

# Illustrated Glossary

## 1. Art Genre

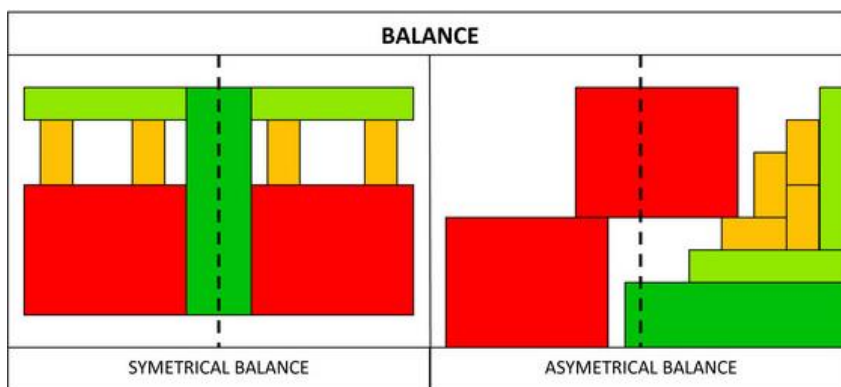
- Genres are types of painting. These were codified in the seventeenth century as (in descending order of importance) history, portrait, genre (scenes of everyday life), landscape and still life. This hierarchy of genres, established by the French Royal Academy, was based on the notion of man as the measure of all things. Landscape and still life were the lowest because they did not involve human subject matter. History was highest because it dealt with the noblest events of human history and with religion.

	<b>Impressionism</b> Impressionism, French <i>Impressionnisme</i> , a major movement, first in painting and later in music, that developed chiefly in France during the late 19th and early 20th centuries.		<b>Abstract</b> <b>Abstract art</b> uses a <b>visual language</b> of form, color and line to create a composition which may exist with a degree of independence from visual references in the world
	<b>Pop Art</b> Pop art is an <b>art movement</b> that emerged in the mid-1950s in <b>Britain</b> and in the late 1950s in the <b>United States</b> . [1] Pop art presented a challenge to traditions of <b>fine art</b> by including imagery from <b>popular culture</b> such as advertising, news, etc.		<b>Surrealism</b> <b>Surrealism</b> is a <b>cultural movement</b> that began in the early 1920s, and is best known for its visual artworks and writings. The aim was to "resolve the previously contradictory conditions of dream and reality

<https://www.art.com/shop/art-styles/>    <https://slideplayer.com/slide/8263294/>  
<https://www.tate.org.uk/art/art-terms/g/genres>

## 2. Balance

- Balance in art refers to the sense of distribution of perceived visual weights that offset one another. We feel more comfortable--and therefore find it more pleasing--when the parts of an artwork seem to balance each other. Imbalance gives us an unsettled feeling, and that is something that for most artists is not the desired effect. Some artists, however, deliberately disturb our sense of balance.



