

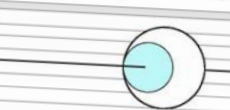
ACTIVITY PRINCIPLES OF DESIGN

10 WORKSHEETS PRINCIPLES OF DESIGN

PRINCIPLES OF DESIGN VARIETY

Variety: using different versions of elements in one work of art. A successful work of art needs both UNIFORMITY to maintain order, and VARIETY to maintain interest.

SHAPE & FORM



Vary size, type, colour, and direction to add interest.

LINE



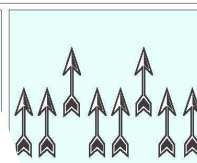
Vary direction, angle, thickness, and length to add interest.

TEXTURE



PRINCIPLES OF DESIGN REPETITION & PATTERN

REPETITION can help UNIFY a work of art by repeating LINES, SHAPES, COLOURS, or other ELEMENTS. An element may repeat once or multiple times to create RHYTHM or PATTERN.



REPETITION to create RHYTHM REPETITION to create PATTERN

Elements that repeat in a predictable way.



or curved shapes

Spiral: a round curve. Also called a volute.

Also called a volute.

Also called a volute.

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PRINCIPLES OF DESIGN CONTRAST

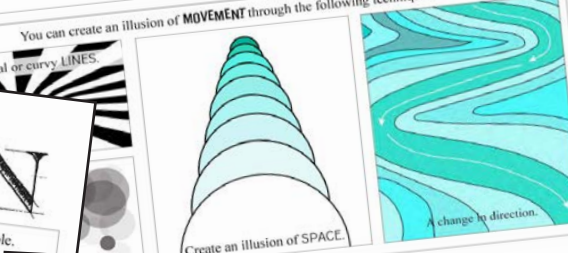
CONTRAST can help create a FOCAL POINT in a work of art by placing CONTRASTING ELEMENTS next to each other. When placed next to each other, CONTRASTING ELEMENTS will grab your attention.



PRINCIPLES OF DESIGN

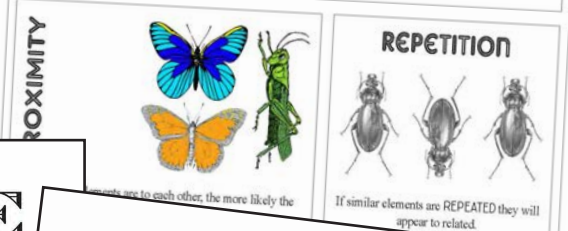
MOVEMENT

In two dimensional art, occurs when objects appear to be moving. MOVEMENT creates a sense of excitement and helps direct the viewer's eye around the image.



PRINCIPLES OF DESIGN UNITY

A connection between elements that create a sense of organization or HARMONY in the work of art. UNITY helps create a sense of completeness.



PRINCIPLES OF DESIGN BALANCE

The visual distribution of weight through COLOUR, TEXTURE, and SPACE. BALANCE helps make an image feel stable.

BALANCE can be influenced by:

COLOUR & VALUE: Bright COLOUR and dark VALUE can add weight to an object.

TEXTURE: adding TEXTURE can add weight to an object.

SIZE & QUANTITY: Larger objects feel heavier. Multiple objects can BALANCE larger objects.

POSITION & ISOLATION: an object will appear heavier if it is further out from the center than a heavier object will.

METRIC BALANCE: as FORMAL BALANCE. Create balance on the opposite side of a BALANCE through REPETITION.

Asymmetrical BALANCE: created by repeating patterns of the same visual weight. Has no FOCAL POINT.

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PRINCIPLES OF DESIGN RHYTHM

RHYTHM can help UNIFY a work of art by repeating LINES, SHAPES, COLORS or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.

Similar or identical elements REPEATING at regular intervals. Think a regular, steady beat.

REGULAR RHYTHM



REPEATING similar elements with no PATTERN.

RANDOM RHYTHM



PROPORTION & SCALE

PROPORTION is the size of parts compared to a whole. For example, FACIAL PROPORTION: 1. The eyes generally fall in the center of the face and there is an eye width between the eyes. 2. The nose falls halfway between the eyes and the chin. 3. The mouth falls halfway between the nose and the chin.



SCALE is the size of an object compared to other objects. For example: Based on the size of the human, you can roughly tell the size of the tree, which gives you information about the size of the building.

PROPORTION can be realistic or unrealistic:

REALISTIC PROPORTION: is realistic proportion, such as the facial proportion example above. With standard or realistic proportion, the proportion appears to be correct in comparison to other parts.

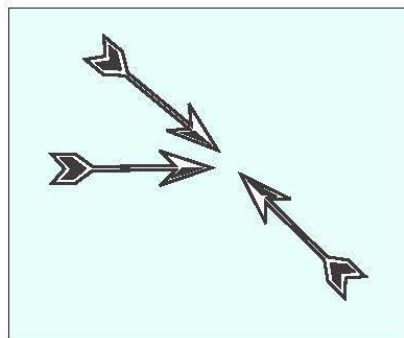
UNREALISTIC PROPORTION: is unrealistic proportion, such as the examples below. With altered or unrealistic proportion, objects appear to be changed in comparison to other parts.



