**Art I – Quarter II Test**

*Each point is worth 2%.*

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class Pd. \_\_\_\_\_\_\_\_\_

Match the vocabulary work with the correct definition, choose from the multiple-choice bank below. (2pts each)

1. **Space**
	1. An element of art that refers to a 3D contained space; can be actual or implied & can also be geometric or organic.
	2. An element of art that refers to a point moving in space, it has width, direction, & length.
	3. An element of art referring to area in, around, or between objects
	4. An element of art that refers to the relative lightness or darkness of an object
2. **Positive Space**
	1. The 3D area of space; has height, width, & depth
	2. The area which is occupied by objects
	3. The area / objects between the foreground & background on the picture plane
	4. The empty area which is void of objects
3. **Negative Space**
	1. The area which is occupied by objects
	2. The 3D area of space; has height, width, & depth
	3. A value shading technique that uses repetitive lines going in the same direction
	4. The empty area which is void of objects
4. **Physical Space**
	1. The 3D area of space; has height, width, & depth
	2. The area which is occupied by objects
	3. The empty area which is void of objects
	4. The 2D illusion of space
5. **Middle Ground**
	1. The area /objects farthest from the viewer on the picture plane & is highest on the image above the horizon line
	2. The area / objects closest to the viewer on the picture plane & is lowest on the image below the horizon line
	3. The empty area which is void of objects
	4. The area / objects between the foreground & background on the picture plane
6. **Illusion of Depth**
	1. An element of art referring to area in, around, or between objects
	2. A value shading technique that uses repetitive lines going in the same direction
	3. An element of art that refers to the surface quality of an object, can be actual or implied
	4. Drawing 3D physical space depicted on a 2D surface, giving it the appearance of depth
7. **Value**
	1. An element of art referring to the relative lightness or darkness of an area / object
	2. An element of art that refers to the surface quality of an object, can be actual or implied
	3. The blending stump used to create a smooth shading technique
	4. An element of art that refers to the area around, between, or within objects
8. Fill in the blanks with either background or foreground. (4pts.)

|  |  |
| --- | --- |
|  | The area /objects farthest from the viewer on the picture plane & is highest on the image above the horizon line |
|  | The area / objects closest to the viewer on the picture plane & is lowest on the image below the horizon line |

1. Name 2 kinds of light sources: (4pts)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. In the boxes below, create a value scale. (4pts)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| LIGHT |  |  |  | DARK |

1. Draw the correct value shading technique in the box below the named technique. (5pts)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| HATCHING | CROSS HATCHING | STIPPLING / POINTILISM  | BLEND | SCRIBBLE |
|  |  |  |  |  |

1. Show the form of the object below by adding value to make it appear 3D. Add highlights, mid-tones, & shadows. (5pts.)
2. In the picture below, clearly draw lines to & label the positive & negative spaces. (4pts.)

|  |
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|  |

1. In the landscape below, clearly draw lines to & label the foreground, middle ground, & background. (6pts)

|  |
| --- |
| C:\Users\militoa\AppData\Local\Microsoft\Windows\INetCacheContent.Word\0ebb5029987c4e598a4d9de8f7500102.jpg |

1. In the landscape above there are several illusions of depth, choose one & explain where specifically you see it. (4pts.)

Illusions of Depth: overlapping, object location or size, change in detail, color, or value

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