<https://www.sophia.org/tutorials/design-in-art-balance-and-contrast>

### 3. Color

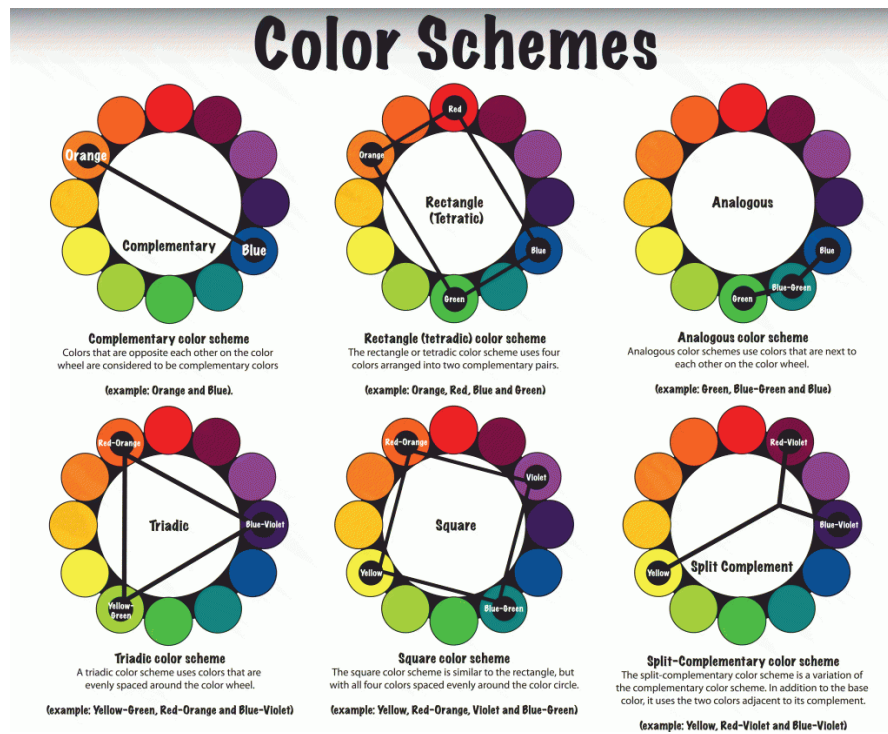
- the quality of an object or substance with respect to light reflected by the object, usually determined visually by measurement of hue, saturation, and brightness of the reflected light; saturation or chroma; hue.



<http://discovermagazine.com/2017/nov/20-things-you-didnt-know-about--color>  
<https://www.dictionary.com/browse/color>

### 4. Color scheme

- Color schemes are logical combinations of colors on the color wheel. The purpose of a color scheme is to create an aesthetic feeling of style and appeal.



[https://www.w3schools.com/colors/colors\\_schemes.asp](https://www.w3schools.com/colors/colors_schemes.asp)  
<https://oss.adm.ntu.edu.sg/limh0131/2015/10/20/colour-schemes-colour-palettes-color-harmonies/>

## 5. Color theory

- Color theory is both the science and art of color. It explains how humans perceive color; how colors mix, match or clash; the subliminal (and often cultural) messages colors communicate; and the methods used to replicate color.



<https://99designs.com/blog/tips/the-7-step-guide-to-understanding-color-theory/>  
<https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/>

## 6. Color wheel

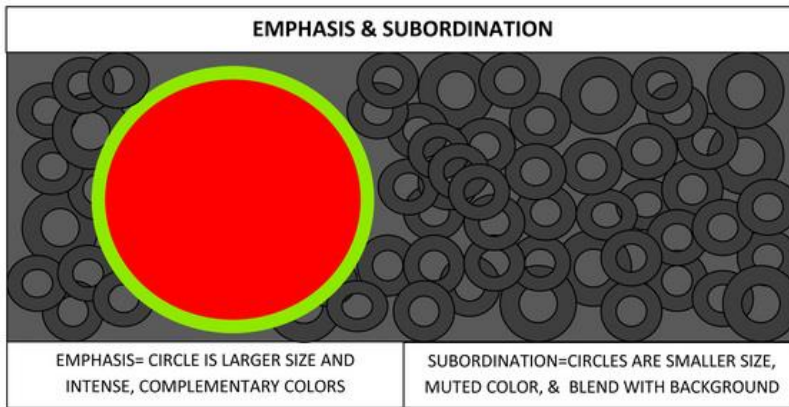
- A color wheel (also referred to as a color circle) is a visual representation of colors arranged according to their chromatic relationship. Begin a color wheel by positioning primary hues equidistant from one another, then create a bridge between primaries using secondary and tertiary colors.



[http://www.worqx.com/color/color\\_wheel.htm](http://www.worqx.com/color/color_wheel.htm)

## 7. Emphasis

- Emphasis is defined as an area or object within the artwork that draws attention and becomes a focal point.



