

## ELEMENTS OF DESIGN:

- Shape
- Line
- Value
- Texture
- Color
- Time (mostly applicable in motion graphics and interactive design.)

## PRINCIPLES OF DESIGN:

### CATEGORY 1: UNITY AND VARIETY

- Grouping
- Containment
- Repetition
- Proximity
- Alignment
- Lost & Found

### CATEGORY 2: DEPTH

- Linear Perspective
- Atmospheric Perspective
- Overlapping
- Size Variation
- Definition
- Location

### CATEGORY 3: VISUAL PACE

- Pattern
- Movement
- Visual Pace / Rhythm

### CATEGORY 4: BALANCE

- Visual Weight
- Gravity
- Symmetrical Balance
- Asymmetrical Balance

### CATEGORY 5: SCALE AND PROPORTION

- Scale
- Proportion

### CATEGORY 6: EMPHASIS

- Focal Point
- Contrast
- Isolation
- Hierarchy

# Shapes Project Sketch Pgs

## ART 130 - INTRO TO GRAPHIC DESIGN



Use this template file to sketch ideas for the shapes project. Remember to apply the principles of design to your compositions. Think about the rule of thirds and focus on a few of the principles first. Principles to focus on in your sketches: Alignment, Scale, Focal Point. Remember to use overlapping and implied shapes as well. Make some shapes larger than the artboard (they can bleed off. See examples from the art130-shapes-examples.pdf)

STUDENT NAME: Marchylia F. P. Pratikto

## SHAPES PROJECT WEEK 01:

Type a description of why you think we are doing this project. Why do so many sketches for the same project.

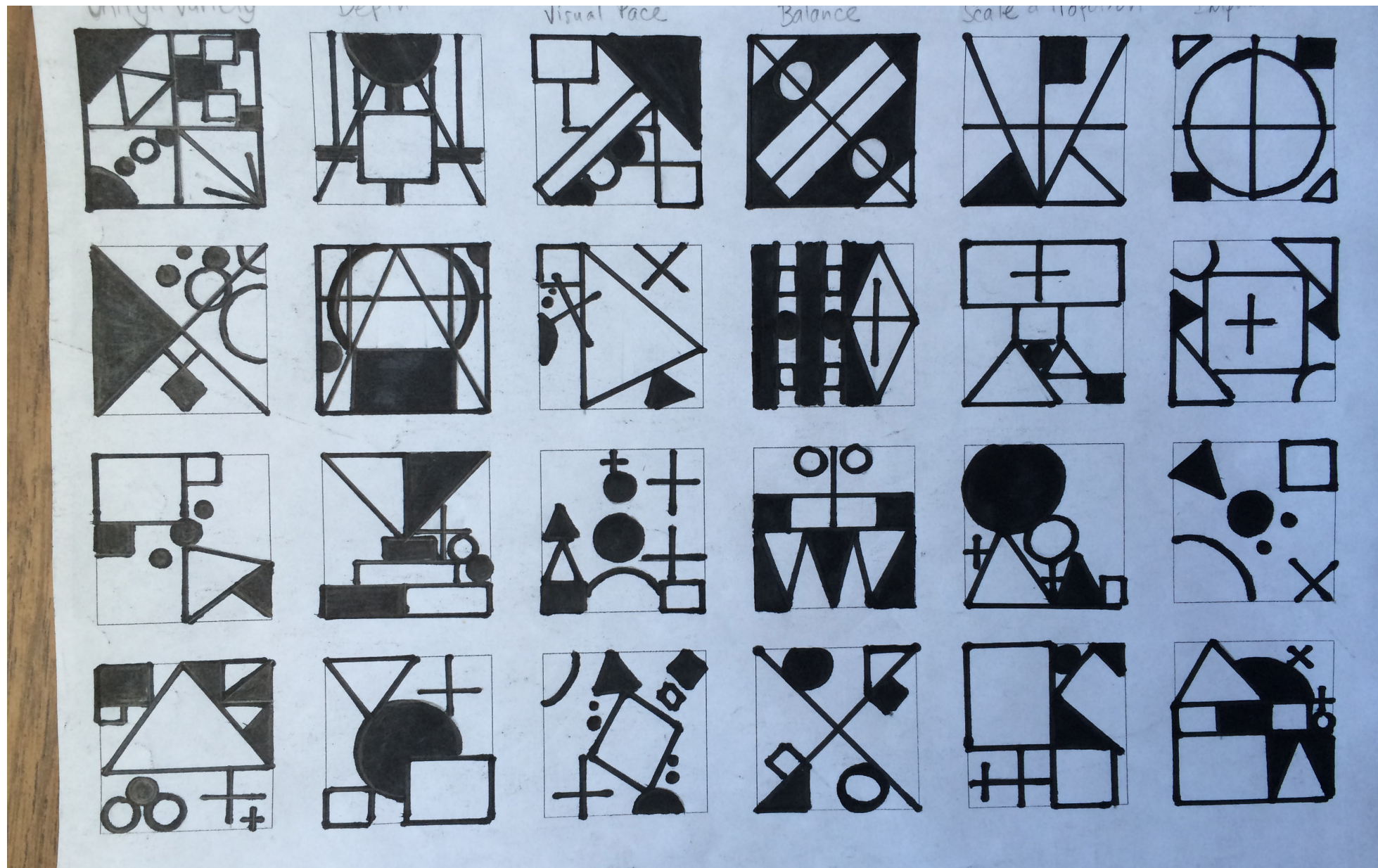
### LEARNING SUMMARY:

