

- **Value**: An element of art that refers to the darkness or lightness of a surface. Value depends on how much light a surface reflects.

- **Tints**: Light values of pure color

- **Shades**: Dark values of pure color

- **Line**: “A Line is a dot that went for a walk.”–Paul Klee. A line is a mark with length and direction created by a point that moves across a surface. A line can vary in length, width, direction, curve, and color.

- **Shape**: A shape is a flat figure created when actual or implied lines meet to surround a space. Shapes are 2D.
  - Geometric Shapes: math shapes
  - Organic Shapes: free formed

- **Form**: Any 3D object that can be measured from top to bottom (height), side to side (width), and front to back (depth)

- **Texture**: The way a surface feels (Actual Texture) or how a surface may look (Simulated/Visual Texture)

- **Space**: The empty or open area between, around, above, below, or within objects. Positive space is filled in. Negative space is empty. Space can also be defined by different grounds: foreground (front), middle ground (middle), background (behind/back).
Art Vocabulary
Principles of Design

- **Balance**: Describes the arrangement of parts of an artwork. Artwork that is balanced has equal visual weight or interest in all areas and is subtle.

- **Symmetrical Balance**: Both sides are exactly the same

- **Asymmetrical Balance**: Both sides are equal without being the same

- **Radial Balance**: Where lines or shapes spread out from the center point

- **Contrast**: A large difference between two things. Contrast adds excitement, drama and interest to the artwork. Ex. Rough and smooth, yellow and purple, light and dark

- **Emphasis**: Area in a work of art that catches and holds the viewer’s attention. Examples are contrasting sizes, shapes, colors, or other distinctive features

- **Movement**: A way of combining visual elements to produce a sense of action. This helps the viewer’s eye to sweep over the work in a definite manner

- **Pattern**: A choice of lines, colors, or shapes repeated over and over in a planned way

- **Rhythm**: A type of visual or actual movement in an artwork. It is created by repeating visual elements. Rhythms are often described as regular, alternating, flowing, progressive, or jazzy

- **Unity**: A feeling that all parts of the design are working together