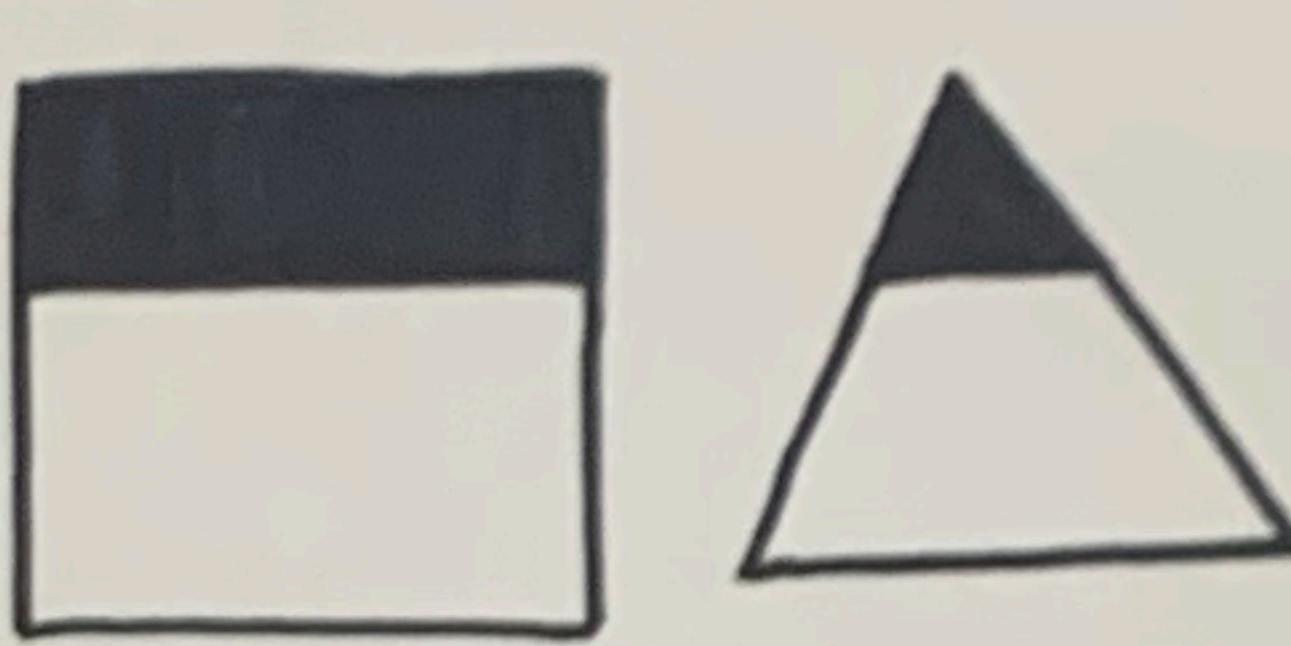
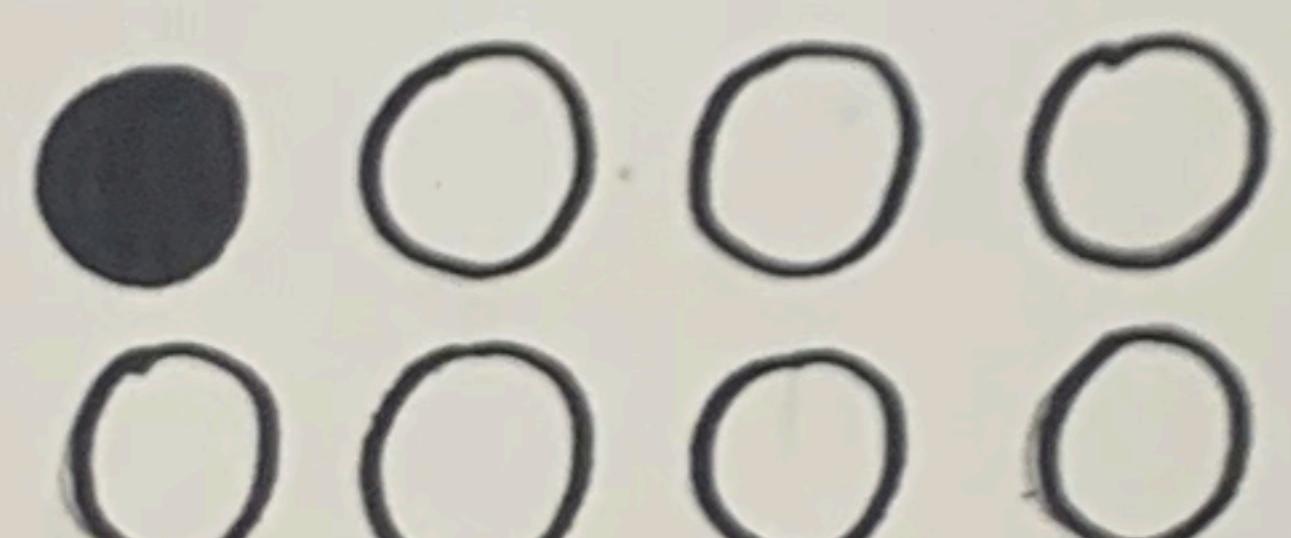
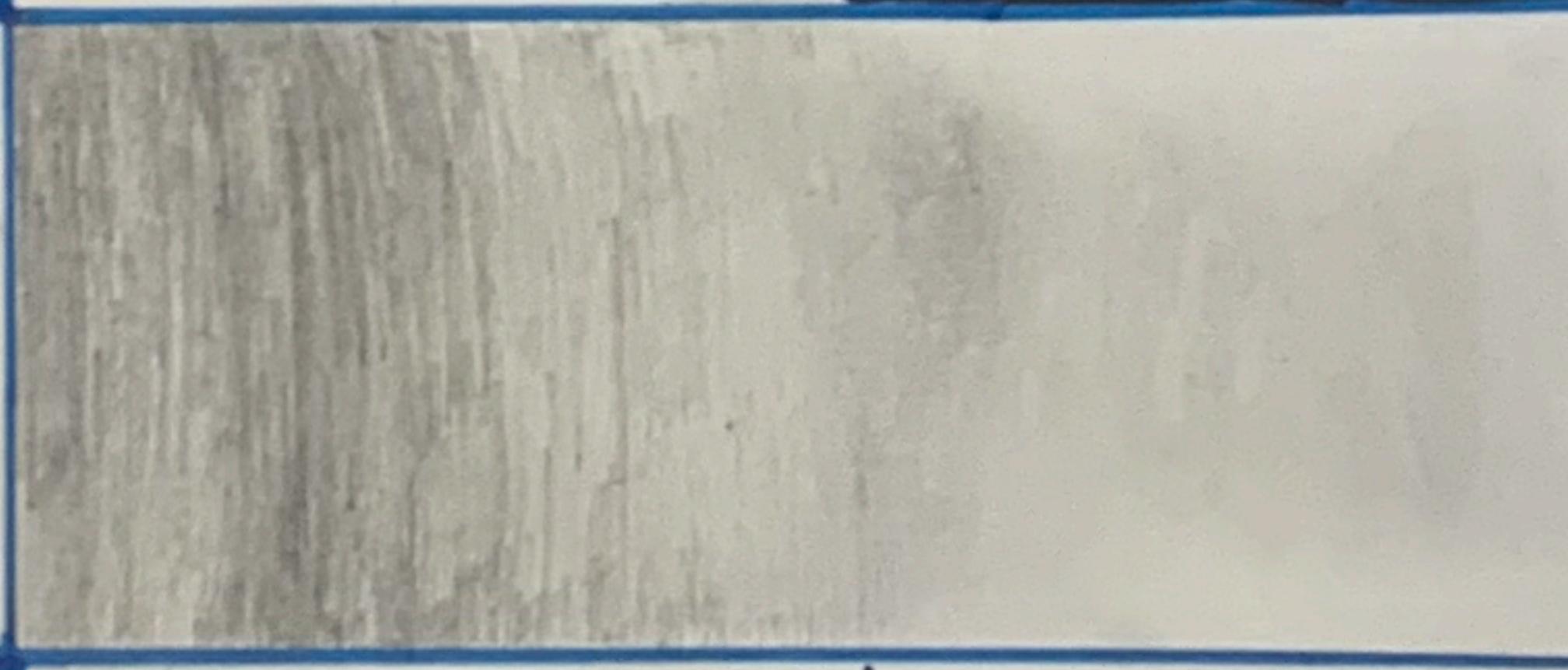
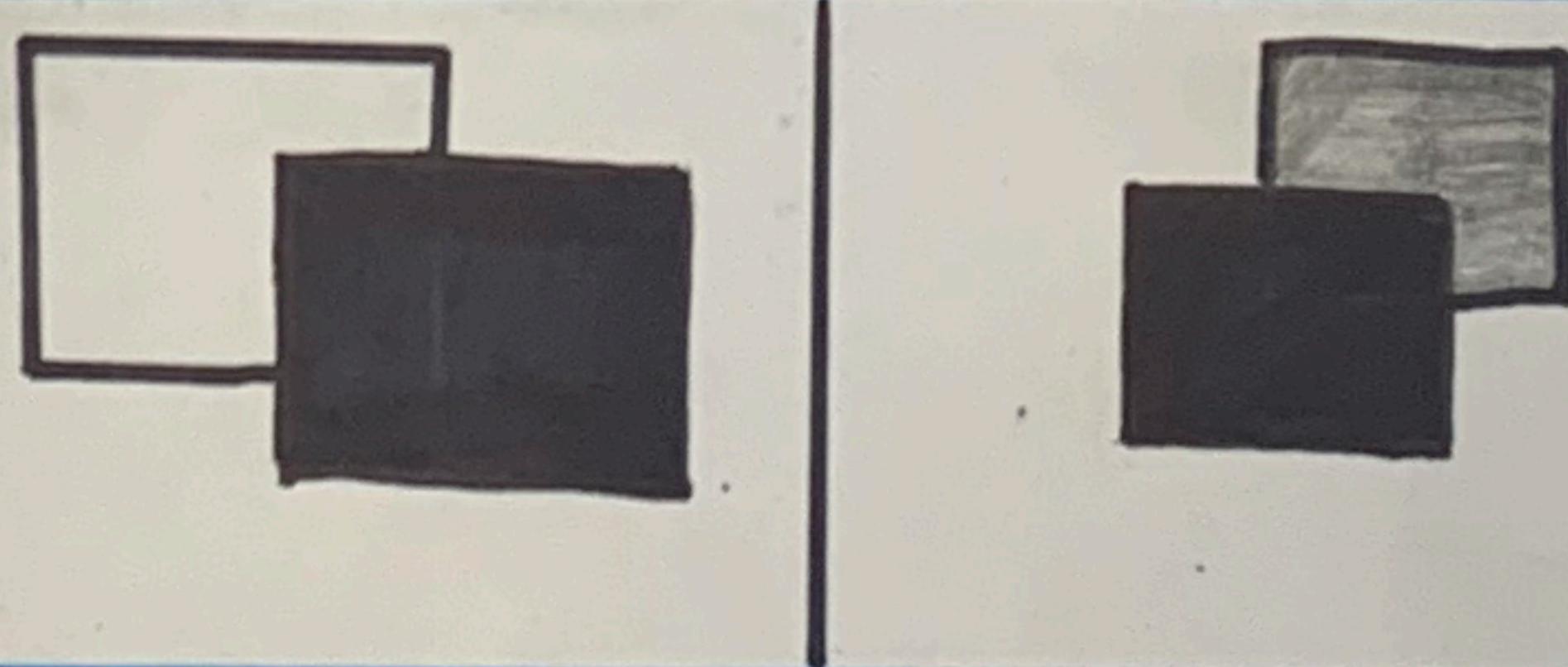