Write a summary of learning in this area. Simply replace this description with your own summary of what you learned about the principles as you completed this assignment. You may find it helpful to answer the following questions in your learning summary:

1. How did thinking about specific principles of design help you with this project?
2. How many sketches did you do before you got stuck? Did you get stuck for ideas? Why do you think you did?
3. What shapes are the most difficult for you to use in compositions? Why do you think this is the case? What about these shapes makes them hard to work with?
4. What did you do to get unstuck? How did you push past your first few ideas?
5. Did the music you listened to while sketching effect the compositions? Is there a relationship between your surroundings and the sketches you did?

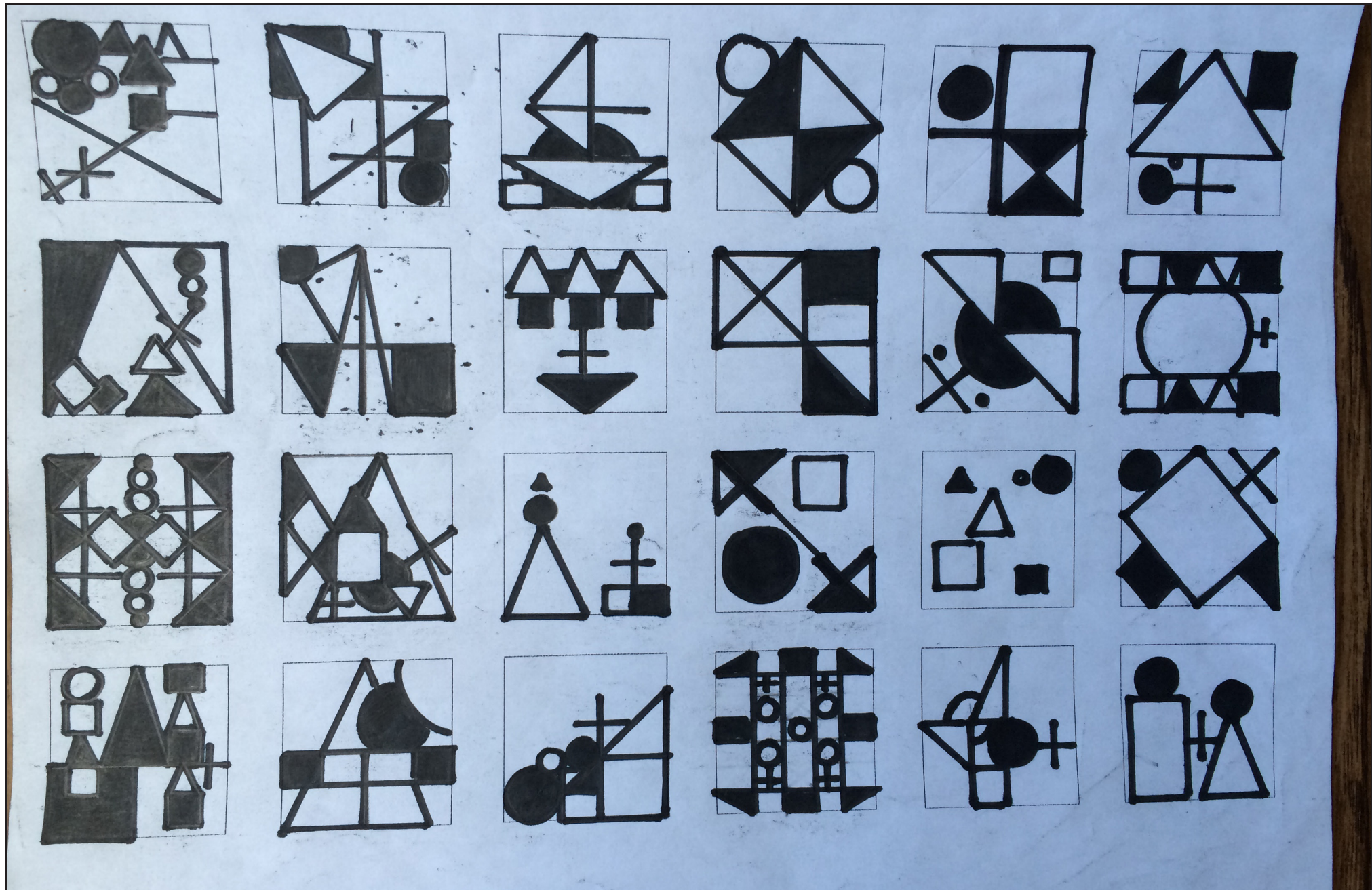
etc.. (remember to feel free to replace this entire block of text with your own answers (including the text above)

STUDENT NAME: Type name here.