<https://www.sophia.org/tutorials/design-in-art-emphasis-variety-and-unity>

## 8. Focal Point

- The focal point of a painting is the area in the composition to which the viewer's eye is naturally drawn. It is essential to classic art, although abstract artists may deliberately create compositions without focal points. Focal points may be of any shape, size or color.



<https://www.artistsnetwork.com/art-terms/focal-point/>

<https://www.thoughtco.com/all-about-focal-points-in-painting-4092634>

## 9. Gels

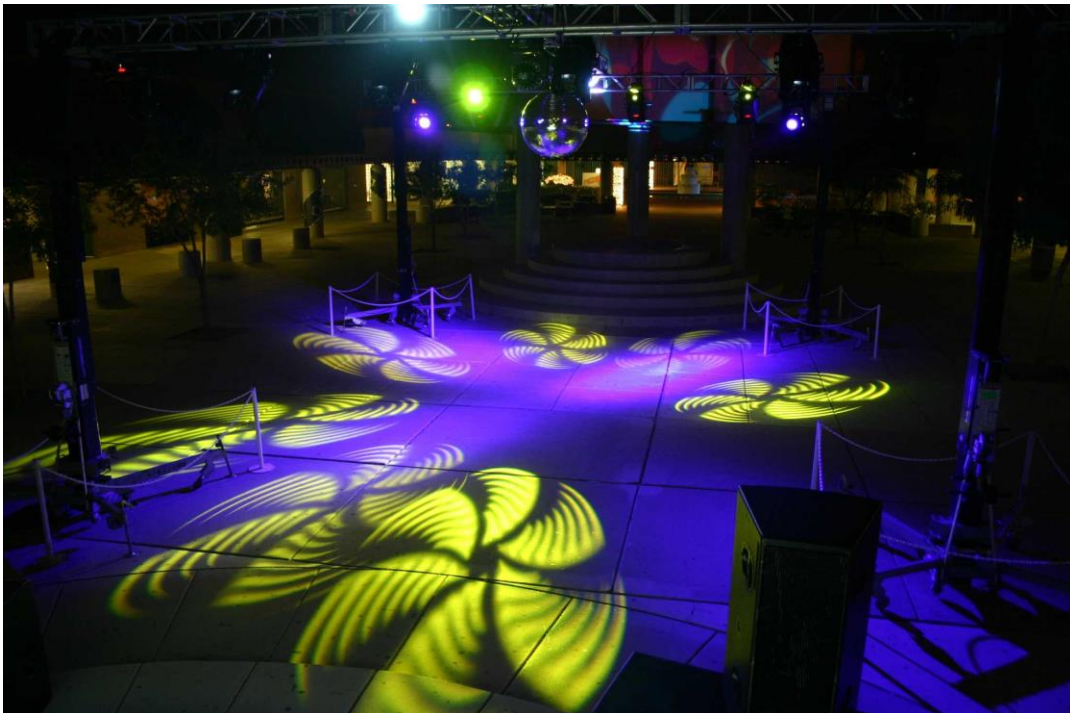
- Gels are sheets of heat resistant polyester that are placed between a light source and the subject being lit. Their purpose is to filter the light according to the specific properties of the gel being used.



[http://lowel.tiffen.com/edu/light\\_controls/gels.html](http://lowel.tiffen.com/edu/light_controls/gels.html)

## 10. Gobos

- Gobos are a piece of flat steel or glass, which when placed in a lighting fixture projects the image that is on the gobo. The word gobo is an acronym for the phrase "Goes Before Optics."



[https://www.stagespot.com/gobo\\_info.html](https://www.stagespot.com/gobo_info.html)

## 11. Grayscale

- Grayscale is the collection or the range of monochromatic (gray) shades, ranging from pure white on the lightest end to pure black on the opposite end. Grayscale only contains luminance (brightness) information and no color information; that is why maximum luminance is white and zero luminance is black; everything in between is a shade of gray. That is why grayscale images contain only shades of gray and no color. Grayscale is also known as achromatic.



