Elements of art
Principles of design
<table>
<thead>
<tr>
<th><strong>VALUE</strong></th>
<th><strong>SHAPE</strong></th>
<th><strong>FORM</strong></th>
<th><strong>SPACE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Value describes how light or dark a tone, or color, appears.</td>
<td>A shape is a flat enclosed area that has two dimensions—length and width.</td>
<td>A form is a three-dimensional object or the illusion of a three-dimensional object on a flat surface.</td>
<td>Space is the area between and around objects in art that results in the illusion of depth.</td>
</tr>
</tbody>
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<tr>
<th><strong>TEXTURE</strong></th>
<th><strong>PATTERN</strong></th>
<th><strong>BALANCE</strong></th>
<th><strong>CONTRAST</strong></th>
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<td>Texture refers to the tactile qualities of a surface, either actual or implied.</td>
<td>Pattern refers to the repetition of a design element, which establishes a visual beat.</td>
<td>Balance is the impression of equilibrium in a composition.</td>
<td>Contrast is the difference between elements that creates interest and tension.</td>
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<tr>
<th><strong>EMPHASIS</strong></th>
<th><strong>UNITY</strong></th>
<th><strong>SCALE</strong></th>
<th><strong>RHYTHM</strong></th>
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<td>Emphasis is a technique which draws attention to an area or areas in a composition.</td>
<td>Unity is achieved when the components of a work of art are perceived as harmonious.</td>
<td>Scale is the relationship of size or quantity of objects in or around an artwork.</td>
<td>Rhythm refers to the suggestion of motion through the use of various elements.</td>
</tr>
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