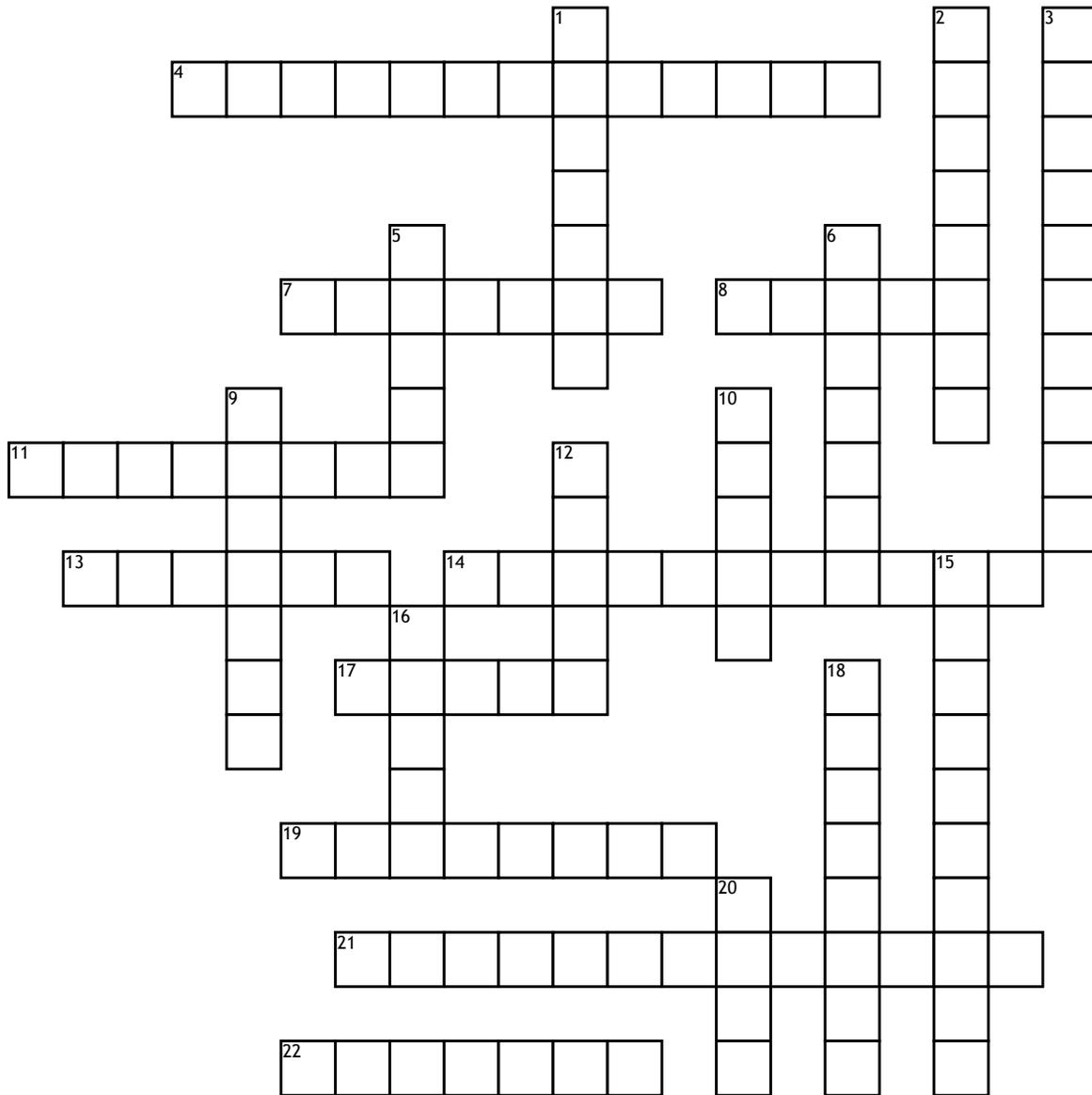


# 2D Art Vocabulary



**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.