<https://techterms.com/definition/grayscale>

<https://www.techopedia.com/definition/7468/grayscale>

## 12. Harmony

- Harmony is the principle of art that creates cohesiveness by stressing the similarities of separate but related parts.



<https://thevirtualinstructor.com/blog/unity-harmony-and-variety-principles-of-art>

### 13. Hatching

- Technique used by draftsmen, engravers, and other artists who use mediums that do not allow blending (e.g., pen and ink) to indicate shading, modeling, and light and shade. It consists of filling in the appropriate areas with a mass of parallel lines, of varying length, the intensity of effect being achieved by the number of lines used and their proximity to one another. When these lines are crossed by others, the process is known as cross-hatching. Contrasting threads produce this effect in textiles.



<https://www.britannica.com/art/hatching-drawing-technique>

<https://www.thoughtco.com/what-is-hatching-1123056>

### 14. Line

- A line is an identifiable path created by a point moving in space. It is one-dimensional and can vary in width, direction, and length. Lines often define the edges of a form. Lines can be horizontal, vertical, or diagonal, straight or curved, thick or thin. They lead your eye around the composition and can communicate information through their character and direction.



[http://www.getty.edu/education/teachers/building\\_lessons/formal\\_analysis.html](http://www.getty.edu/education/teachers/building_lessons/formal_analysis.html)

[http://www.artfactory.com/art\\_appreciation/visual-elements/line.html](http://www.artfactory.com/art_appreciation/visual-elements/line.html)

## 15. Perspective

- Perspective is an art technique for creating an illusion of three-dimensions (depth and space) on a two-dimensional (flat) surface. Perspective is what makes a painting seem to have form, distance, and look "real". The same rules of perspective apply to all subjects, whether it's a landscape, seascape, still life, interior scene, portrait, or figure painting.



<https://www.thoughtco.com/perspective-in-paintings-2578098>

<https://www.lynda.com/Wacom-tutorials/Drawing-2-Point-Perspective/485650-2.html>

## 16. Realism

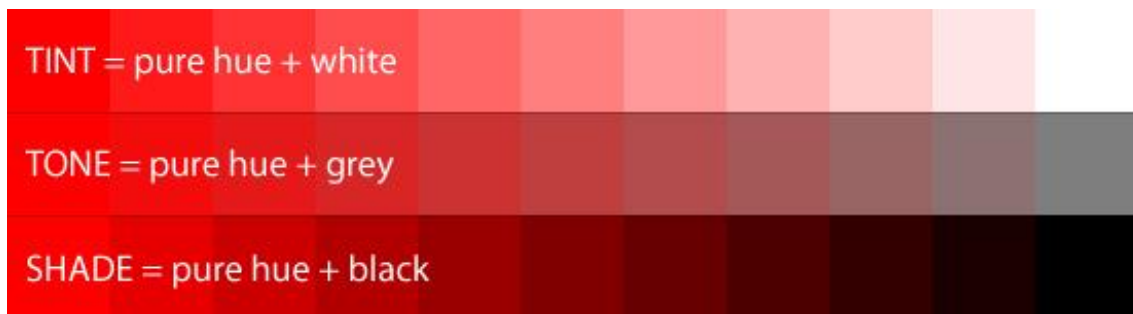
- Realism is broadly considered the beginning of modern art. Literally, this is due to its conviction that everyday life and the modern world were suitable subjects for art. Philosophically, Realism embraced the progressive aims of modernism, seeking new truths through the reexamination and overturning of traditional systems of values and beliefs.