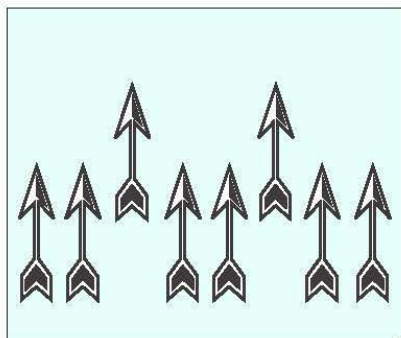
FRONT & BACK WORKSHEETS
WITH ACTIVITIES & DIGITAL
FILL IN OPTIONS

REPETITION & PATTERN

REPETITION can help UNIFY a work of art by repeating LINES, SHAPES, COLOURS, ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PA



REPETITION



REPETITION to create RHYTHM.



REPETITION to create PATTERN.

Pattern: elements that repeat in a predictable way.

Meander: irregular waves or curved shapes

Fractal: shapes that divide into smaller versions of themselves.

Symmetrical: shapes that repeat the same way.

Mosaic: small shapes (tesserae) that make up a larger image.

Spiral: a round of
Also called a v

Wave: regular, repeating wave or ripple pattern.

Draw an example of **REPETITION** to create RHYTHM and **REPETITION** to create PATTERN.

Draw examples of three out of the six **Patterns** introduced on the front of the worksheet.

NAME _____

PRINCIPLES OF DESIGN

REPETITION & PATTERN

HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

CONTRAST

CONTRAST can help create a FOCAL POINT in a work of art by placing CONTRASTING ELEMENTS next to each other. When placed next to each other, CONTRASTING ELEMENTS will grab your



I. SHAPES



Placing one different **SHAPE** in a group of shapes that are the same will make the **CONTRASTING** shape stand out.

2. BLACK & WHITE



Black and white are so different in value they will **CONTRAST** against one another when placed together.

3. COLOR



COMPLEMENTARY COLORS will **CONTRAST** when they are placed next to each other. Red/green, blue/orange, and yellow/purple are complementary colors.

4. PATTERN



Including **PATTERN** in patterns or on objects will make them **CONTRAST**.

Show **CONTRAST** through the use of **PATTERN**.

Show **CONTRAST** through the use of **COMPLEMENTARY COLORS**.

Show **CONTRAST** through the use of **SHAPE**.

Show **CONTRAST** through the use of **BLACK & WHITE**.

PRINCIPLES OF DESIGN

NAME _____

CONTRAST

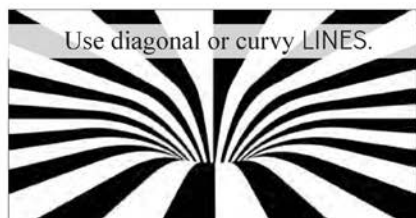
HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

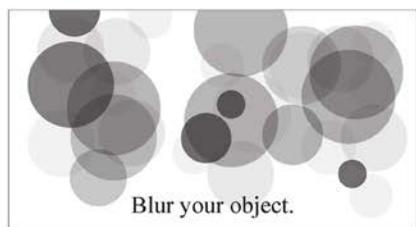
PRINCIPLES OF DESIGN MOVEMENT

In two dimensional art, occurs when objects appear to be moving. **MOVEMENT** creates a sense of direction that helps direct the viewer's eye around the image.

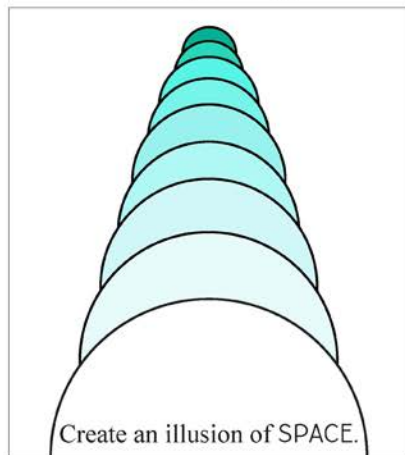
You can create an illusion of **MOVEMENT** through the following techniques:



Use diagonal or curvy LINES.



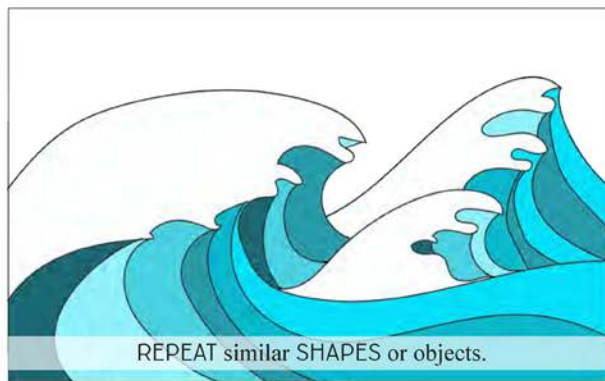
Blur your object.