THE PRINCIPLES OF DESIGN

The Principal of Design		Arrange the elements of art into a composition
Composition		the way artwork is arranged.
The Rule of Thirds		compositional guideline that breaks down any image into thirds both horizontally & vertically.
Movement		the path the viewers eye takes through the artwork, often to areas of focus.
Balance		the visual weight of each element is distributed in a way that makes the composition feel stable.
Symmetrical		made up of the exact parts facing each other or around an axis; showing symmetry.
Asymmetrical Balance		A type of balance in which the 2 sides of the artwork are different but feel stable.
Unity		using similar or repeated elements in an artwork to create consistency. (marks, mood, colour, theme, etc.)
Variety		using many different elements to create interest or contrast in an artwork.

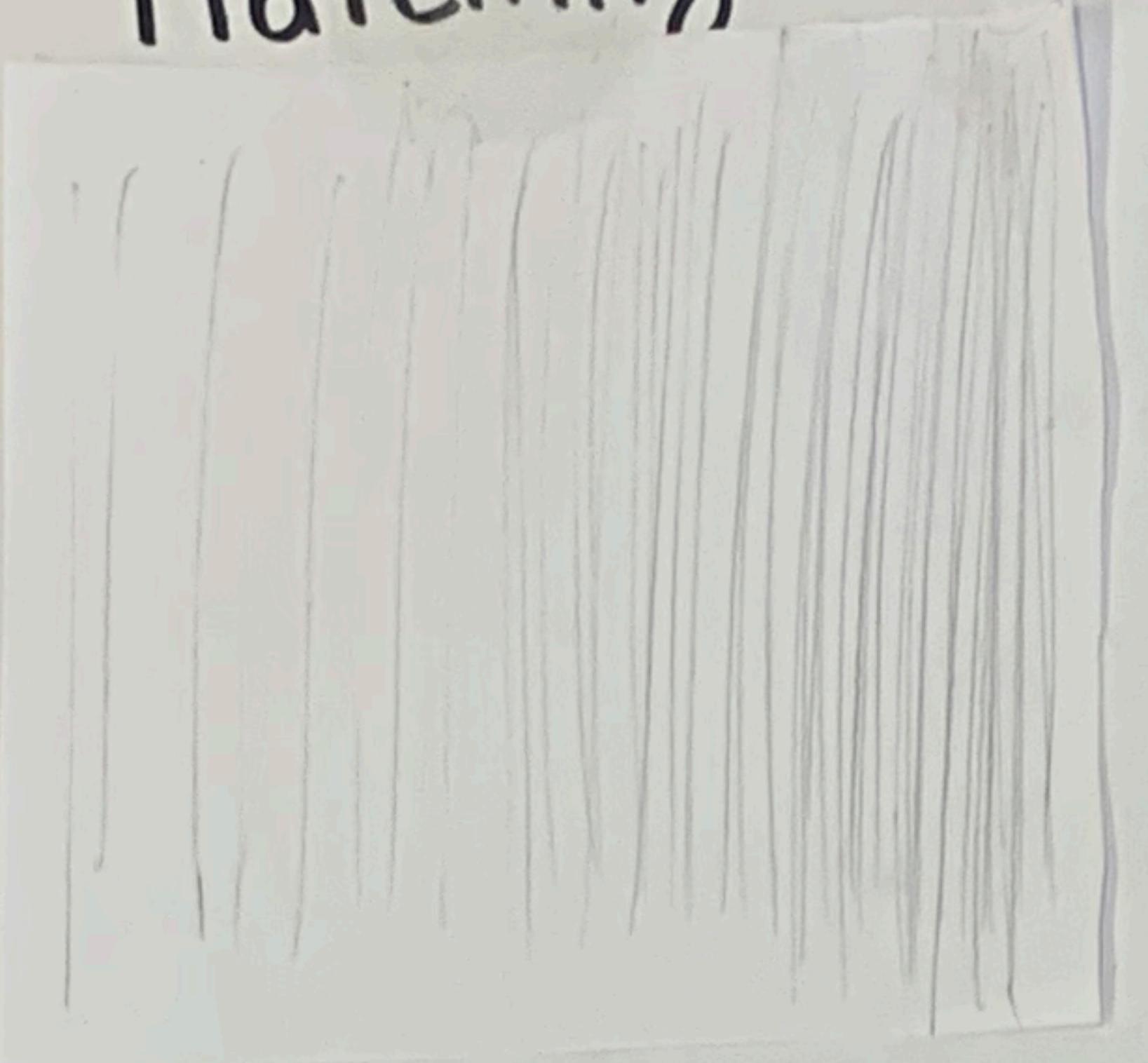
THE Principles of Design

Rhythm		repeating elements to create a feeling
Pattern		a repeated design
Scale		the comparison of one object to another in terms of size
Proportion		Ratio: parts of a whole in terms of size
Emphasis		What we focus on in an artwork
Contrast		The amount of difference between elements
Value Contrast		The amount of difference between values
High 3 Low Contrast		High: There is a LARGE difference Low: There is NOT MUCH of a difference
Juxtaposition		Combining 2 or more unlike things to show contrast.

