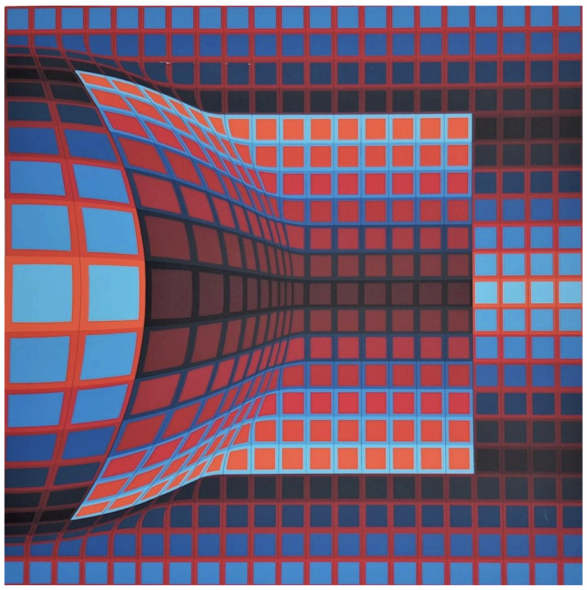


Abstract Painting assignment resource

Color Theory Slides

Victor Vasarely's op art

3d abstraction demo

Important terms for the assignment

Abstract - expressing ideas and emotions by using elements such as colors and lines without attempting to create a realistic picture (Miriam-Webster)

Space - an element of art; Real space is three-dimensional. Space in a work of art refers to a feeling of depth or three dimensions. It can also refer to the artist's use of the area within the picture plane. The area around the primary objects in a work of art is known as negative space, while the space occupied by the primary objects is known as positive space. (Getty.edu - more on the elements of art) (video about 7 ways to create the illusion of 3D space)

Studio Habits of Mind:

1. **Develop Craft:** Learning to use tools, materials, artistic conventions; and learning to care for tools, materials, and space.
2. **Engage & Persist:** Learning to embrace problems of relevance within the art world and/or of personal importance, to develop focus conducive to working and persevering at tasks.
3. **Envision:** Learning to picture mentally what cannot be directly observed, and imagine possible next steps in making a piece.
6. **Reflect:** Learning to think and talk with others about an aspect of one's work or working process, and learning to judge one's own work and working process and the work of others.
7. **Stretch & Explore:** Learning to reach beyond one's capacities, to explore playfully without a preconceived plan, and to embrace the opportunity to learn from mistakes.

Color Theory Terms and Definitions

Color theory is a body of practical guidance to color mixing and the visual effects of a specific color combination.

Color Wheel - The Color Wheel is the basis of color harmony. The wheel encompasses various aspects of color theory, which assists artists to make strategic color decisions.

Color Groups

Primary Colors - Red, yellow and blue are the three primary colors. These colors are used in combination to create all other colors.

Secondary Colors - The secondary colors are green, orange and purple. The primary and secondary colors make up the color wheel.

Tertiary Colors - The tertiary colors are the colors that lie between the primary and secondary colors. They are made by mixing a primary color and a secondary color. These include yellow-green, blue-green, red-violet and others.

Analogous Colors - Analogous colors are a series of three colors/shades that appear side-by-side on the color wheel, such as red, red-orange and orange, for example. The colors in this color group always have one color in common.

Complementary or Contrasting Colors - The color wheel is used to determine color harmony. Colors that are directly across from each other on the color wheel are complementary or contrasting colors--for example, blue and yellow, red and green.

Warm Colors - Warm colors occupy roughly the right side of the color wheel, from red to yellow-green. They appear to be representing “hot temperatures”.

Cool Colors - cool colors are those on the left side, from purple to green. These colors appear to be representing “cool temperatures”.

Neutral Colors - Colors like white, black, gray and brown are considered neutral colors 10. Monochromatic Colors – a color scheme made up of shades, values, and tones of one color.

Split Complementary Colors: A variation of the complementary color scheme. In addition to the base color, it uses the two colors adjacent to its complement.

Absorption: To take in. According to Newton, light that is not reflected off of a surface is absorbed into the object.

achromatic - lacking color; black, gray or white; neutral

Additive Color: Additive color synthesis is the creation of color by mixing colors of light.

analagous colors - adjacent colors on the color wheel (such as blue, blue-green and green)

arbitrary color- colors chosen by the artist to express feelings or mood.

balance - distribution of elements producing a state of equilibrium in a composition

Chroma: The intensity (purity) of a color.

Color- Element of art derived from reflected light. We see color because light waves are reflected from objects to your eyes.

color memory - the colors we remember of things, for instance ‘apple red,’ or ‘sky blue.’ **color theory -** Color theory encompasses a multitude of definitions, concepts and design applications. There are three basic categories of color theory that are logical and useful : The color wheel, color harmony, and the context of how colors are used.