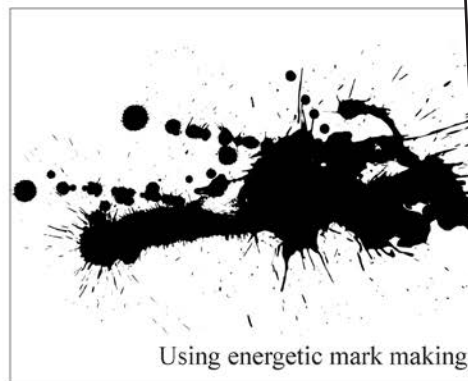
Create an illusion of SPACE.



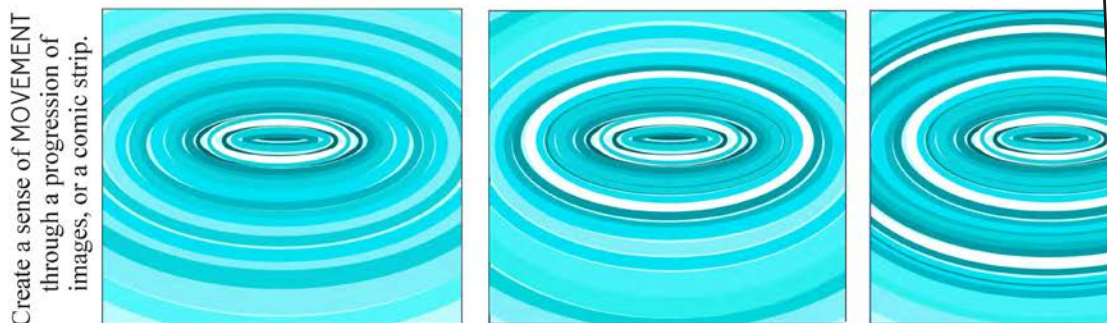
A change in direction.



REPEAT similar SHAPES or objects.



Using energetic mark making.



Create a sense of MOVEMENT through a progression of images, or a comic strip.

Show **MOVEMENT** by drawing your own comic strip in the spaces below.

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Create an illusion of **MOVEMENT** in the three spaces below by using three different techniques shown on the front. Label the box with the technique used when you are done.

NAME _____

PRINCIPLES OF DESIGN MOVEMENT

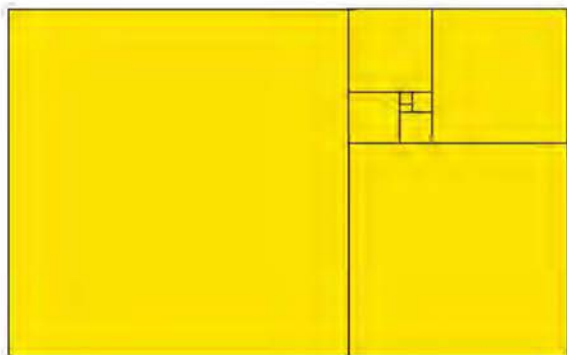
HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

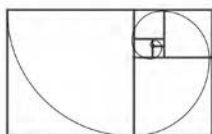
PROPORTION

The relationship between objects in a work of art, how they compare to each other and the art.
Good **proportion** creates HARMONY and BALANCE in a work of art.

The GOLDEN RATIO is a mathematical ratio commonly found in nature, the ratio of 1 to 1.618, that art and design is more appealing to the eye.

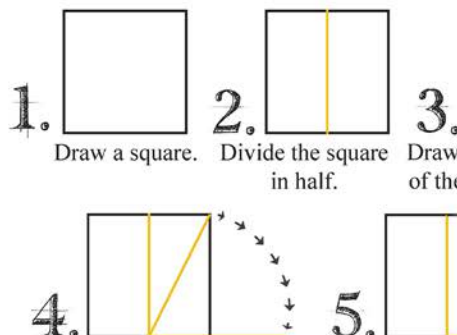


The GOLDEN RATIO is created by taking a rectangle, adding a square inside and another rectangle. This pattern can infinitely repeat inside the original rectangle.



The GOLDEN SPIRAL can also be used to show good **proportion**.

Create a GOLDEN RECTANGLE

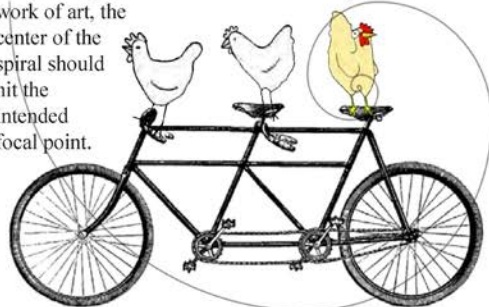


Drop the diagonal line down flat, to create the bottom of a rectangle.