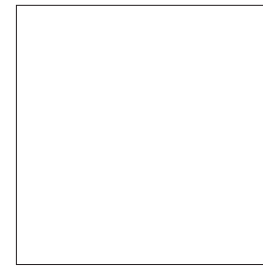
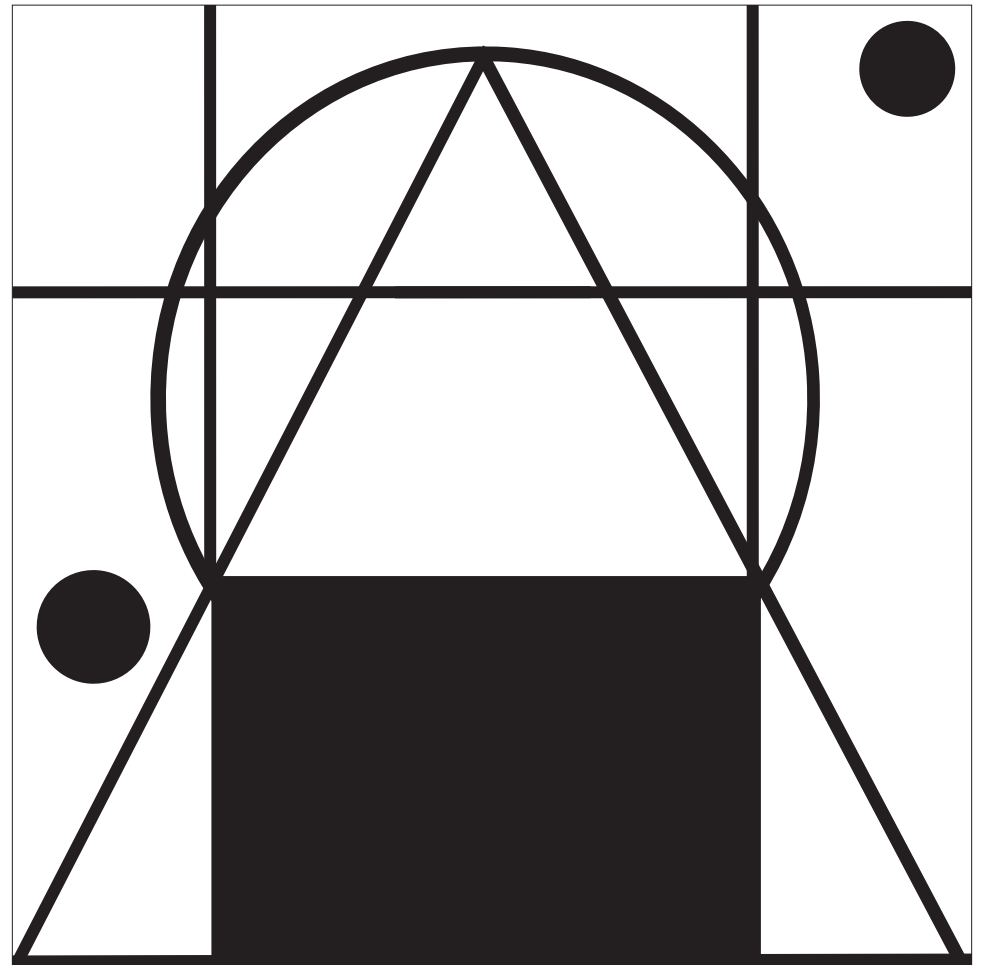
