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2D Art Vocabulary

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| **Across**  **4.** Colors used to create contrast; they are found directly across from each other on the color wheel.  **7.** The main 3 colors needed to create all other colors.  **8.** The distance around, to and from, or between areas.  **11.** When one part of an artwork is dominant and stands out more than the rest; creates a "Look At Me!" feeling.  **13.** The path the viewer's eye takes throughout the artwork; usually using lines and shapes.  **14.** Consists of three parts: Color Value, Color Wheel and Color Schemes.  **17.** Two dimensional objects drawn using lines to create length and height.  **19.** Line, Value, Color, Shape, Form, Texture, Space.  **21.** Color scheme created from a single hue mixed with tones, tints and shades.  **22.** A collection of different items/objects within the same category. | **Down**  **1.** The illusion given by adding value or hue(s) mixed with tones, tints and shades.  **2.** The illusion of an object in action.  **3.** Balance, Emphasis, Repetition, Pattern, Variety, Unity, Rhythm, Movement.  **5.** A point (or dot) moving through space to create a shape; there are about 20 different ways to use me.  **6.** Equalizing visual components of an artwork; symmetrical, asymmetrical or radial.  **9.** A repetition of shapes, lines, and/or colors in a certain order, over and over.  **10.** Occurs when all of the elements of an art piece combine to make a balanced, harmonious, complete whole.  **12.** The lightness or darkness of tones or colors.  **15.** A redundancy of shapes or lines using color schemes in a certain order, over and over.  **16.** When a color is mixed with black.  **18.** The arrangement of opposite elements in a piece so as to create visual interest, excitement, and drama. Examples: Complementary Colors, Textures vs. Solid, Large vs. Small Shapes, etc.  **20.** Three dimensional objects drawn using lines to create length, width and height. |