Textures

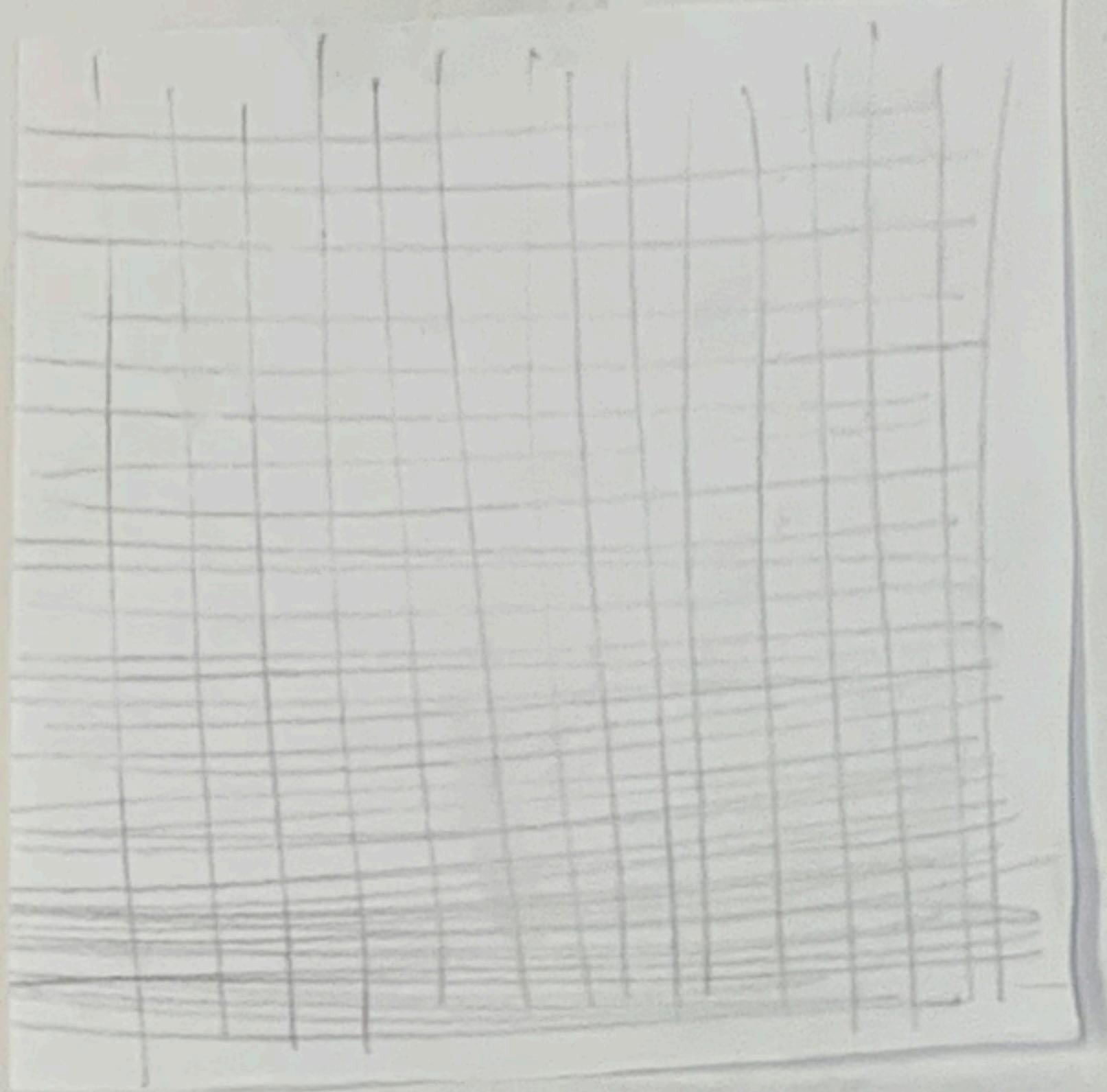
Shading Techniques

Hatching



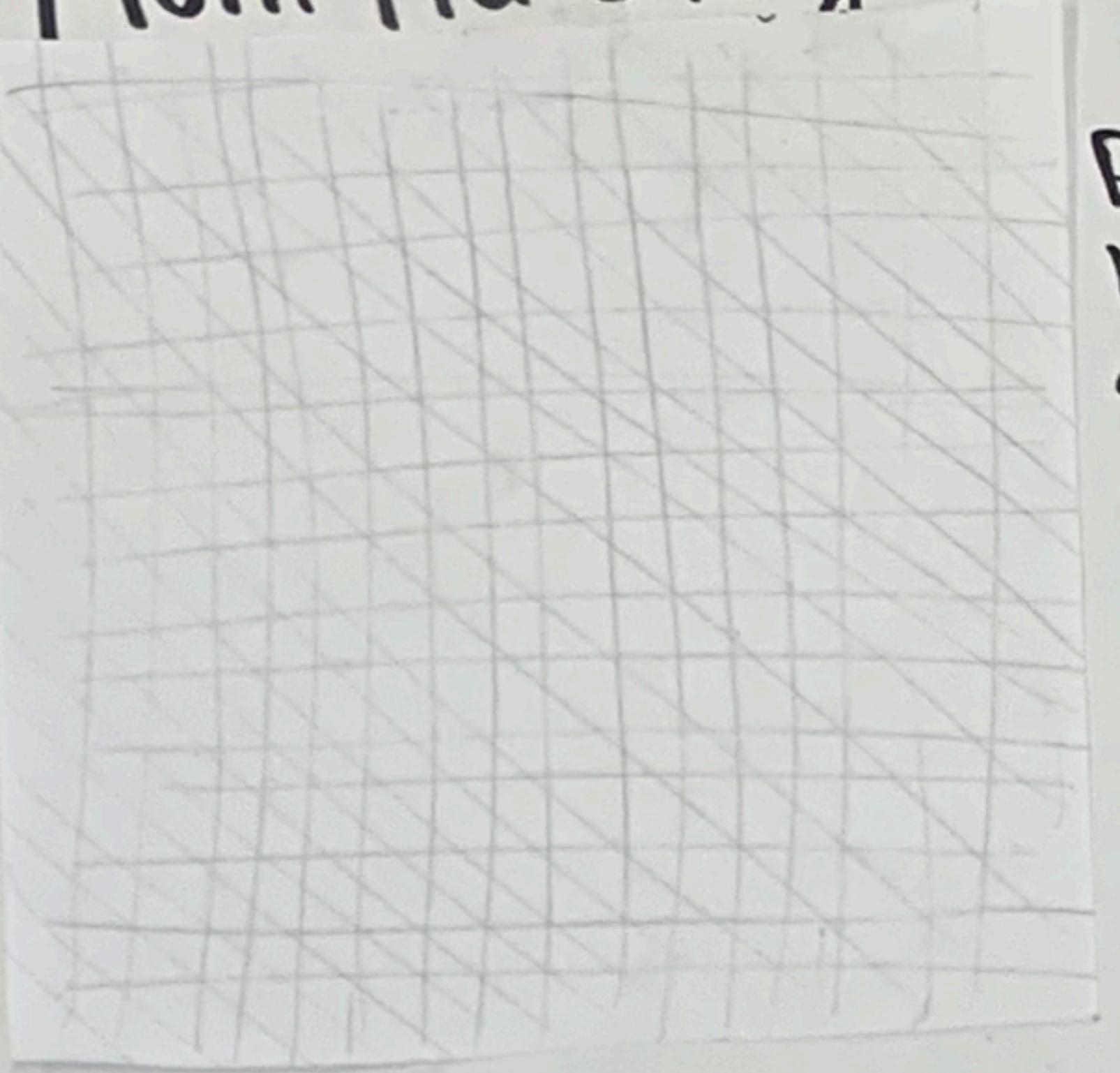
Parallel straight lines are used to create an even shade with closer lines used to make darker shades.