Add the GOLDEN RECTANGLE over your artwork focal point in one of the thirds. This will create a composition with strong **proportion**.

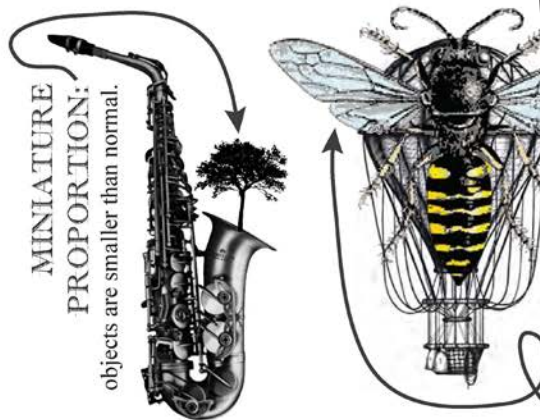
In addition to laying out your work of art, **proportion** can refer to the relationship between the objects in the work of art.

When using the GOLDEN SPIRAL to layout a work of art, the center of the spiral should hit the intended focal point.



Standard Proportion:
objects appear to be the correct size in comparison to its surroundings. Artwork can have **standard proportion** or **altered proportion**.

Altered Proportion:
proportions of objects have been changed, or are unrealistic.



Draw your own GOLDEN RECTANGLE by following the steps outline on the front. Use a ruler to ensure accuracy.

Draw two examples of **standard proportion** in the boxes below. Overlay the GOLDEN SPIRAL or GOLDEN RECTANGLE over one drawing to check your layout **proportions**.

Draw two examples of **altered proportion** in the boxes below. Overlay the GOLDEN SPIRAL or GOLDEN RECTANGLE over one drawing to check your layout **proportions**.

NAME _____

PROPORTION

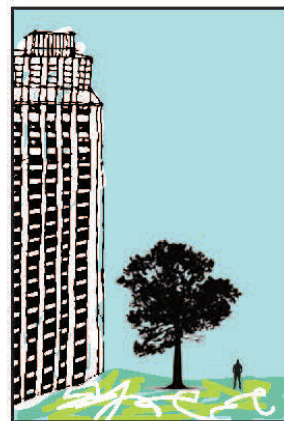
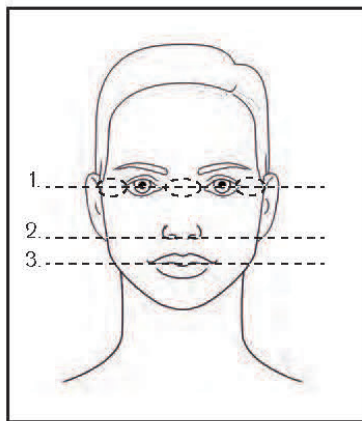
HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

PROPORTION & SCALE

PROPORTION is the size of parts compared to a whole. For example, FACIAL PROPORTION:

1. The eyes generally fall in the center of the face and there is an eye width between the eyes.
2. The nose falls halfway between the eyes and the chin.
3. The mouth falls halfway between the nose and the chin.

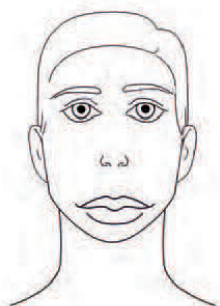


SCALE of an object compared to other objects. For example, based on the height of the human, you can roughly estimate the size of a tree, when you know the height of the building.

SCALE can be realistic or unrealistic:

STANDARD PROPORTION: is realistic proportion, such as the facial proportion above. With standard or realistic proportion, the proportion appears to be correct in comparison to other parts.

ALTERED PROPORTION: is unrealistic proportion, such as the examples below. With altered or unrealistic proportion, objects appear to be changed in comparison to other parts.



ALTERED PROPORTION:
Objects don't appear realistic.



MONUMENTAL PROPORTION:
Objects are larger than normal.

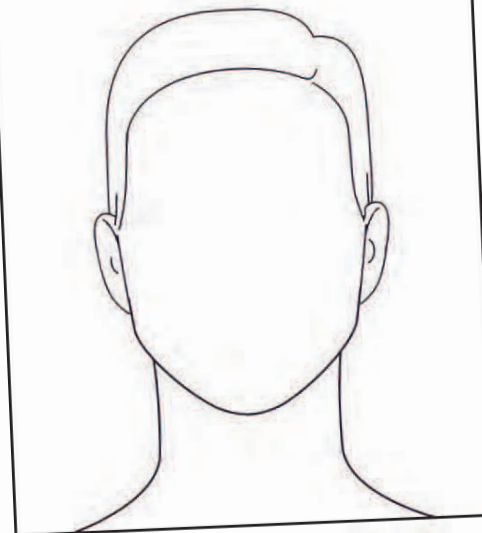


MINIATURE PROPORTION:
Objects are smaller than normal.

