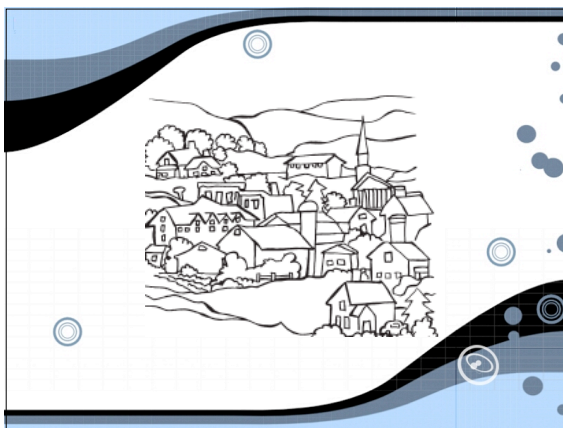
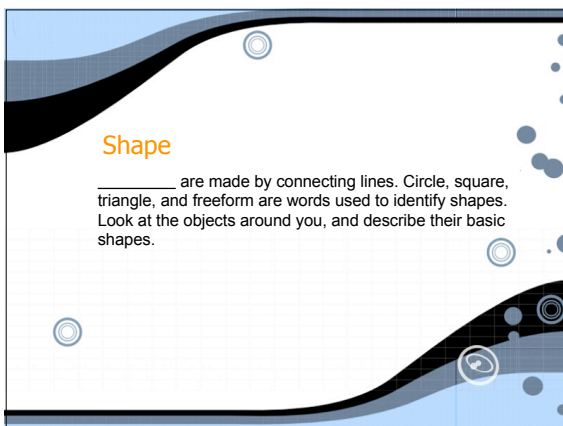


Elements of design

Line

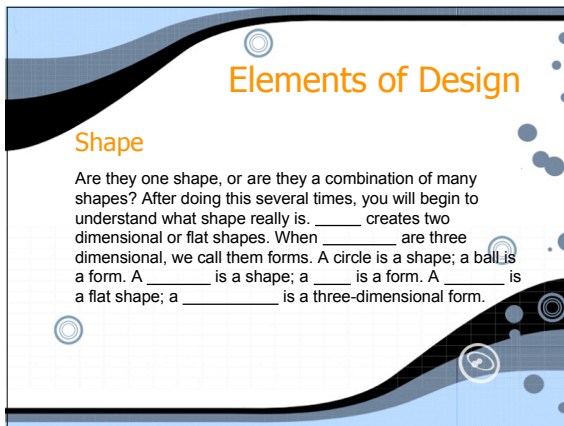
_____ can be horizontal, vertical, dotted, zigzag, curved, straight, diagonal, bold, or fine. Lines can show direction, lead the eye, outline an object, divide a space, and communicate a feeling or emotion.





Shape

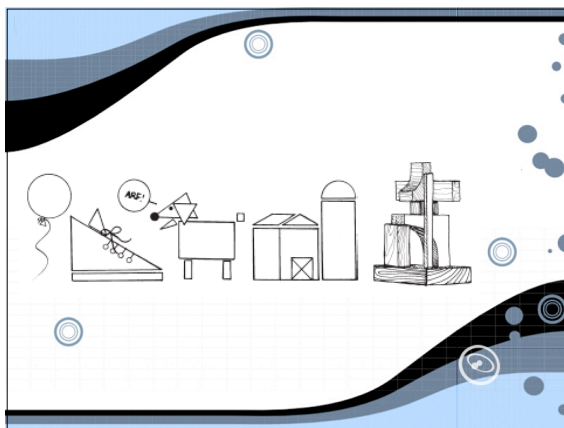
_____ are made by connecting lines. Circle, square, triangle, and freeform are words used to identify shapes. Look at the objects around you, and describe their basic shapes.

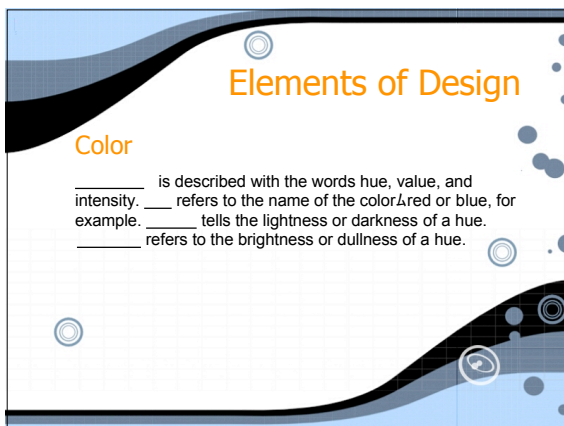


Elements of Design

Shape

Are they one shape, or are they a combination of many shapes? After doing this several times, you will begin to understand what shape really is. _____ creates two dimensional or flat shapes. When _____ are three dimensional, we call them forms. A circle is a shape; a ball is a form. A _____ is a shape; a _____ is a form. A _____ is a flat shape; a _____ is a three-dimensional form.