Cross Hatching



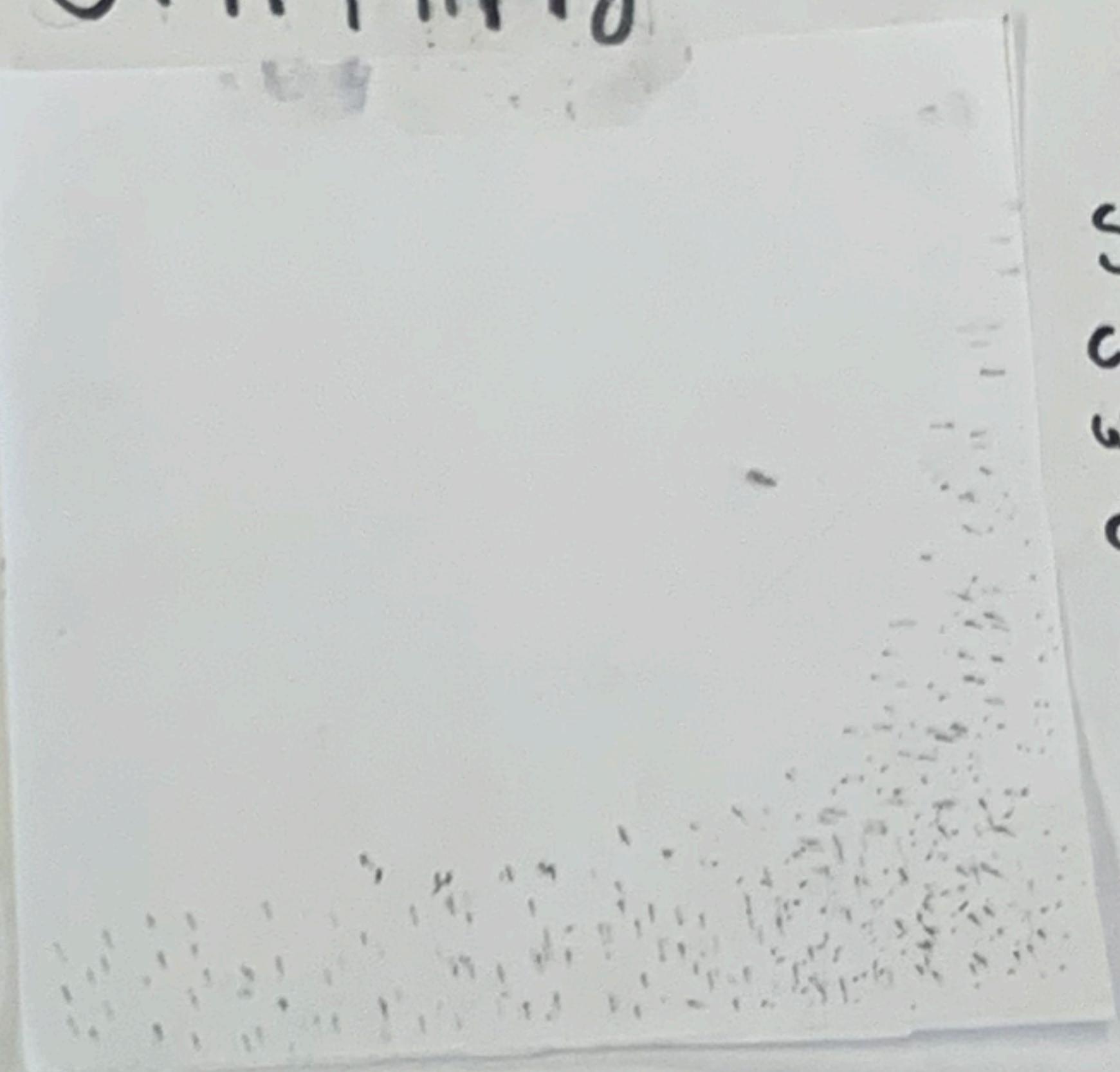
Cross hatching is done by connecting multiple sets of perpendicular lines.

Multi Hatching



Darker areas are created by adding a third or more sets of lines to a cross hatching

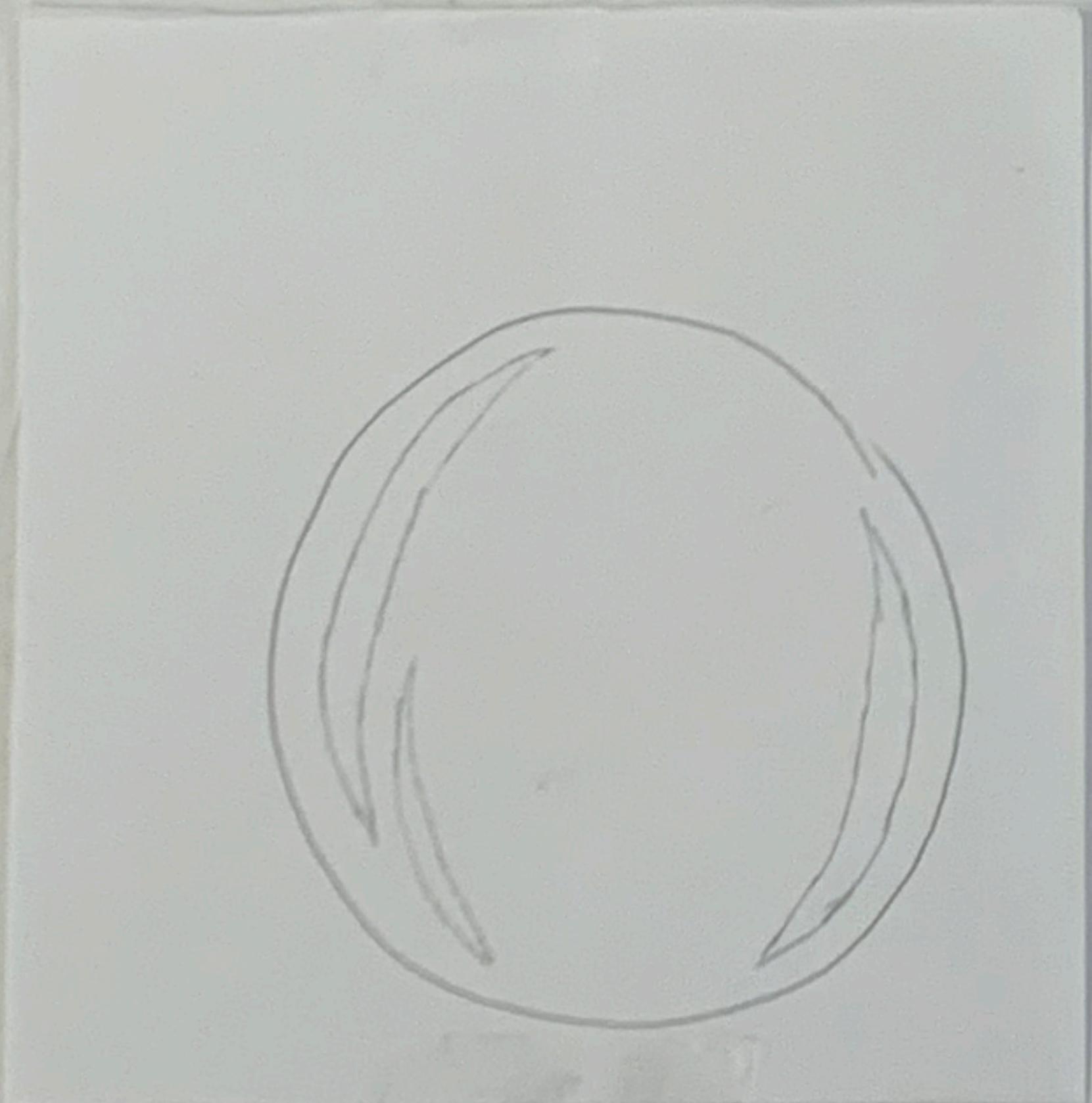
Stippling



Stippling is a technique consisting of dot patterns which create shades depending on the frequency of dots

