

THE PRINCIPLES OF DESIGN

The tools to plan and organize artwork

BALANCE



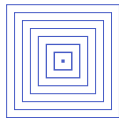
Balance is the distribution of visual weight in an artwork. The three types of balance are symmetrical (two sides are the same), asymmetrical (two sides are different but visually weighted equally), and radial (design emerges from center point).

CONTRAST



Contrast is the difference between elements in a composition. This can happen through a variety of elements such as value change, size difference, etc.

EMPHASIS



Emphasis is the creation of a focal point in an artwork. Emphasis draws the viewer's eye to particular areas of the artwork first.

PATTERN



Pattern decorates the artwork with regularly repeated elements such as shapes or color.

UNITY



Unity means that all elements within the artwork are in harmony. Variety within elements adds interest to the composition.

MOVEMENT



Movement is how the eye travels through an artwork. Movement can lead the viewer from one aspect to another within the composition.

RHYTHM



Rhythm is the regular repetition of elements such as line, shape and forms to create interest and consistency.

REPETITION



Repetition works with pattern to make the work of art seem active. The repetition of elements of design create unity within the work of art.

PROPORTION



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.

VARIETY



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.