

Landscapes, Classical to Modern: Lessons and Ideas for Discussion **Worksheet**

## Principles of Design

### Principles of Design



**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.



**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 will be different in size, color, texture, shape, etc.



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



**Pattern** is the repeating of an object or symbol all over the artwork.



**Repetition** works with pattern to make the artwork seem active. The repetition of elements of design creates unity within the artwork.



**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.



**Rhythm** is created when one or more elements of design are used repeatedly to create a feeling of organized movement. Variety is essential to keep rhythm exciting and active, and moving the viewer around the artwork. Rhythm creates a mood like music or dancing.



**Unity** is the feeling of harmony between all parts of the artwork creating a sense of completeness.



**Variety** is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through the artwork.

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#### Elements of Art



**Line** is a mark with greater length than width. Lines can be horizontal, vertical or diagonal, straight or curved, thick or thin.



**Shape** is a closed line. Shapes can be geometric, like squares and circles; or organic, like free formed shapes or natural shapes. Shapes are flat and can express length and width.



**Forms** are three-dimensional shapes, expressing length, width, and depth. Spheres, cylinders, boxes, and triangles are forms.



**Space** is the area between and around objects. The space around objects is often called negative space; negative space has shape. Space can also refer to the feeling of depth. Real space is three-dimensional; in visual art when we can create the feeling or illusion of depth, we call it space.



**Color** is light reflected off objects. Color has three main characteristics: hue or its name (red, green, blue, etc.), value (how light or dark it is), and intensity (how bright or dull it is).

- White is pure light and black is absence of light.
- Primary colors are the only true colors (red, blue, and yellow). All other colors are mixes of primary colors.
- Secondary colors are two primary colors mixed together (green, orange, violet).
- Mixing a secondary and a primary color together makes intermediate colors, sometimes called tertiary colors. Some examples of intermediate colors are yellow-green, blue-green, and blue-violet.
- Complementary colors are located directly across from each other on the color wheel. Complementary pairs contrast because they share no common colors. For example, red and green are complements, because green is made of blue and yellow. When complementary colors are mixed together, they neutralize each other to make brown.



**Texture** is the surface quality that can be seen and felt. Textures can be rough or smooth, soft or hard. Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.