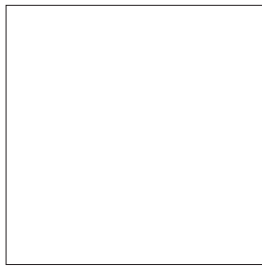
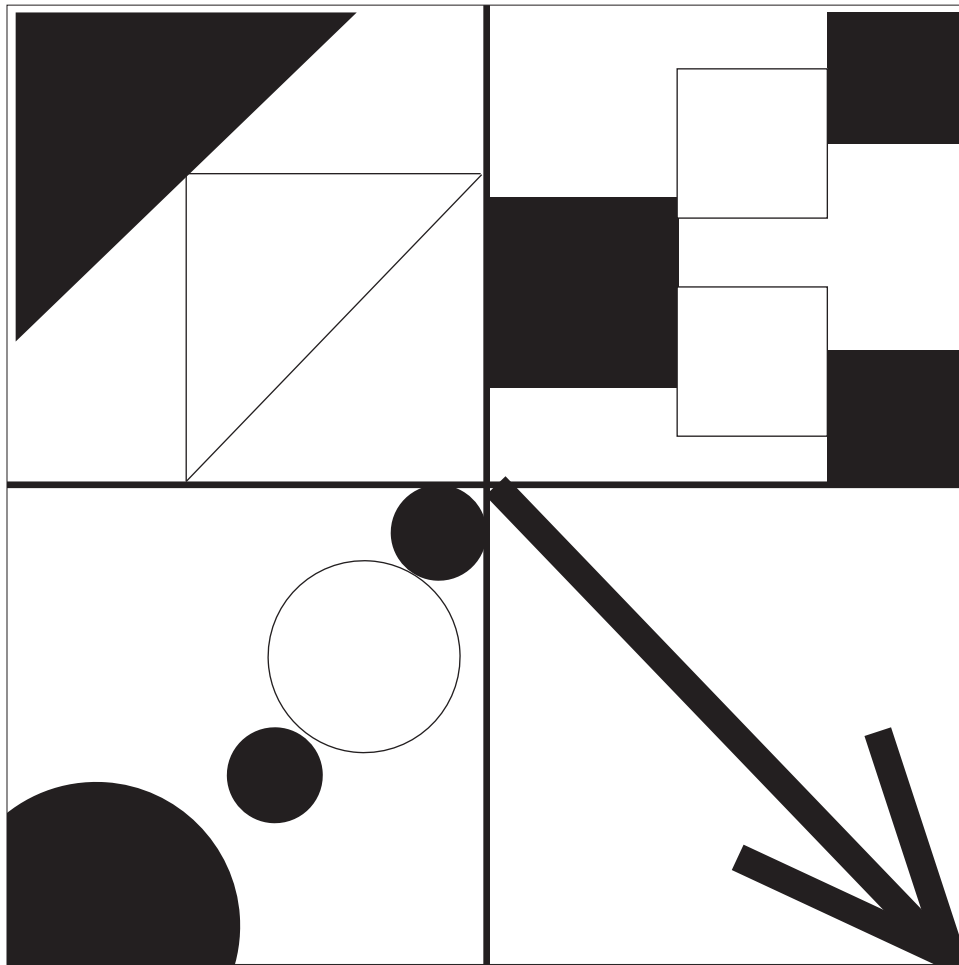