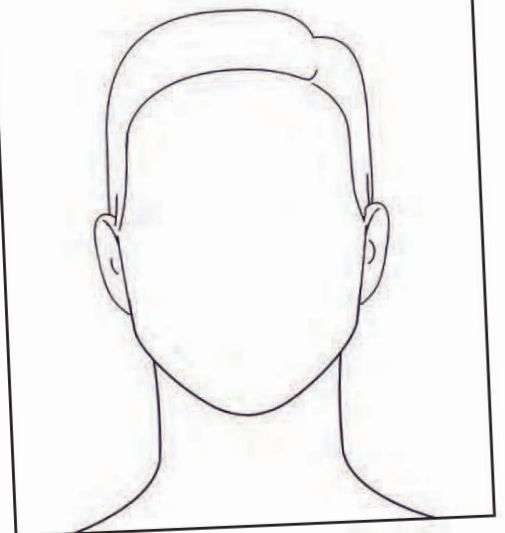
Draw a picture that shows
MINIATURE PROPORTION.

Draw a picture that shows
MONUMENTAL PROPORTION.

Fill in the facial features using
STANDARD PROPORTION.



Fill in the facial features using
ALTERED PROPORTION.



Name: _____

PROPORTION & SCALE

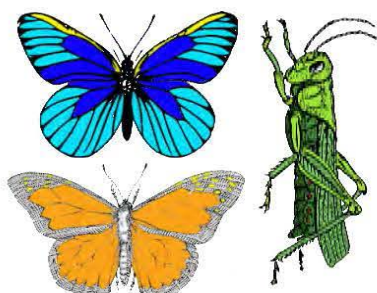
HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

UNITY

A connection between elements that create a sense of organization or HARMONY in the work of art create a sense of completeness.

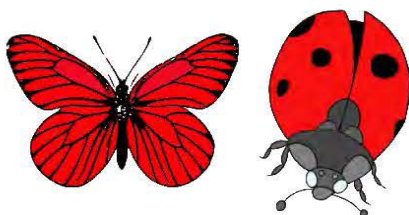
PROXIMITY



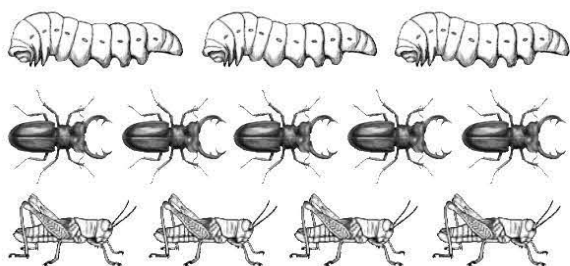
The closer elements are to each other, the more likely the viewer will see them as a group.

Elements with similar, color, texture, shape, will cause the viewer to group them together.

SIMILARITY

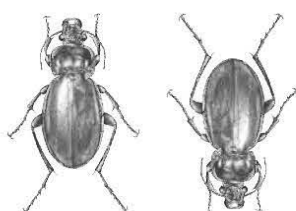


ALIGNMENT



Lining up the edges of elements will cause the viewer to group them together.

REPETITION



If similar elements are REPEATED, they appear to be related.

CONTINUATION



Something, such as a line, shape, or edge goes from one element to another, visually connecting them.

Draw an example of **UNITY** through **SIMILARITY**.

Draw an example of **UNITY** through **CONTINUATION**.

Draw an example of **UNITY** through **REPETITION**.

Draw an example of **UNITY** through **ALIGNMENT**.

Draw an example of **UNITY** through **PROXIMITY**.

NAME: _____

UNITY

HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

BALANCE

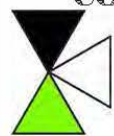


The visual distribution of weight through COLOUR, TEXTURE, and SPACE, **BALANCE** helps make an image feel stable.

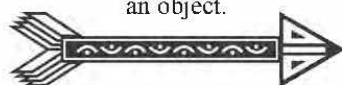
BALANCE can be influenced by:

COLOUR & VALUE

Bright COLOUR and dark VALUE can add weight to an object.



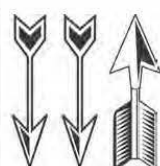
TEXTURE: adding TEXTURE can add weight to an object.



SIZE & QUANTITY

Larger objects feel heavier. Multiple objects can BALANCE larger objects.

SHAPE: a more complex SHAPE will appear heavier.



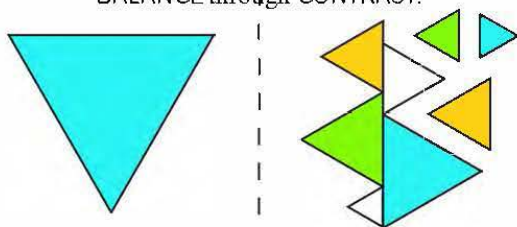
ORIENTATION: a diagonal object will have more visual weight than a horizontal or vertical object.



