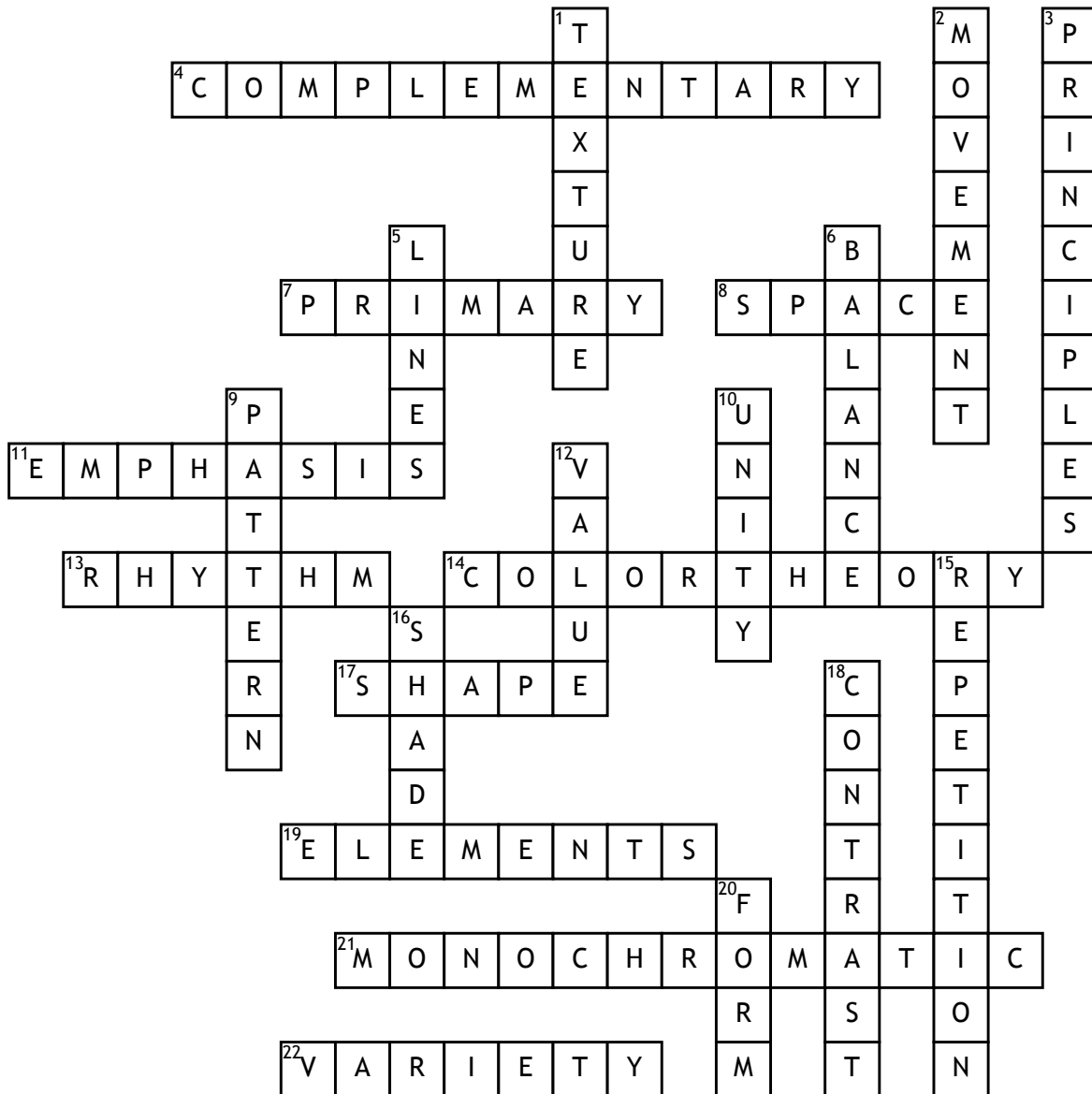


2D Art Vocabulary



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.