

# ELEMENTS OF DESIGN

## SPACE

**SPACE:** Space is the three-dimensionality of a sculpture. With a sculpture or architecture you can walk around them, look above them, and enter them, this refers to the space of the sculpture or architecture. A three-dimensional object will have height width, and depth.

Space in a two-dimensional drawing or painting refers to the arrangement of objects on the **picture plane**. The picture plane is the surface of your drawing paper or canvas. You can have a picture plane that is a crowded space with lots of objects or an empty space with very few objects in the picture plane. A two-dimensional piece of art has heights and width but no depth. The illusion of depth can be achieved by using **perspective**. This is the technique used to have your picture look like it is moving to the distance like a landscape or cityscape.



### Categories of Space

- **Positive space**- Like in positive shape it is the actual sculpture or building.
- **Negative space**- Also like negative shape it is the space around the sculpture
- **Picture Plane**- The flat surface of your drawing paper or canvas.
- **Composition**- The organization and placement of the elements on your picture
- **Focal Point**- The object or area you want the viewer to look at first.

### Types of Perspective

- **Nonlinear Perspective** is the method of showing depth that incorporates the following techniques.
  - **Position**-Placing an object higher on the page makes it appear farther back than objects placed lower on the page.
  - **Overlapping**-When an object overlaps another object it appears closer to the viewer, and the object behind the object appears farther away.
  - **Size Variation**-Smaller objects look farther away in the distance. Larger objects look closer.
  - **Color**-Bright colors look like they are closer to you and neutral colors look like they are farther away.
  - **Value**-Lighter values look like they are farther back and darker value look like they are closer. For example in a landscape the mountains often look bluish and lighter than the trees or houses that are closer to you.
- **Linear Perspective** is the method of using lines to show the illusion of depth in a picture. The following are types of linear perspective.



- **One-point perspective**-When lines created by the sides of tables or building look like that are pointing to the distance and they all meet at one point on the horizon this is one-point perspective. To see an example stand in the middle of the hallway and look at the horizontal lines in the brick or the corner where the ceiling meets the wall. See how they move to one point on the horizon.
- **Two-point perspective**-Here the lines look like they are meeting at two points on the horizon line.