POSITION: an object further out from the center will appear heavier.

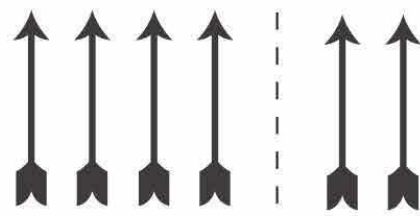
ASYMMETRICAL BALANCE

Also known as INFORMAL BALANCE. Created by having different objects on either side of a vertical axis. BALANCE through CONTRAST.

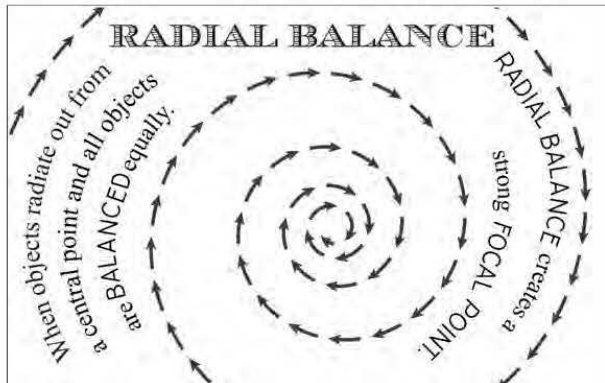


SYMMETRICAL BALANCE

Also known as FORMAL BALANCE. Created by having a mirror image on the opposite side of a vertical axis. BALANCE through REPETITION.

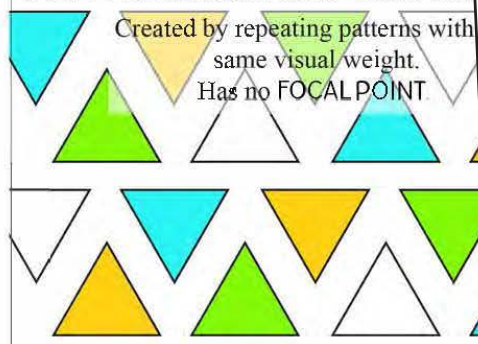


RADIAL BALANCE



CRYSTALLOGRAPHIC BALANCE

Created by repeating patterns with same visual weight. Has no FOCAL POINT.



Create a design that reflects **ASYMMETRICAL BALANCE**.

Create a design that reflects **SYMMETRICAL BALANCE**.

Create a design that reflects **RADIAL BALANCE**.

Create a design that reflects **CRYSTALLOGRAPHIC BALANCE**.

Create a work of art that is well **BALANCED** using at least three of the **BALANCE** influencers covered on the front of the worksheet.

HANDOUTS

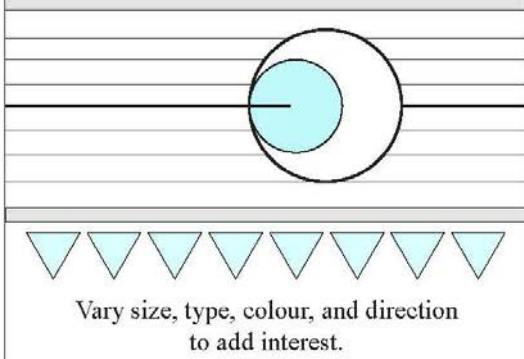
INFO ON THE FRONT, ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

