

Principles of Design

The principles of design are how we use the tools. Learning and using the elements and principles of design will help youth in creation and discussion of artwork.

Repetition: Repeated use of one shape, color or element, making the artwork seem active, creating unity. A “visual echo” reinforcing aspects of the piece.

Proportion: All parts of an artwork are relative in size; for example, the size of the head compared to the rest of the body.

Unity: A feeling of harmony among all parts of the artwork, creating a sense of completeness.

Variety: Differences among elements (varying shapes, colors, etc.) to hold one’s attention and add interest.

Emphasis: A point differing in size, color, texture, shape, etc., contrasting with the other elements to make it dominant, to catch the viewer’s eye.

Balance: How elements are arranged. Symmetrical: elements have equal weight. Asymmetrical: sides vary but work together. Radial: based on a circle.

Pattern: A combination of elements repeated in an ordered arrangement.

Movement: Use of lines, edges, shape and color to indicate movement, action, direction; guides a viewer’s eye through the artwork.

Rhythm: Repeated or alternating elements arranged to create beats as with music and a sense of movement.



Repetition



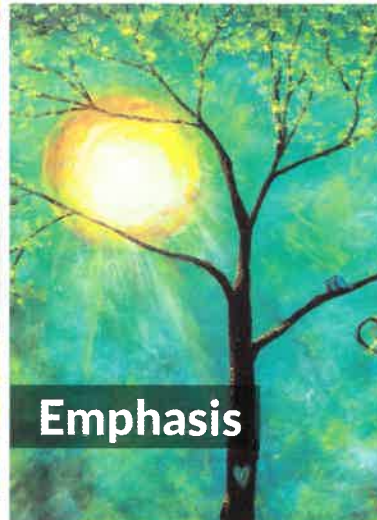
Proportion



Unity



Variety



Emphasis



Balance



Pattern



Movement



Rhythm