

Name: _____

Note sheet for Visual Elements and Principles of Design

Use *Launching the Imagination* by Mary Stewart, 4th or 5th edition (available online through free sources or I have placed a copy of mine on reserve in Kellogg Library)

Chapter 9 – Elements of Three-Dimensional Design

Chapter 10 – Principles of Three-Dimensional Design

Part 1 – Visual Elements

1. Types of Form

a. Distinguish between Volume versus Mass.

b. Differentiate between these Forms Organic, Geometric and Mechanical Forms.

Organic Forms

Geometric Forms

Mechanical Forms

c. How might each of these Forms affect a work of art?

Static Forms

Dynamic Forms

Kinetic Forms

d. What might be important about Form and Function?

e. State your understanding of Orthographic Forms.

2. Degrees of Dimensionality

- a. What is the difference between relief and free-standing sculpture?

- b. What might be a reason to design free-standing sculpture over a relief or vice versa?

3. Environmental Works

- a. Describe an installation.

- b. What might be a difference between an Earthwork and a Site-Specific Artwork?

4. Line

- a. What effects can be created with each type of Line Quality?

Orientation

Direction

Continuity

- b. Distinguish the difference between Actual Lines versus Implied Lines.

- c. What might be an effect in using Line Networks?

5. Plane

- a. Describe several ways Plane can be used to create visually pleasing work.

6. Volume and Mass

- a. In understanding volume and mass, what might be an advantage and effect of transparent versus opaque forms?

7. Space

- a. Provide several reasons why space (negative) and substance (positive) are important when designing a 3D work.

- b. How might various degrees of compression or expansion affect a work?

- c. How might activated space and/or entering space affect a viewer's experience?

8. Texture

- a. Describe several ways texture might enhance or expand a work?

9. Light

- a. Describe several ways light can be used when striking a surface.

- b. How might Light enhance the expressive content of a work of art?

- c. What are some different ways light can be sculpture?

10. Color

- a. In communicating with color, provide several color combinations for each and the affect it might have on a viewer's experience:

Harmony

Emotional

Contrast

Symbolic

11. Time

- a. Describe several ways in which actual time and implied time could expand a design?

Actual Time

Implied Time

Part 2 – Principles of Design

1. Unity and Variety

a. In composing a sculptural composition, how might these strategies effect the relationship of objects to increase Unity?

Grouping

Continuity

Containment

Repetition

Proximity

Closure

b. Describe several ways one can increase variety in a work of art?

c. What is the difference between a grid and a matrix?

2. Balance

a. What does balance refer to in a work of art?

b. What affect might a symmetrical or radial symmetry composition have over an asymmetrical composition?

3. Scale and Proportion

- a. Describe your understanding of scale versus proportion.

- b. Why might changing the scale of a work affect its context?

- c. How might a change in proportion affect overall balance and the composition conceptually?

4. Emphasis

- a. Describe several different ways in which emphasis can play a prominent part to a design.

5. Repetition and Rhythm

- a. Distinguish the difference between rhythm and repetition used in sculpture.