**ART I Semester Exam –** summative assessment 1-23-1

1. Artists often design ways to direct a viewer’s attention along a path to the focal area, by doing this they have created? - Movement
2. Organic shapes are - Freeform like a cloud, milk spill or pear
3. A plan for selecting colors for a composition is also known as a - Color Scheme
4. Secondary colors are obtained by mixing two - Primary colors
5. When your eye is drawn to a certain area, the artwork has then created - Emphasis
6. Which of the following is another word for “center of interest”? - Emphasis
7. What is an example of radial balance? A snowflake, A whole pizza, A bicycle tire
8. Another ‘word’ for color - Hue
9. The type of balance that repeats the same elements around a center point – Radial
10. Formal Balance is another word for which type of even balance? - Symmetrical
11. Colors are said to be contrasting if they are - Different in light and darkness
12. A type of balance in which both sides of a composition are balanced yet different Asymmetrical
13. Another word for opposites - Contrast
14. Regular rhythm becomes \_\_\_\_\_\_\_\_\_ - Predictable
15. The circular chart used to remember color relationships is known as a - Color wheel
16. Cool colors are - Blue, green and violet (or purple)
17. Warm colors are - Yellow, red, and orange.
18. Yellow-orange, red-orange, and yellow-green are examples of - Intermediate or Tertiary color
19. The art element that refers to the sense of touch is – Texture
20. When similar objects in an artwork are included in an unpredictable way it creates? - Irregular rhythm
21. Value refers to - How light or dark something is
22. The ‘illusion of form’ is achieved by - Including a wide range of values from dark to light in a drawing, Eliminating outlines in a three-dimensional drawing, Including highlights and shadows in a drawing
23. Contrast can be created by using - Smooth and rough textures, Large and small shapes, Plain areas against area with patterns
24. Another word for brightness or dullness of color is Intensity
25. This Principle creates harmony in a piece of art work by repeating similar shapes, colors, values, textures, etc. – Pattern
26. Negative space creates - Shapes
27. May be real or simulated as in rubbings or drawings of wood texture - Texture
28. When adding white or black to a hue, you are changing the \_\_\_ of the color - Value
29. The space around an object is called - Negative space
30. Negative space creates - Shapes
31. A drawing made with lines only is called - Contour drawing
32. An object or shape, in an art work that repeats and goes from small to large gradually in a path, will create - Eye Movement
33. Negative shape is the background or space around the subject of the artwork
34. Intensity is an element that means brightness or dullness of a color
35. Red and green are examples of complementary colors
36. If something is said to be and 3-Dimensional it has height, width, and depth
37. An analogous color scheme would be colors next to each other on the color wheel
38. The color plan of red, yellow, and blue: is an example of a triad color scheme
39. Monochromatic refers to a painting done in one color
40. Tints of colors may be created by adding white; Pink is the tint of red
41. Soft, hard, smooth or ruff refers to Texture and how a surface feels
42. Red, yellow and blue - Primary Triad
43. Violet, blue-violet, and blue - Related or Analogous colors
44. Orange, green and violet - Secondary Colors
45. Blue and orange - Complementary Colors
46. Yellow, yellow-orange, orange - Related or Analogous colors
47. Blue and orange - Complementary Colors
48. Red and green - Complementary Colors
49. Colors that are across from each Complementary colors

other on the color wheel

1. Three colors that are equal distance Color triad

apart on the color wheel

1. Colors that are next to each other Analogous colors

on the color wheel

1. Colors obtained by mixing secondary Intermediate or Tertiary colors

colors and primary colors

1. Obtained by adding white to a hue -Tints
2. Obtained by mixing two primary colors - Secondary Colors
3. Obtained by adding black to a hue - Shades
4. Colors that go with all color plans - Neutrals
5. Obtained by mixing equal amounts of - Neutrals

complimentary colors

1. \_\_­­­­­­\_\_\_\_\_\_refers to the lightness or darkness of a color - **value**
2. The element that refers to the tactile qualities is \_\_\_\_\_\_ - **texture**
3. \_\_\_\_\_\_\_ may be geometric or organic - **shape**
4. The pure hue is at its brightest \_\_\_\_\_\_\_\_ comes right from the bottle - **intensity**
5. Rough is an example of \_\_\_\_\_\_\_\_\_ - **texture**
6. \_\_\_\_\_\_\_\_refers to the brightness or dullness of a color - **intensity**
7. \_\_\_\_\_\_\_ may be real or simulated as in wood, or a picture of wood - **texture**

**Matching; Elements of Design matching**

**Select the BEST word from column II to go with the Definition in Column I. Blacken the correct letter on your answer sheet. Erase mistakes completely.**

63\_\_\_\_\_\_ An element of art that refers to the lightness or darkness of a color

1. \_\_\_\_\_\_A mark with length and direction, created by a point that moves across a surface
2. \_\_\_\_\_\_ Element of art that uses foreground, middle ground, and background to create the illusion of distance in a two-dimension picture
3. \_\_\_\_\_\_A way of combining visual elements to cause the eye to move on a certain path.
4. \_\_\_\_\_\_A visual tempo – often described as regular, flowing, progressive or jazzy
5. \_\_\_\_\_\_Any three-dimensional object that can be measured by Height, width, and depth, has \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. \_\_\_\_\_\_A large difference between two objects: for example rough and smooth or white and black
7. \_\_\_\_\_\_A feeling that all parts are working together as a team – creating visual harmony and the quality of wholeness
8. \_\_\_\_\_\_Area in work of art that catches and holds the viewers’ attention – an area different from the rest
9. \_\_\_\_\_\_Principle of design referring to the way the elements are arranged to create a feeling of stability in a work - parts of equal visual weight
10. \_\_\_\_\_\_The element of art that refers to the surface quality or feel of an object; smoothness, roughness, softness, etc.
11. \_\_\_\_\_\_Element of art produced when a wavelength of light strikes an object and reflects back to the eye
12. \_\_\_\_\_\_A flat figure created when actual or implied lines surround a space – can be geometric or organic
13. \_\_\_\_\_\_Another name for related colors – have one color in common. Colors that appear next to each other on the color wheel
14. \_\_\_\_\_\_ Colors directly opposite each on the color wheel. When mixed together the make a neutral grey or brown.

1. LINE
2. SHAPE
3. FORM
4. VALUE
5. COLOR
6. SPACE
7. TEXTURE
8. RHYTHM
9. BALANCE
10. CONTRAST
11. UNITY
12. MOVEMENT
13. EMPHASIS
14. ANALOGOUS
15. COMPLIMENTARY