

Elements and Principles of Design Help Sheet (Mitchell County)

(Visual Art, Home Improvement, Clothing)

Elements of Design

Color

Name the colors (hue.)

- Are the colors bright or dull (intensity)?
- Are the colors light or dark (value)?
- How do the colors make you feel?
- Why do the colors look good together?

Line

- Describe the lines – curved, straight, thick thin, bold fine, horizontal, vertical, dotted, zigzag, etc.
- Do the lines lead your eye? Explain
- Do the lines show direction or outline an object or divide a space? Explain
- Do the lines create a mood? Explain

Texture

- Describe the texture – smooth, slick, shiny, rough, raised, bumpy, fuzzy, soft, hard, grainy.
- Can you feel the texture or is it just visual?

Shape/Form

- Shapes are 2-dimensional. Are the shapes geometric or realistic or abstract?
- If your design has 3-dimensions it has form – describe the form (balls, cylinders, pyramids, boxes.)

Space

- Space is the amount of room you have.
- Describe the negative space (background)?
- Describe the positive space – the design?

Principles of Design

Balance

- Are both sides of the design the same (symmetrical)?
- If they are not the same, they are asymmetrical, but do they feel balanced? Why?
- Or is the design radial – arranged around a center point like a pizza, daisy or wheel?

Emphasis

- What is the first thing you see? Why? (Examples are contrasting color, line or shape; larger or smaller shape; contrast from plain background)

Rhythm

- What makes your eye move around the design? (repeating, gradually bigger, alternating, change of color)

Unity

- Why do parts of the design feel like they belong together? (such as textures have similar feel, lines or shapes repeat, colors are harmonious)

Proportion

- How does the design fill the space?
- How do parts of the design relate to each other?