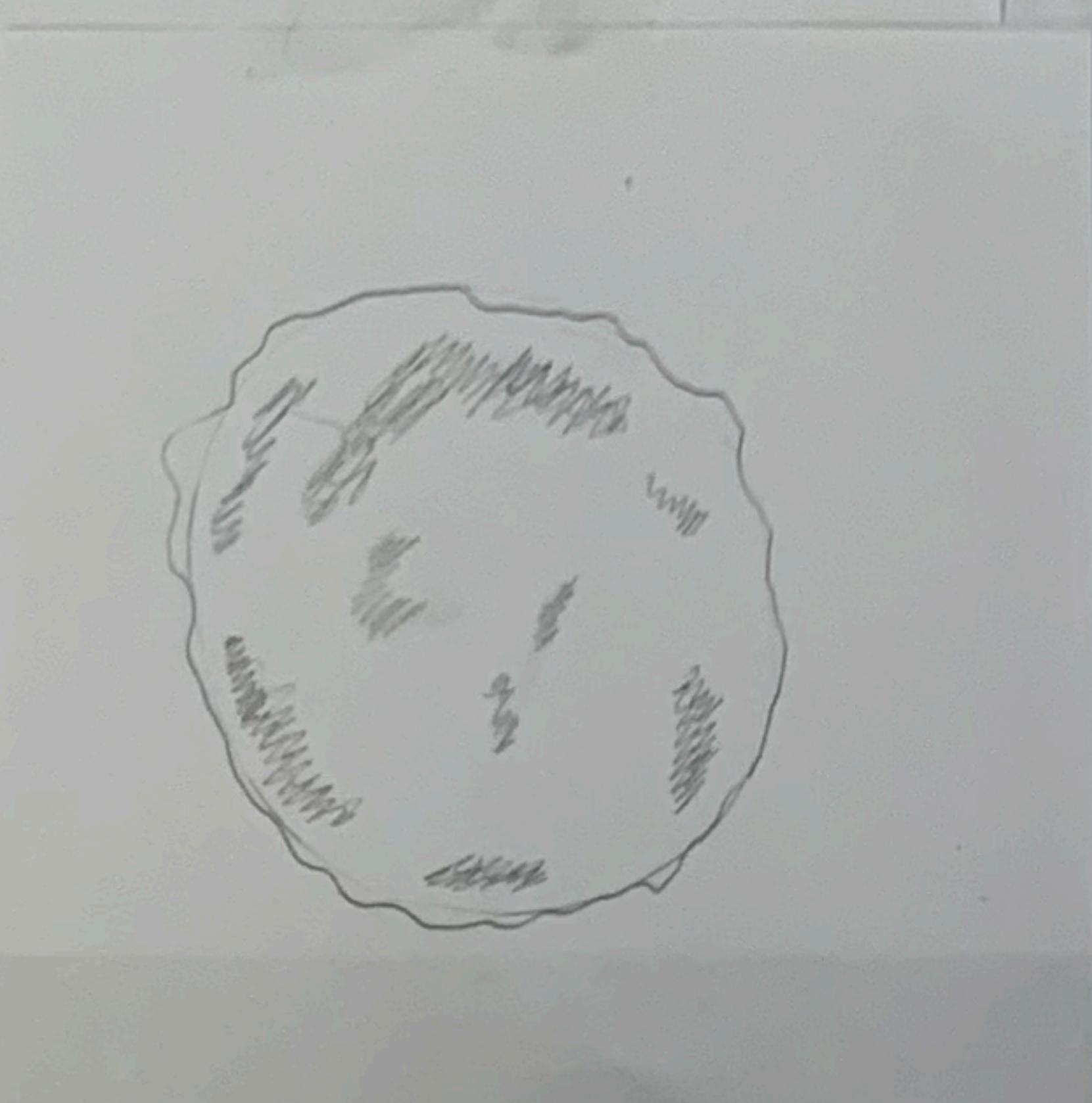
Textures

Glass

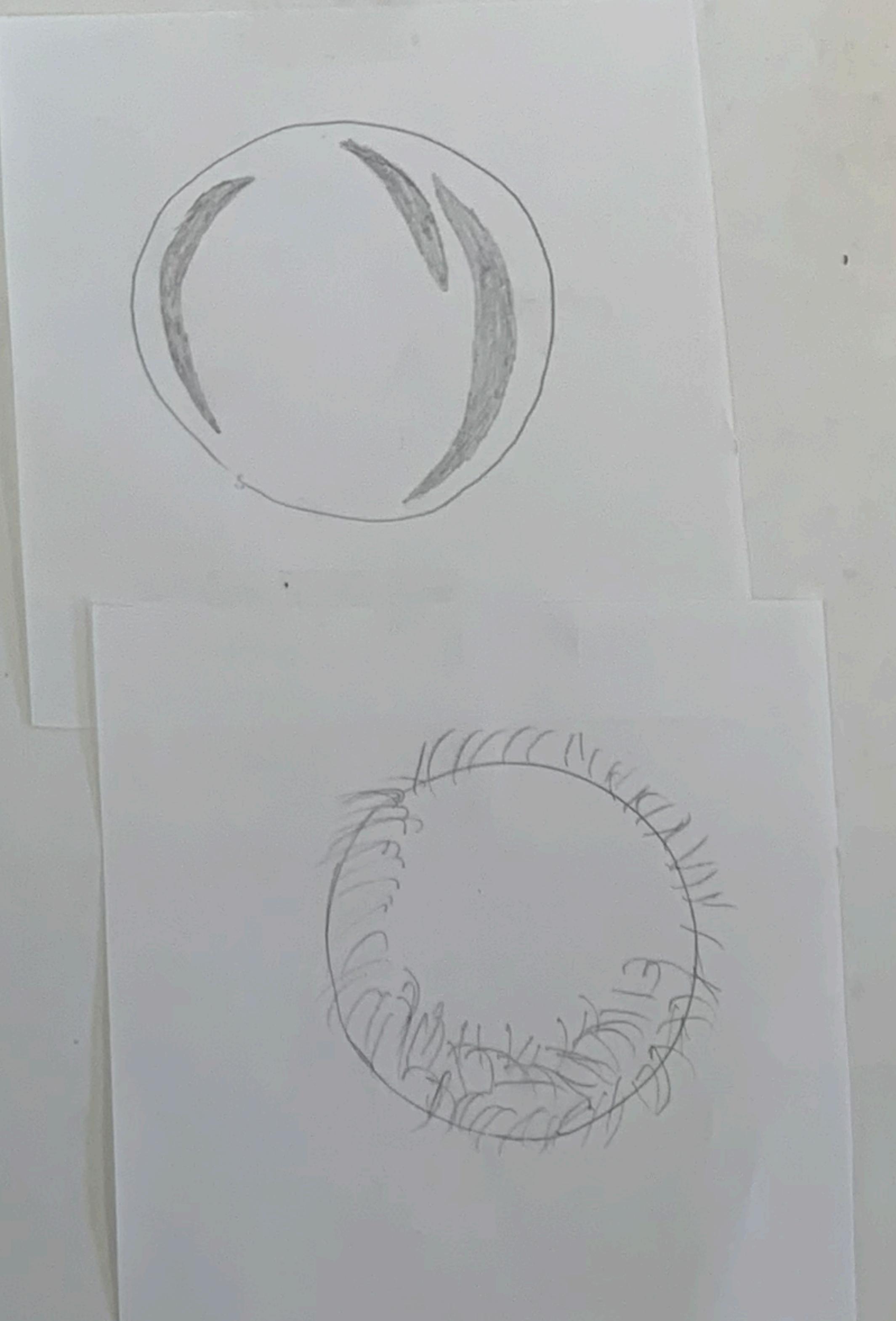


Smooth

Rocky

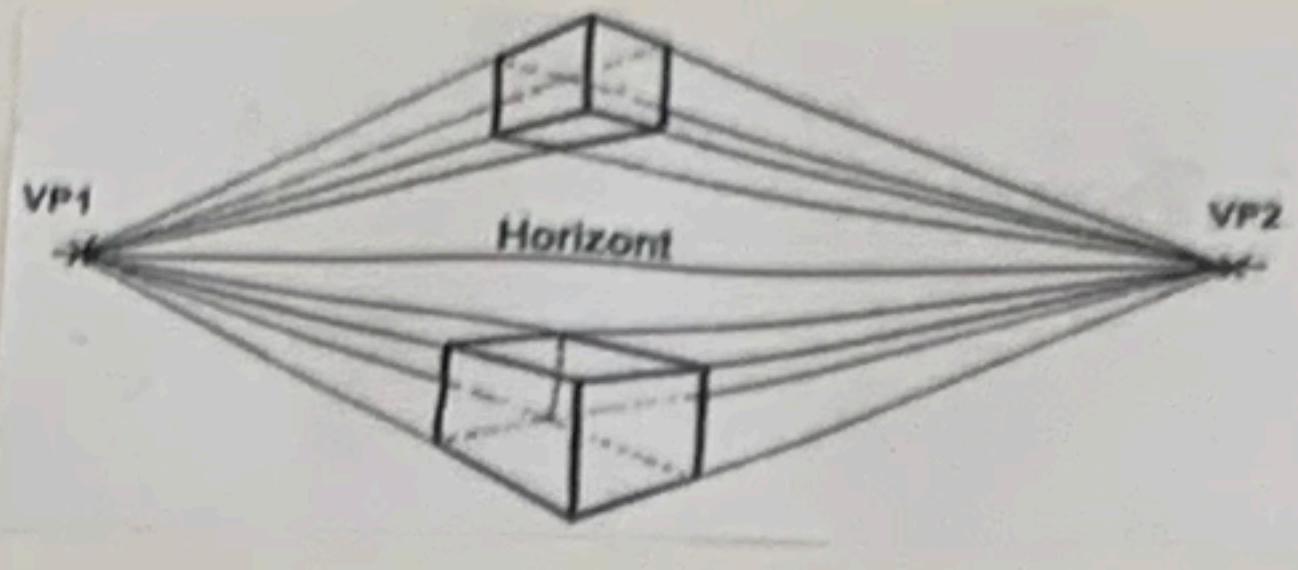