Elements of Design

Color

_____ is described with the words hue, value, and intensity. _____ refers to the name of the color, red or blue, for example. _____ tells the lightness or darkness of a hue. _____ refers to the brightness or dullness of a hue.

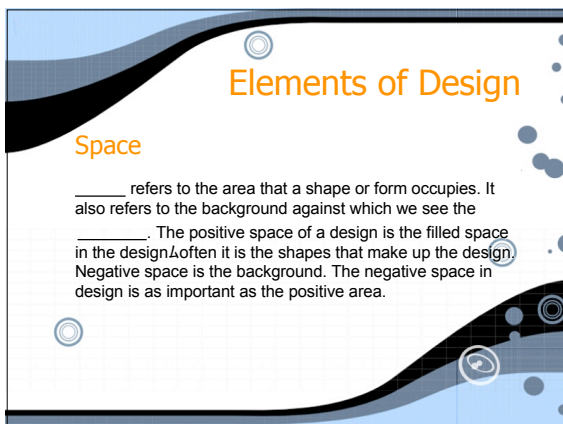
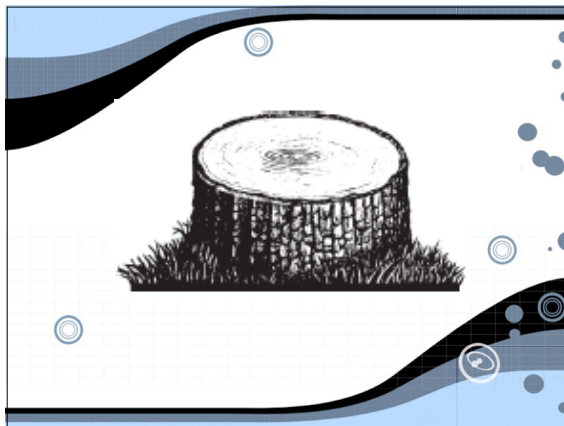


Elements of Design

Texture

_____ is the surface quality of an item. It's how something feels when touched, or looks like it would feel if touched. Sandpaper is rough. Velvet is smooth. A drawing of a tree stump could show rough outer bark and a smooth inner surface. Search for ways to add texture to your projects. Texture adds variety and interest.

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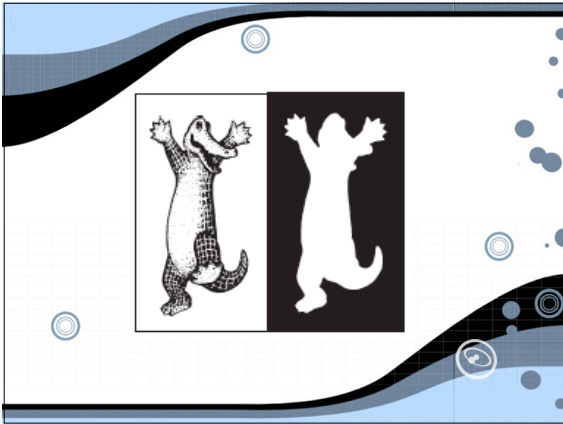
Elements of Design

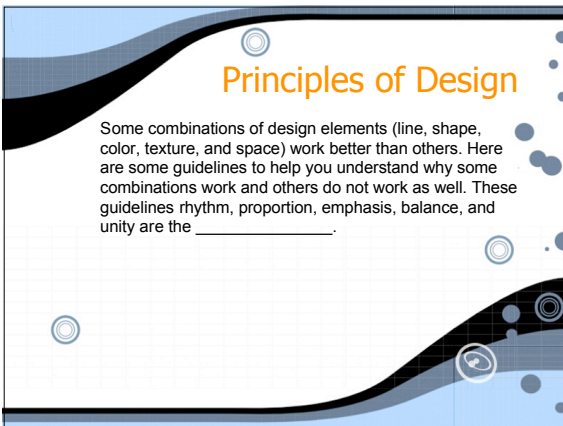
Space

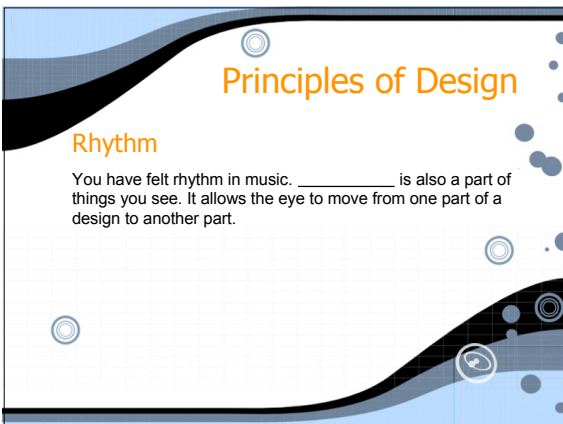
_____ refers to the area that a shape or form occupies. It also refers to the background against which we see the _____.

