

NAME; _____

Art I_Jackson CLASS PERIOD:

Principles of Design Sheet

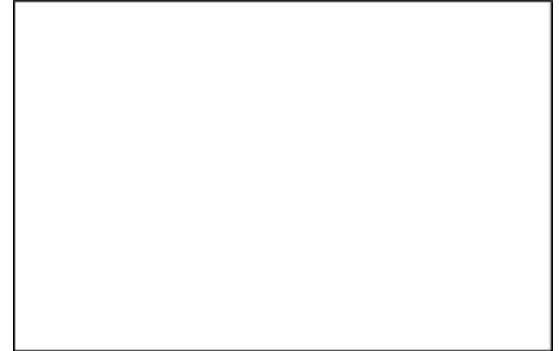
Read each description of the Principles of Design carefully, then read each problem. Using the specific shapes listed for each problem, create a composition in the space provided. Your media may include pencil, colored pencil, ink pen or crayon. You may change the scale, value and/or color of the shapes, but you may not alter the shapes otherwise (i.e. a square needs to have four equal sides, but it may be any size, color or value).

1. **Variety** is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through and around the work of art. Variety means "to change the character" of an element, to make it different.

More explanation on Variety:

<https://www.sophia.org/tutorials/design-in-art-emphasis-variety-and-unity>

Create a composition using the Principle of Variety and ONLY the following shapes:



2. **Unity** is the feeling of harmony between all parts of the work of art, which creates a sense of completeness.

Variety is the complement to unity and is needed to create visual interest. But without unity, an image is chaotic and "unreadable;" without variety it is dull and uninteresting. Good design is achieved through the balance of unity and variety; the elements need to be alike enough so we perceive them as belonging together and different enough to be interesting.

More explanation on Unity:

<https://www.sophia.org/tutorials/design-in-art-emphasis-variety-and-unity>

Create a composition using the Principle of Unity ONLY the following shapes:

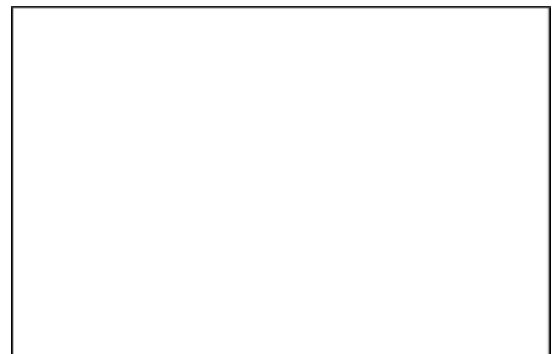


3. **Balance** is the distribution of the visual weight of objects, colors, texture, and space. If the design was a scale, these elements should be balanced to make a design feel stable. In symmetrical balance, the elements used on one side of the design are similar to those on the other side; in asymmetrical balance, the sides are different but still look balanced. In radial balance, the elements are arranged around a central point and may be similar.

More explanation on Balance:

<https://www.sophia.org/tutorials/design-in-art-balance-and-contrast>

Create a composition using the Principle of Balance and ONLY the following shapes:

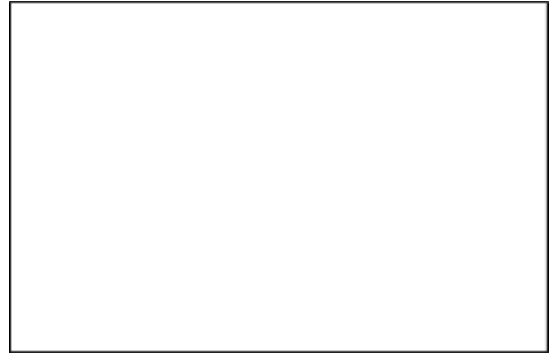
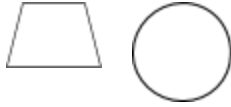


4. Emphasis is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by contrasting it with other areas. The area could be different in size, color, texture, shape, etc.

More explanation on Variety:

<https://www.sophia.org/tutorials/design-in-art-emphasis-variety-and-unity>

Create a composition using the Principle of Emphasis and ONLY the following shapes:

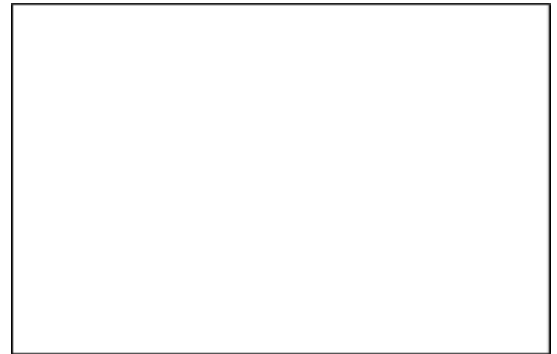


5. Movement is the path the viewer's eye takes through the work of art, often to focal areas. Such movement can be directed along lines, edges, shape, and color within the work of art.

More explanation on Movement:

<http://www.educ.kent.edu/community/vlo/design/principles/movement/index.html>

Create a composition using the Principle of Movement and ONLY the following shapes:



6. Proportion is the feeling of unity created when all parts (sizes, amounts, or number) relate well with each other. When drawing the human figure, proportion can refer to the size of the head compared to the rest of the body.

More explanation on Proportion:

<https://www.sophia.org/tutorials/design-in-art-scale-and-proportion>

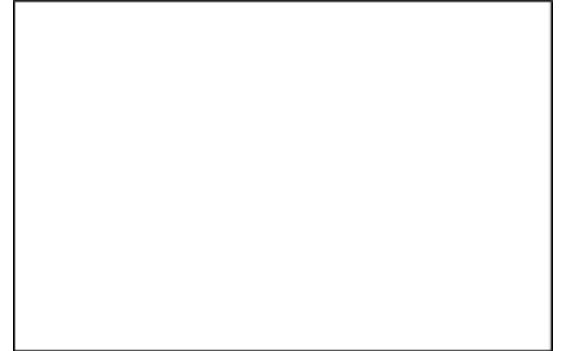
Create a composition using the Principle of Proportion and ONLY the following shapes:



7. Rhythm is created when one or more elements of design are used repeatedly to create a feeling of organized movement. Rhythm creates a mood like music or dancing. To keep rhythm exciting and active, variety is essential. More explanation on Rhythm:

<https://www.sophia.org/tutorials/design-in-art-repetition-pattern-and-rhythm>

Create a composition using the Principle of Rhythm and ONLY the following shapes:



*****Fill in the blank with the missing Principle of Design that matches the definition below...**

8. _____ refers to the arrangement of opposite elements (light vs. dark colors, rough vs. smooth textures, large vs. small shapes, etc.) in a piece so as to create visual interest, excitement and drama.