Furry



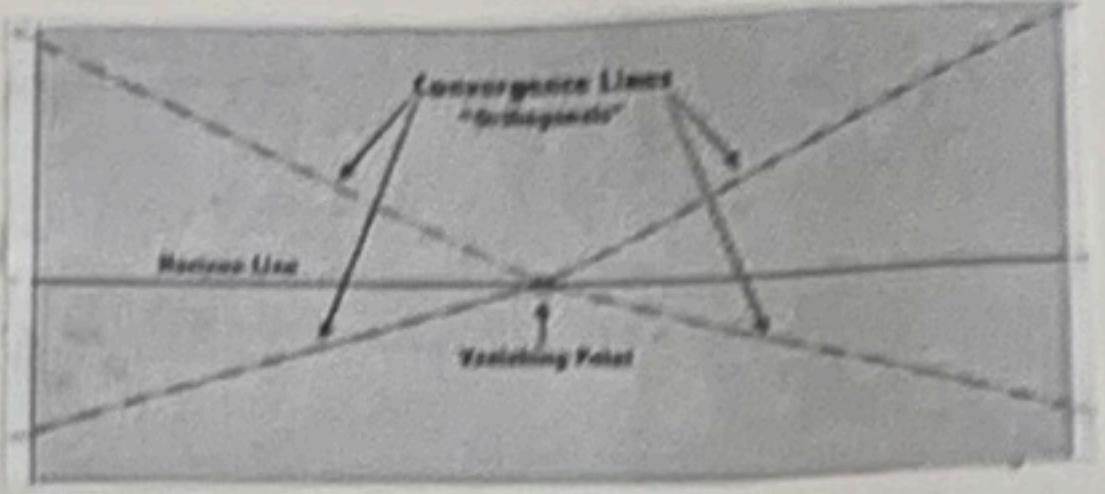
The Perspective

Horizon line



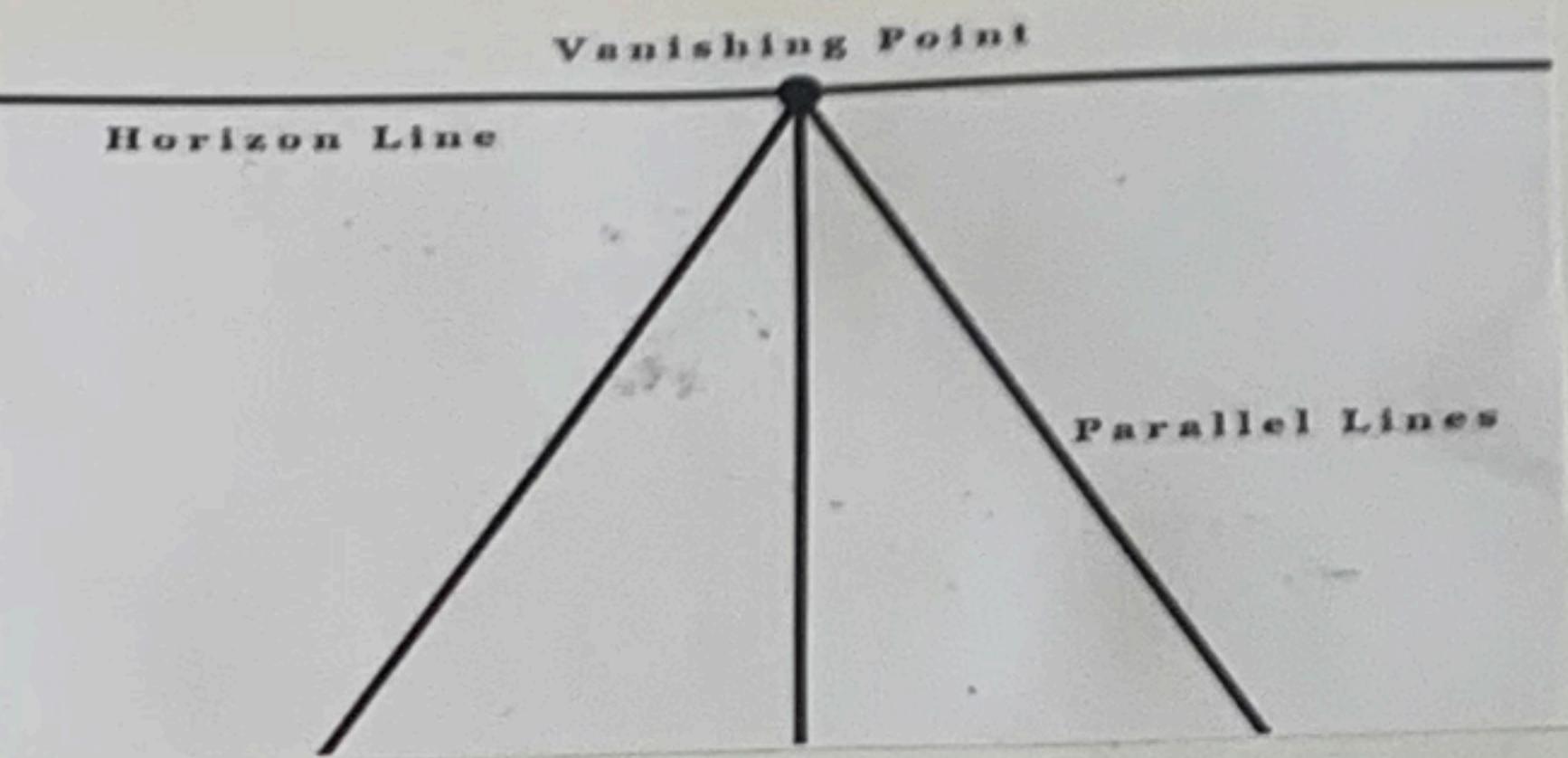
Where the earth meets the Sky.