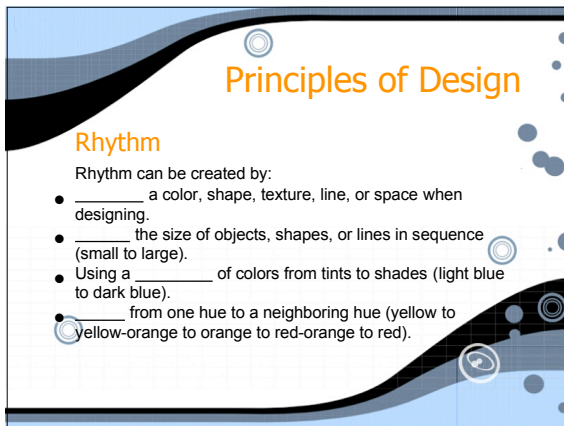
The positive space of a design is the filled space in the design. Often it is the shapes that make up the design. Negative space is the background. The negative space in design is as important as the positive area.

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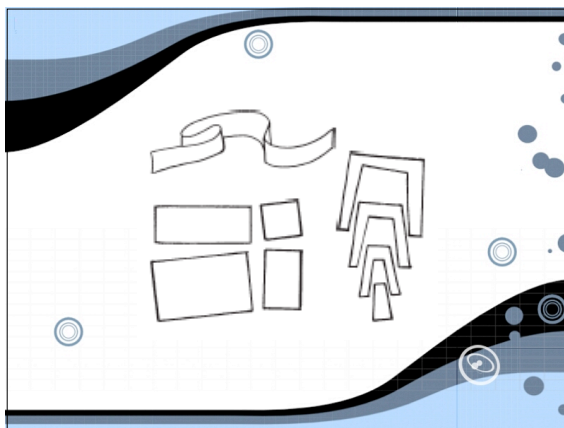


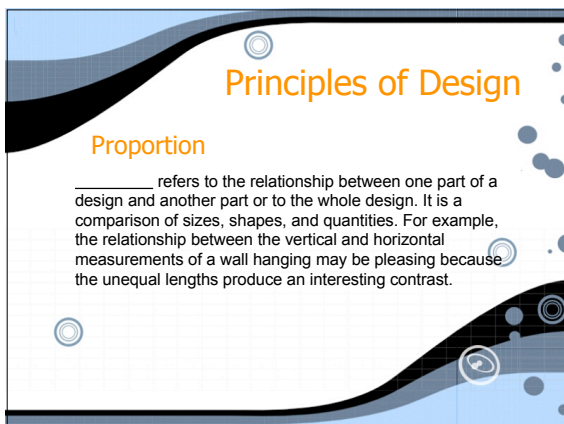
Principles of Design

Rhythm

Rhythm can be created by:

- _____ a color, shape, texture, line, or space when designing.
- _____ the size of objects, shapes, or lines in sequence (small to large).
- Using a _____ of colors from tints to shades (light blue to dark blue).
- _____ from one hue to a neighboring hue (yellow to yellow-orange to orange to red-orange to red).

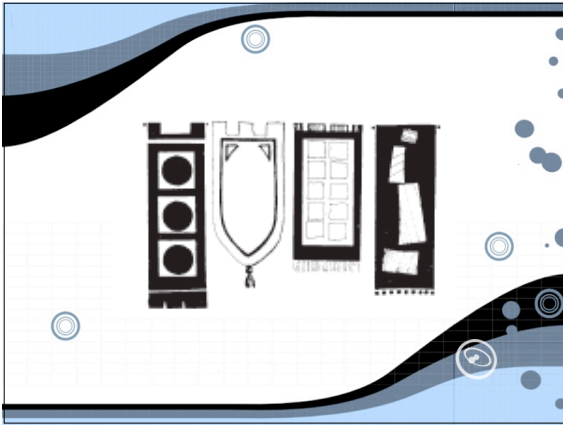




Principles of Design

Proportion

_____ refers to the relationship between one part of a design and another part or to the whole design. It is a comparison of sizes, shapes, and quantities. For example, the relationship between the vertical and horizontal measurements of a wall hanging may be pleasing because the unequal lengths produce an interesting contrast.