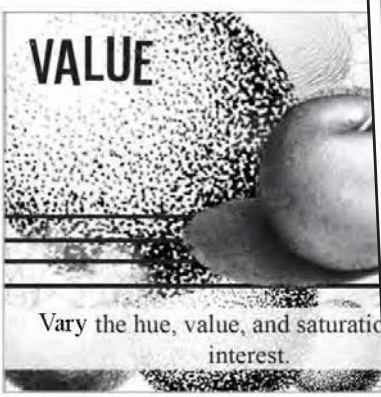
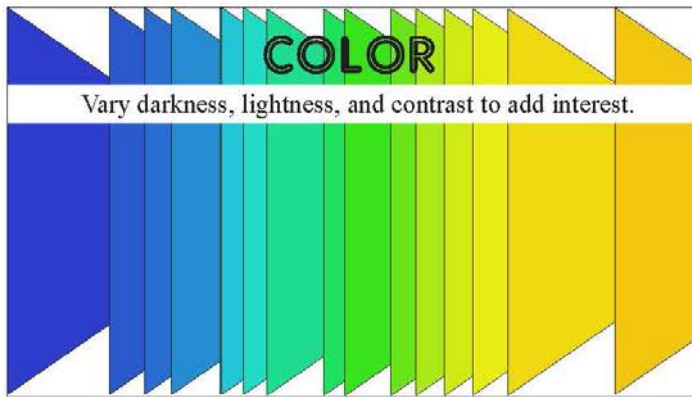
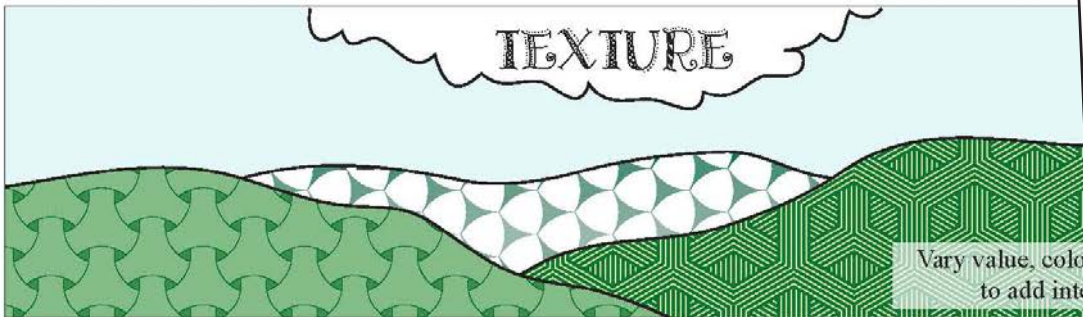
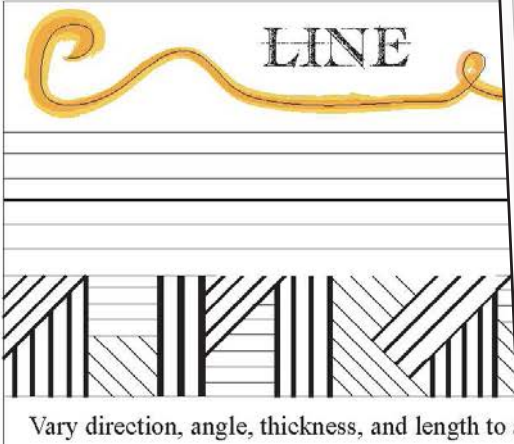
VARIETY

Variety: using different versions of elements in one work of art. A successful work of art needs to maintain order, and VARIETY, to maintain interest.

SHAPE & FORM



LINE



Draw an example of VARIETY through COLOUR.

Draw an example of VARIETY through SHAPE.

Draw an example of VARIETY through LINE.

Draw an example of VARIETY through VALUE.

Draw an example of VARIETY through TEXTURE.

NAME: _____

PRINCIPLES OF DESIGN

VARIETY

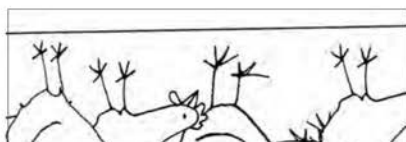
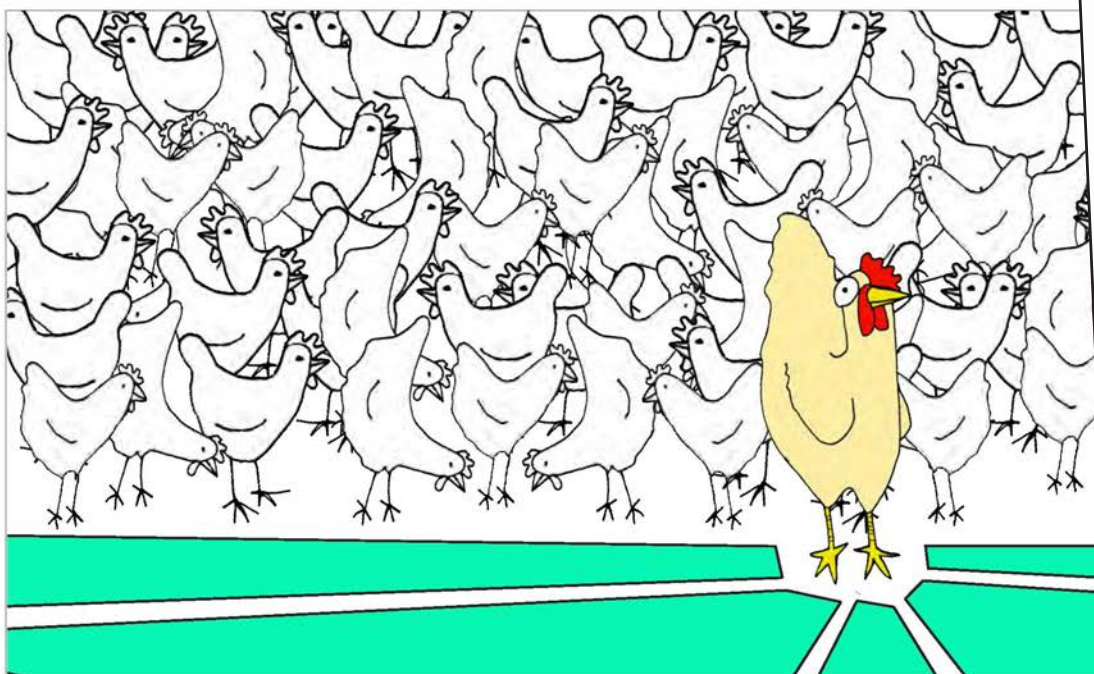
HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

EMPHASIS

a part of a design that catches the viewer's eye and brings it to the FOCAL POINT of the design. **EMPHASIS** is created by using CONTRAST in a design.