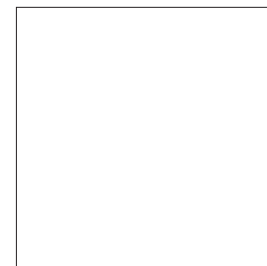
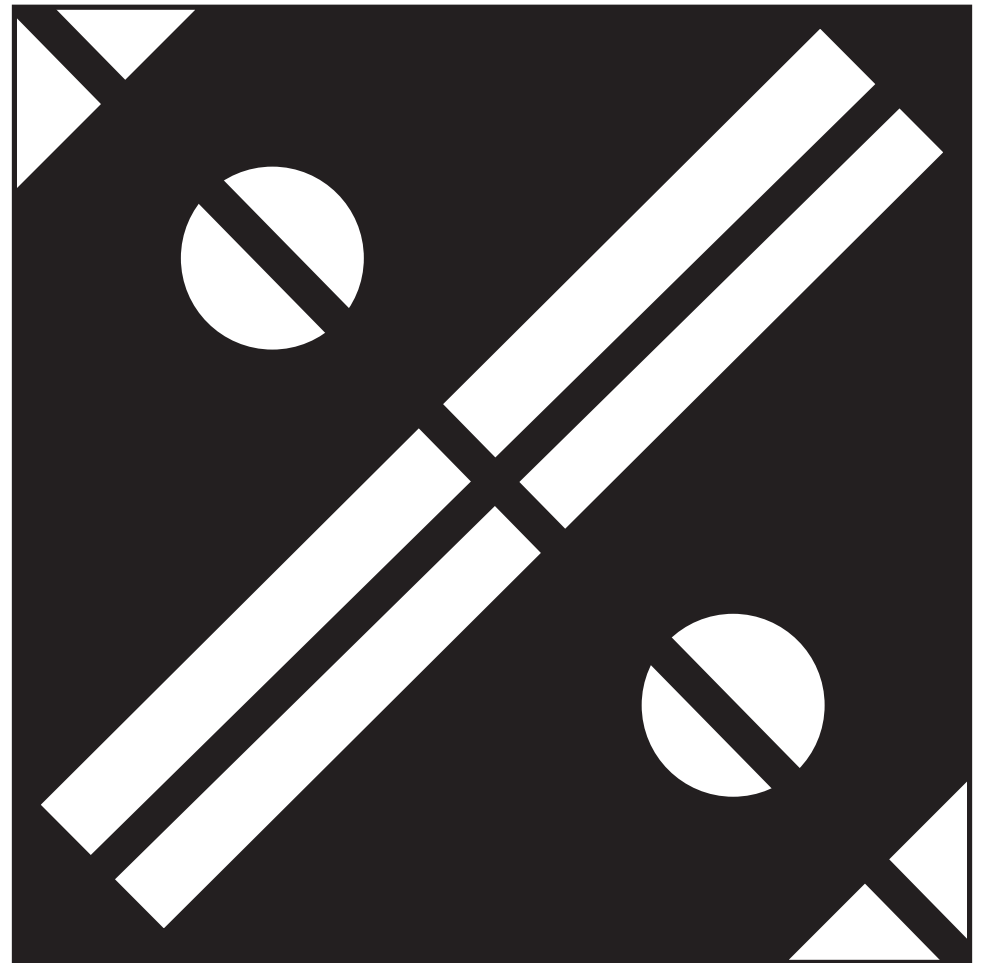