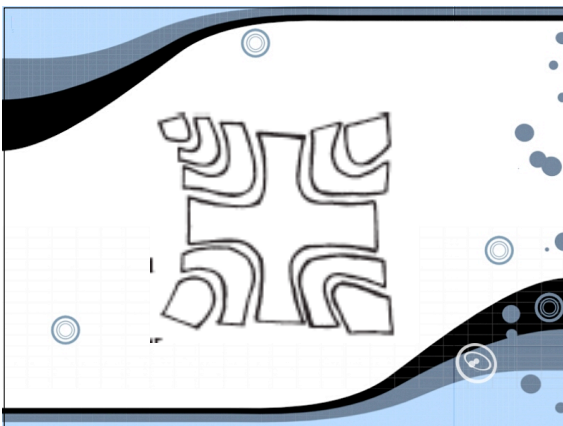


Principles of Design

Emphasis

Every design needs an accent a point of interest. _____ is the quality that draws your attention to a certain part of a design first. There are several ways to create emphasis:

- Use a _____.
- Use a _____.
- Make a shape very _____ or very _____.
- Use a different _____.
- Use plain background _____.



Principles of Design

Balance

_____ gives a feeling of stability. There are three types of balance. _____, or formal balance, is the simplest kind. An item that is symmetrically balanced is the same on both sides.

Principles of design

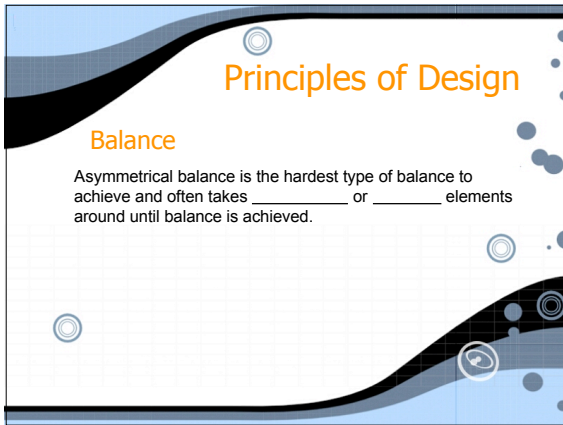
Balance

Our bodies are an example of formal balance. If you draw an imaginary line from your head to your toes dividing your body in half, you will be pretty much the same on both sides. Designs that have a radial balance have a center point. A tire, pizza, and a daisy flower are all examples of design with radial balance. When you look through a kaleidoscope, everything you see has a radial balance.

Principles of Design

Balance

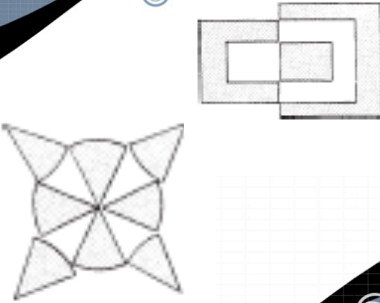
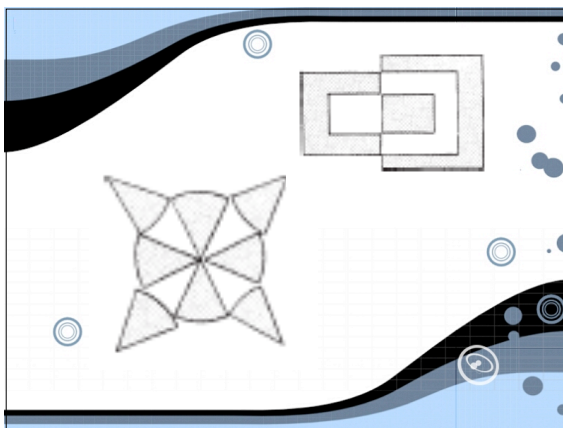
_____ balance creates a feeling of equal weight on both sides, even though the sides do not look the same. Asymmetrical designs also are called informal designs because they suggest movement and spontaneity.

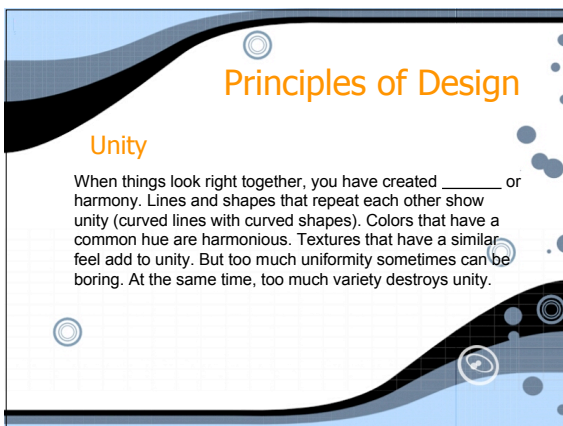


Principles of Design

Balance

Asymmetrical balance is the hardest type of balance to achieve and often takes _____ or _____ elements around until balance is achieved.





Principles of Design

Unity

When things look right together, you have created _____ or harmony. Lines and shapes that repeat each other show unity (curved lines with curved shapes). Colors that have a common hue are harmonious. Textures that have a similar feel add to unity. But too much uniformity sometimes can be boring. At the same time, too much variety destroys unity.