Converging lines



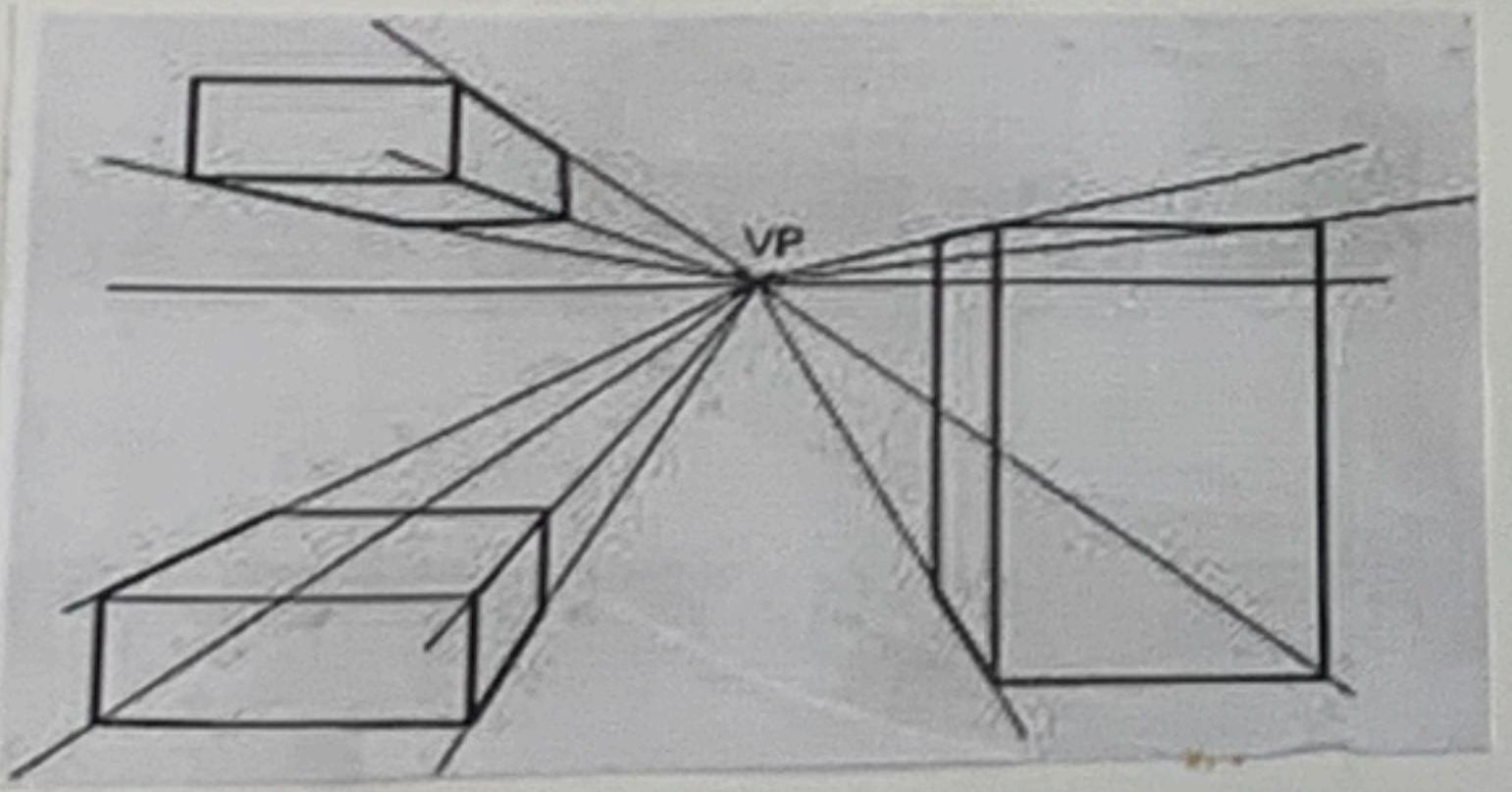
Sets of parallel lines that come together & approach at a single vanishing point.

Vanishing point



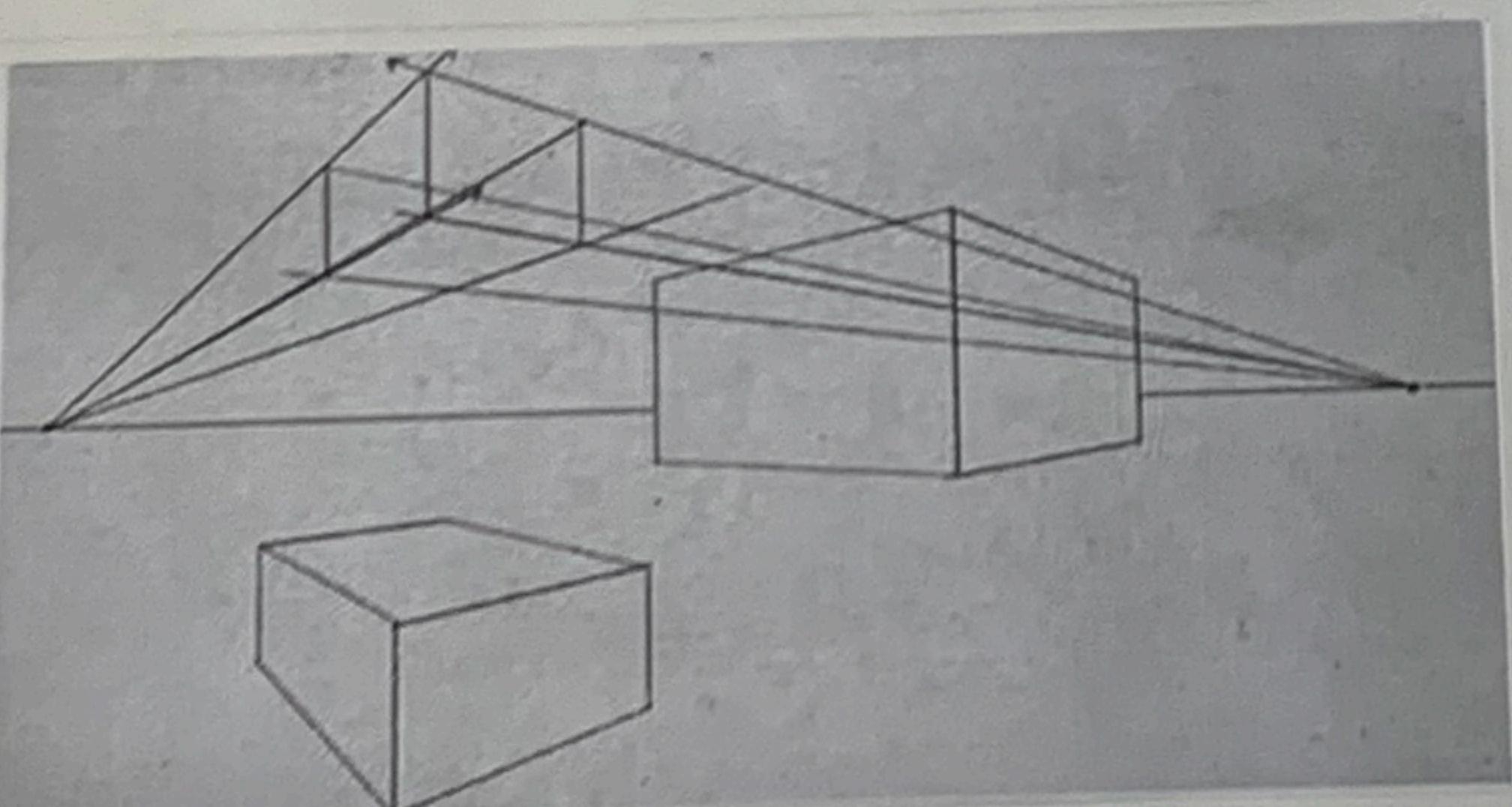
The point in a perspective drawings where lines that either parallel to the main subject of the painting come together.