<https://www.theartstory.org/movement-realism.htm>

## 17. Saturation

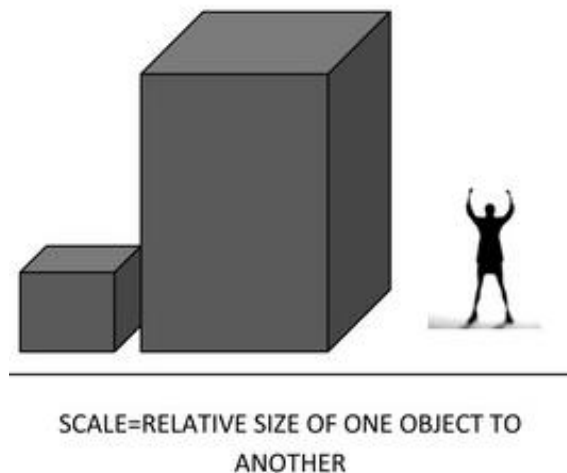
- Saturation describes the purity of a color and along with hue and value it represents one of the three properties of color. There are many terms used to describe saturation. Sometimes you will hear artists describe a color as being “dull”. These artists are referring to color that has a decreased saturation.



<http://learn.leighcotnoir.com/artspk/elements-color/hue-value-saturation/>  
<http://helloartsy.com/what-is-saturation/>

## 18. Scale

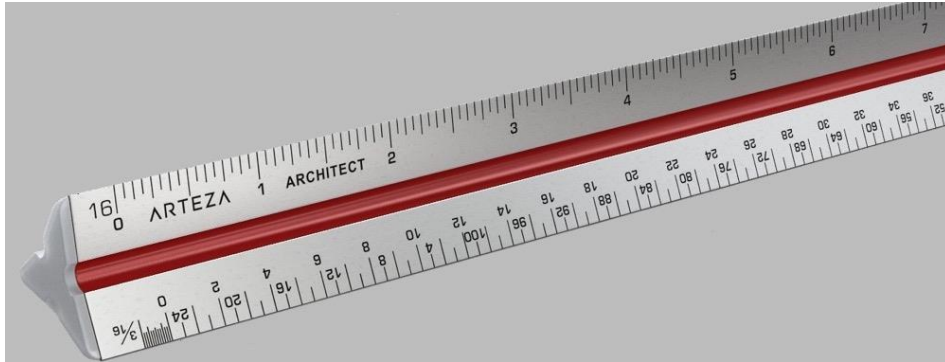
- Scale refers to the size of an object (a whole) in relationship to another object (another whole). In art, the size relationship between an object and the human body is significant. In experiencing the scale of an artwork, we tend to compare its size to the size of our own bodies.



<https://www.sophia.org/tutorials/design-in-art-scale-and-proportion>

## 19. Scale rule

- A scale ruler is the three-sided ruler used by architects and readers of blueprints to convert between scaled drawings and the actual dimensions without having to resort to any mathematical calculations. An architect uses the scale ruler to convert dimensions into a smaller drawing of a building plan. The reader of the blue print will then use a scale ruler to translate the drawing into the real sizes for construction.

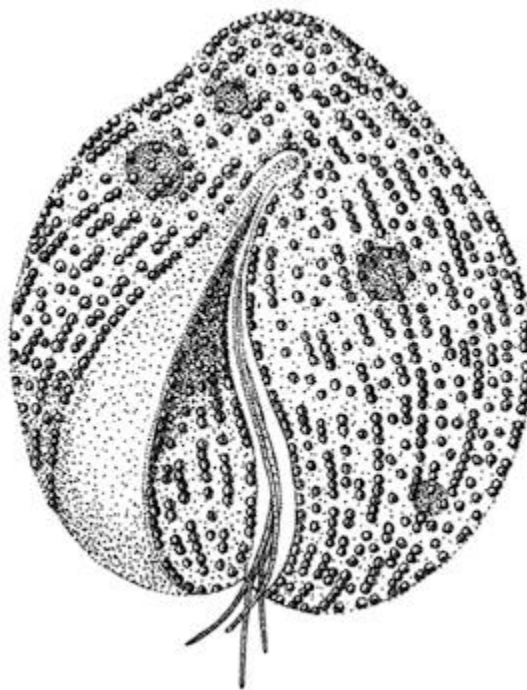


<https://sciencing.com/scale-ruler-work-4568637.html>

<http://www.geionline.com/how-to-use-an-architectural-or-scale-ruler>

## 20. Stippling

- Technique in which individual dots are used to imply the shape, texture, or shadowing of a subject. Stippling involves placing individual dots across a surface in a pattern that will be identifiable, especially when viewed from a distance; the further you are, the more your mind is forced to fill in the gaps on its own.



