

Video Game Design Composition © 2014

Chapter 9: Art Composition—Glossary

additive method. Starts with no color, or black, and colors are added to create the final color.

ambient color. Dark areas where the light source cannot provide direct illumination.

art movement. Particular dominant style or technique.

asymmetrical balance. Use of similar objects to create balance, or the use of color and light balance instead of object balance; also called *informal balance*.

asymmetry. A work, such as an artistic composition, in which the elements are not at all balanced.

Bayeux tapestry. Famous embroidered cloth nearly 230 feet long that records the battle of Hastings in which the Normans successfully invaded England in 1066.

camaraderie. Spirit of friendship between two or more people, who may or may not be friends.

chiaroscuro. Describes how value is used to create the illusion of depth, shape, and shadow.

color model. Mixing base colors to create a spectrum of colors.

contrast. Variation of color and brightness to make objects stand out from each other.

cultural influences. Characteristics unique to a geographic region or the people of that region.

diffuse color. Main color or value of an object.

digital artwork. Created using a computer.

elements of art. Individual features needed to compose artwork.

emphasis. When a designer draws attention to an object.

filter effect. Alters the base image based on parameter definitions or settings for the filter.

form. Assembly of 2D shapes to represent a third dimension; measureable dimensions of length, width, and depth.

gamut. Total spectrum of colors a given model can create.

geometric shapes. Regular figures, like a square, circle, triangle, octagon, or trapezoid.

harmony. Use of similar elements; helps hold the image or scene together.

horizontal symmetry. Right side is a mirror image of the left side.

implied line. Path the viewer's eye takes to connect the two endpoints of the line when it is not continuous.

Medieval. Refers to the Middle Ages, the historical time period from about 400 AD to about 1400 AD.

monochromatic. Only one hue is used in the image.

negative space. Area or volume around or between primary objects.

optical texture. Variation in what is seen.

organic shapes. Irregular shapes.

pixel shading. Use of lighter and darker colors, or changes in value, to create light and shadow.

positive space. Area or volume occupied by primary objects.

presentation. How art will be viewed or experienced.

primitives. Regular shapes and objects that are used to assemble more complex shapes or objects; standard building blocks used to create other objects.

principles of design. Govern how to effectively combine the elements of art to compose a pleasing work of art.

proportion. Size of an object in relation to other objects around it.

proximity. How closely objects are arranged.

radial symmetry. Equal in length from a center point.

rule of thirds. Guideline that states an image should be divided into three sections horizontally and three sections vertically to create nine areas.

spatial. Having or occupying space.

specular color. Highlights, or shiny spots, on an object.

subtractive method. Starts with all color, or white, and colors are removed to create the final color.

symmetrical balance. When the right and left sides, top and bottom, or all sides are equal; also called *formal balance*.

tactile texture. Irregular surface that can be physically felt, like sandpaper.

texture fill. Image that is wrapped around an object.

Trompe l'oeil. Translates to "fool the eye"; perspective, depth, and shadow are used to create ultra-realistic scenes.

unity. Appears as a single piece and not an assembly of different parts.

value. Use of light and dark to add highlight, shading, or shadows.

vanishing point. Point at which parallel lines meet.

variety. Purposeful absence of harmony to create visual or contextual interest; also called *alternation*.

vertex shading. Moving the points on an object to resize it such that the object appears smaller in the distance.

visual perspective. Proportional scaling of objects as they move toward a vanishing point.