One-point perspective



A type of drawing created on a 2D plane that uses one point in the distance from which everything in the drawing is set out.

Two-point perspective



Lines that converge on two vanishing points.

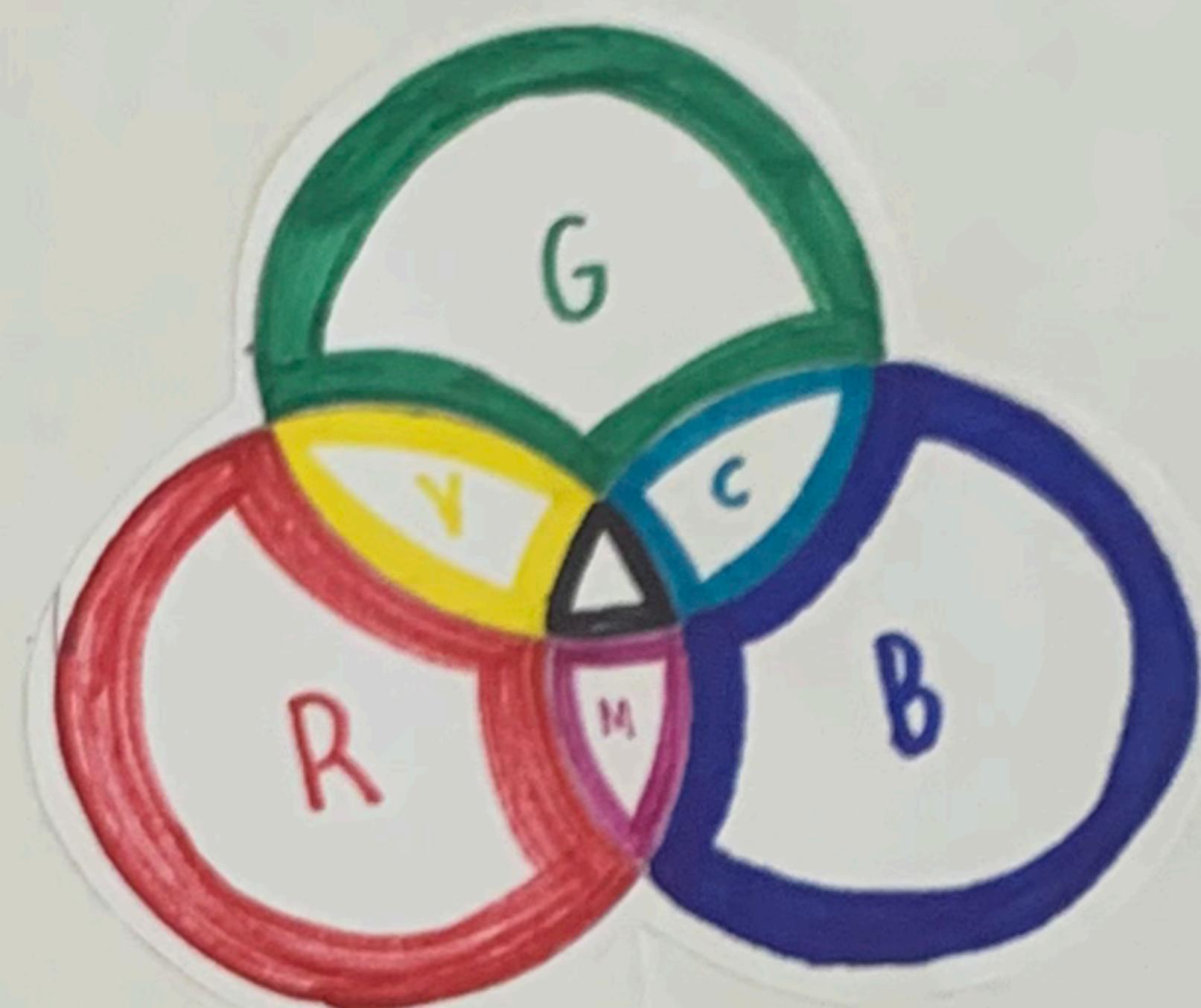
COLOUR THEORY

Colour theory: Finding and applying formulas to find the most appealing colour schemes.

Primary colours:
Red, yellow, blue -
Create all other
colours.



Secondary colours:
Green, orange, purple
created by mixing
two primary colours.



Tertiary colours:
created by mixing
a primary and
secondary colour.



Hue: Brightest most pure version of a colour.

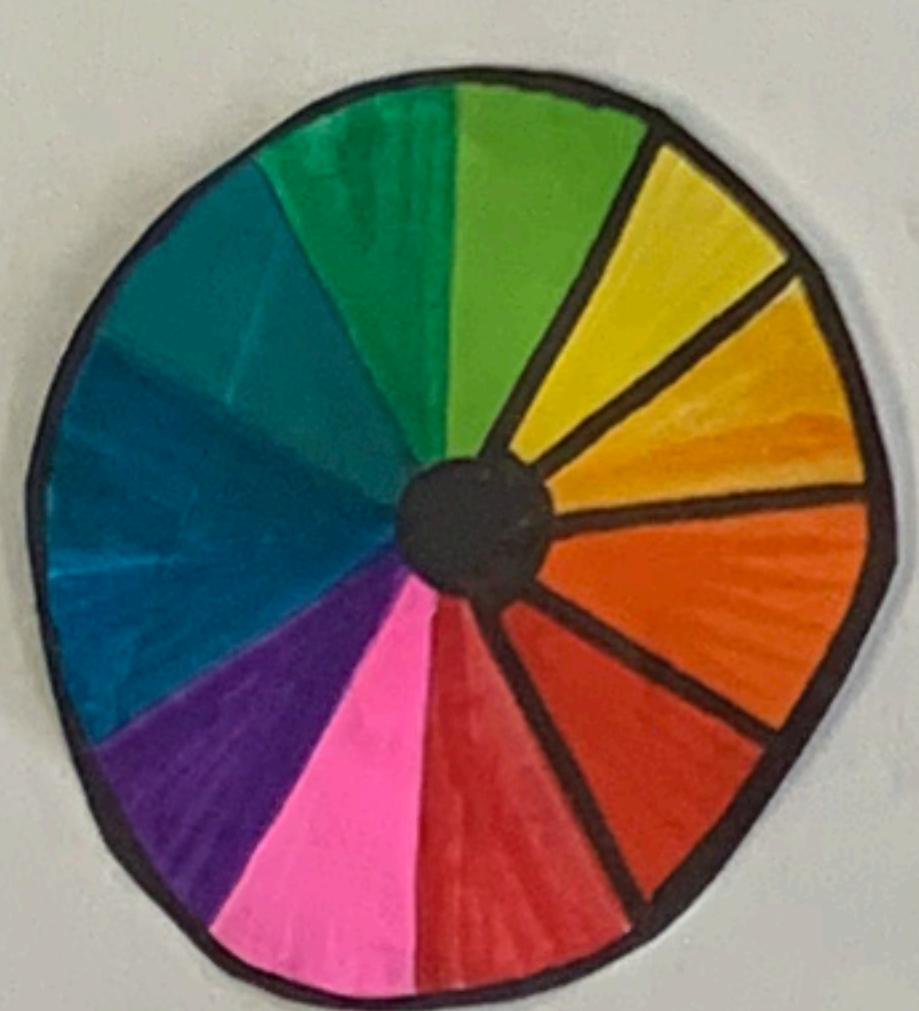
Saturation: Vibrant and strong, also known as the intensity or chroma of a colour.

Value: The lightness or darkness of a colour, tint shade or tone.

Temperature: How warm or cool a colour is.



Triadic



Analogues



Split
Complementary



Tetradic



Monochromatic



Complementary