**THE PRINCIPLES OF DESIGN**

**BALANCE** – A principle of design that refers to the equalization of elements. There are three

 kinds of balance: symmetrical, asymmetrical, and radial.

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| symmetrical | asymmetrical | radial |

**UNITY** – A principle of design that relates to the sense of one-ness or wholeness in a work of

 art. There is something similar throughout the entire design.

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**MOVEMENT** – A principle of art referring to a way of combining art elements to produce a look and feel of action, or

 to cause the viewer’s eye to travel over the artwork in a certain way.



**PATTERN** – A principle of design referring to the combinations of lines, colors, and shapes repeated in a series.

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**RHYTHM** – A principle of design where movement and repetition occur together. Usually

 the same or similar objects repeat or change in their placement or size as they move.

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**EMPHASIS** - A principle of design that uses size, contrasting colors, or placement to draw

 attention to a certain object in a work of art.

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**CONTRAST** – A principle of design that refers to differences in elements in a work of art. Two

 very different elements are combined in the same work (i.e. dark vs. light value, bright vs. dull color,

 geometric vs. organic shapes) etc.

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**VARIATION** – A principle of design which refers to the changing or differing characteristics of elements in a

 work of art.

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|  | Line was the focus in this drawing. Many variations of lines were used to create this design. |