When creating your design make sure not everything is **EMPHASIZED** or the FOCAL POINT will be lost. If nothing will stand out, and the viewer's eye won't know where to go.



SHAPE: Create **EMPHASIS** by adding a VARIETY of SHAPES to your design. Ex: triangles next to circles.

LINE: Create **EMPHASIS** by adding a VARIETY of LINES to your design. Use LINES to direct the viewer's eye to the focal point.

VALUE: Create **EMPHASIS** by adding a RANGE of VALUE to your design. Ex: add darks to your focal point surrounded by light.



COLOUR: Create **EMPHASIS** by adding a POP of COLOUR to your design. Ex: Make your focal point black and white if it's surrounded by bright colors and vice versa.



SPACE: Create **EMPHASIS** by focusing on the rule of thirds. Divide your paper into thirds, vertically or horizontally, place your focal point in one of the thirds.

TEXTURE: Create **EMPHASIS** by adding CONTRASTING TEXTURES to your design. Ex: hard vs. soft or shiny vs. matte.

Create a design with **EMPHASIS**. Include the following techniques for successful **EMPHASIS**. Label each technique used in your design with the corresponding number (ex: put a 1. next to use of SHAPE to create **EMPHASIS**.)
1. SHAPE 2. LINE 3. VALUE

Create a design with **EMPHASIS**. Include the following techniques for successful **EMPHASIS**. Label each technique used in your design with the corresponding number (ex: put a 1. next to use of SHAPE to create **EMPHASIS**.)
1. COLOUR 2. SPACE 3. TEXTURE

NAME _____

HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

RHYTHM

RHYTHM can help UNIFY a work of art by repeating LINES, SHAPES, COLORS or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.

Similar or identical elements REPEATING at regular intervals. Think a regular, steady beat.

REGULAR RHYTHM



REPEATING similar elements with no PATTERN.

RANDOM RHYTHM



PROGRESSIVE RHYTHM

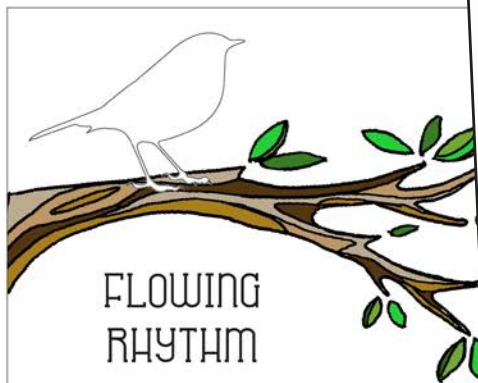


ALTERNATING RHYTHM



Two or more different elements that alternate. A more interesting and complex version of REGULAR RHYTHM.

FLOWING RHYTHM



Created using organic shaped elements that follow a direction, twist, and bend in a natural pattern.

Draw an example of PROGRESSIVE RHYTHM.

Draw an example of REGULAR RHYTHM.

Draw an example of ALTERNATING RHYTHM.

Draw an example of FLOWING RHYTHM.

Draw an example of RANDOM RHYTHM.

NAME: _____

RHYTHM

HANDOUTS

INFO ON THE FRONT, ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

ASSIGNMENT SHEET

While you are in this course you will complete 9 worksheets that focus on the principles of design.

- Write your name on the worksheets.
- Read the information on the front of the worksheets.
- Complete the activities on the back of the worksheets.
- Submit the handouts for a participation grade.

SUPPLIES:

To complete this assignment, you will need a pencil, eraser, and ideally crayons, markers, or colored pencils. You may have to work with the materials you have, just do your best!

VOCABULARY:

- Principles of design: The building blocks of a work of art. The visual components of color, form, line, shape, space, texture, and value.
- Emphasis: making a specific element stand out or draw attention to the eye. Emphasis can help create a focal point in a work of art.
- Balance: the arrangement of visual elements so that their visual weight is in harmony with one another.
- Movement: the path the viewer's eye takes through the work of art, often to focal areas. Movement can be implied or actual in a work of art. Implied movement are parts of a work of art that appear to have movement through the use of diagonals, texture, shapes, or similar. Actual movement is achieved when parts of the work of art move, like a mobile.
- Proportion: the relationship of two or more elements in a work of art and how they compare with one another. Proportion can be correct or exaggerated.
- Repetition and Pattern: Repetition is using of the same or similar elements throughout your **design**. Pattern is a repeating unit of shape or form.
- Unity: When elements in a work of art appear to go together.

ACTIVITY

INSTRUCTIONS