Color wheel- color spectrum bent into a circle.



color scheme- orderly selection of colors, according to logical relationships on the color wheel
color wheel - a circular arrangement of the colors of the spectrum
complementary colors - This color scheme uses complementary or colors that lie driectly opposite on the color wheel.It is very dynamic,bold,and high contrast.
composition - arrangement of the elements and principles of design to create a unified, artistic whole
contrast - opposition; a dynamic element of design; juxtaposition of dissimilar elements in an artwork
dominance - having one design element of greater importance than another
Double complementary: uses two adjacent colors with their complements.
glaze - a transparent or translucent veil of color modifying an underlying color
gradation- gradual, successive change
Harmony: In color theory, **color harmony** refers to the property that certain aesthetically pleasing color combinations have. These combinations create pleasing contrasts and consonances that are said to be harmonious. These combinations can be of complementary colors, split-complementary colors, color triads, or analogous colors. Color harmony has been a topic of extensive study throughout history, but only since the Renaissance and the Scientific Revolution has it seen extensive codification. Artists and designers make use of these harmonies in order to achieve certain moods or aesthetics.
Hue: “Pure” color. The name of a color is its hue.
intensity - the degree of purity, brightness or dullness of a color. DO NOT CONFUSE INTENSITY WITH VALUE.
key - the dominant value relationship in a picture: high key includes medium-to-light values; low key includes medium-to-dark values; full contrast includes light, medium and dark values
limited palette - selection of a small number of colors used in an artwork
local color - the actual color of an object

monochromatic - having a single color (can be various values of that color) This color schemes come from a single base hue ,and then extended by using its shades,tones,and tints(a hue modified by the addition of black/white/gray).
opacity - having covering power; not transparent

Op Art - Op art, also known as optical art, is a style[1] of visual art that makes use of optical illusions. "Optical art is a method of painting concerning the interaction between illusion and picture plane, between understanding and seeing."[2] Op art works are abstract…. When the viewer looks at them, the impression is given of movement, hidden images, flashing and vibration, patterns, or alternatively, of swelling or warping. (wikipedia)

optical color- color that people actually perceive- also called **local color.**
optical mixture occurs when small areas of color are juxtaposed perceived by the eye as a mixture
palette - the set of colors selected by an artist for use in an artwork; also the physical surface on which colors are mixed
primary color - The most basic colors on the color wheel, A color that cannot be mixed from other colors. Primary colors- red, yellow and blue.
Prismatic Spectrum - the spectrum produced by the passage of light through a prism.
reflected color - The color or light on an object that is bounced off of other nearby objects.
Reflection: To send back. Light that is not absorbed, is reflected away from the object.
saturation - the intensity of the chroma *
Subtractive Color: Subtractive color is the creation of color by mixing colors of pigment, such as paint or ink in your computer's printer.
secondary color - a color resulting from the mixing of two primary colors. Orange, green and violet (purple)
shade - medium-to-dark value of color. Shades- are created by adding black to a color
spectrum - the distribution of colors produced when light is dispersed by a prism
split complementary - uses a color with the two colors that are next to its complementary color.
subtractive color - color derived from paint mixtures that absorb all colors but the local color of the object which is reflected
temperature - the relative warmth or coolness of colors
tertiary color - mixtures of primary and its adjacent secondary: i.e, red-orange
tetrad - a color scheme having four colors with a logical relationship on the color wheel
Tints- are created by adding white to a color

Triad: A triadic color scheme uses colors that are evenly spaced around the color wheel.
Value: The lightness or darkness of a color.

Additive color & Subtractive color
Additive color is color created by mixing light of two or more different colors. Red, green, and blue are the additive primary colors normally used in additive color system. Additive color is in contrast to

subtractive color, in which colors are created by subtracting (absorbing) parts of the spectrum of light present in ordinary white light, by means of colored pigments or dyes, such as those in paints, inks, and the three dye layers in typical color photographs on film.
The combination of two of the standard three additive primary colors in equal proportions produces an additive secondary color—cyan, magenta or yellow—which, in the form of dyes or pigments, are the standard primary colors in subtractive color systems. The subtractive system using primaries that are the secondaries of the additive system can be viewed as an alternative approach to reproducing a wide range of colors by controlling the relative amounts of red, green, and blue light that reach the eye.

*** On Colorfulness (from wikipedia)**

In colorimetry and color theory, **colorfulness**, **chroma**, and **saturation** are related but distinct concepts referring to the perceived intensity of a specific color. *Colorfulness* is the degree of difference between a color and gray. *Chroma* is the colorfulness relative to the brightness of another color that appears white under similar viewing conditions. Saturation is the colorfulness of a color relative to its own brightness.[1] Though this general concept is intuitive, terms such as *chroma*, *saturation*, *purity*, and *intensity* are often used without great precision, and even when well-defined depend greatly on the specific color model in use.

A highly colorful stimulus is vivid and intense, while a less colorful stimulus appears more muted, closer to gray. With no colorfulness at all, a color is a “neutral” gray (an image with no colorfulness in any of its colors is called *grayscale*). With three attributes—colorfulness (or chroma or saturation), lightness (or brightness), and hue—any color can be described.