<https://study.com/academy/lesson/stippling-definition-techniques-tools.html>

## 21. Storyboard

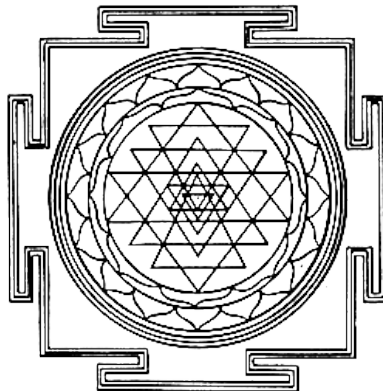
- A storyboard is a planning tool most frequently used in filmmaking and animation. It is basically a series of visual images that illustrate the story's main events (the plot) in the sequence in which they happen. In theatre, the storyboard illustrates a play or musical, and shows how the stage will look from scene to scene in terms of use of the set elements, lighting and costume.



<http://artsalive.ca/en/eth/design/storyboard.asp>  
<http://www.indiana.edu/~rcapub/v22n2/p35.html>

## 22. Symmetry

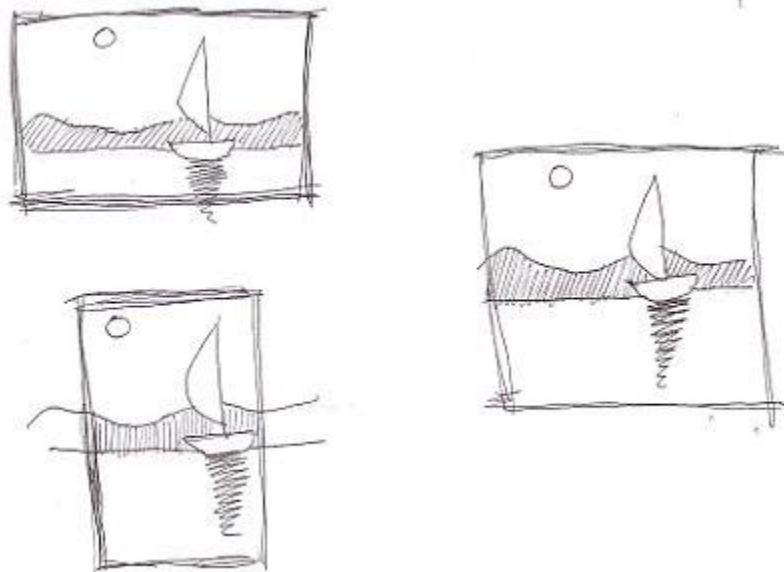
- Symmetry is a mathematical operation, or transformation, that results in the same figure as the original figure (or its mirror image). In art, symmetry is often used as an aesthetic element. It is often used, to mean a kind of balance in which the corresponding parts are not necessarily alike but only similar.



<http://lyk-peir-mytil.les.sch.gr/mart/>  
<https://study.com/academy/lesson/symmetrical-balance-in-art-definition-examples.html>

### 23. Thumbnail sketch

- Thumbnail sketches are quick, abbreviated drawings, usually done very rapidly and with no corrections. You can use any medium, though pen or pencil is the most common. Thumbnail sketches usually are very small, often only an inch or two high.



[http://www.buildart.com/secret\\_of\\_thumbnail.htm](http://www.buildart.com/secret_of_thumbnail.htm)

<https://conceptartempire.com/intro-to-thumbnail-sketching/>

<https://www.thoughtco.com/thumbnail-sketching-to-help-with-drawing-4077911>

<http://www.explore-drawing-and-painting.com/thumbnail-sketch.html>