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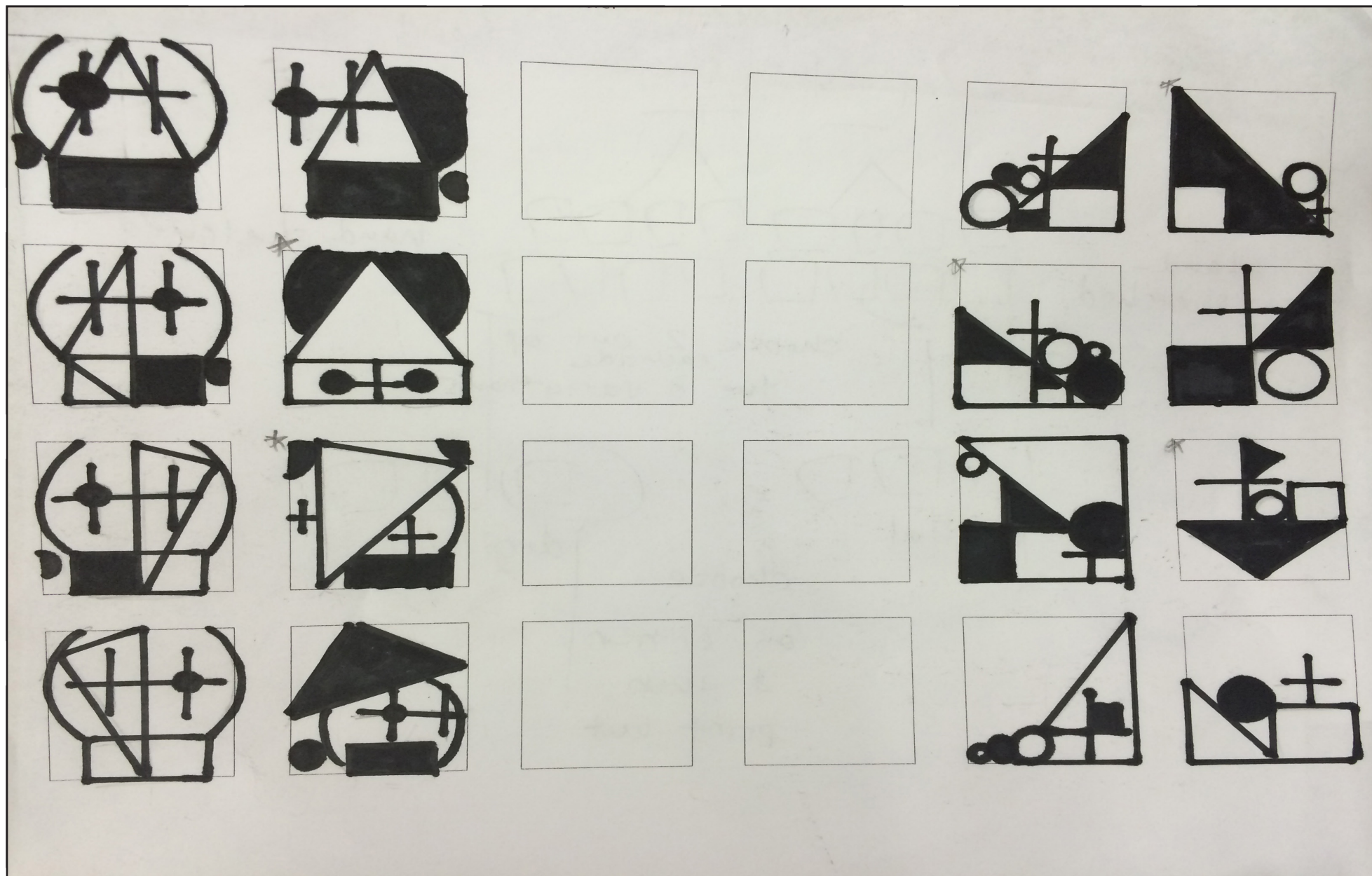


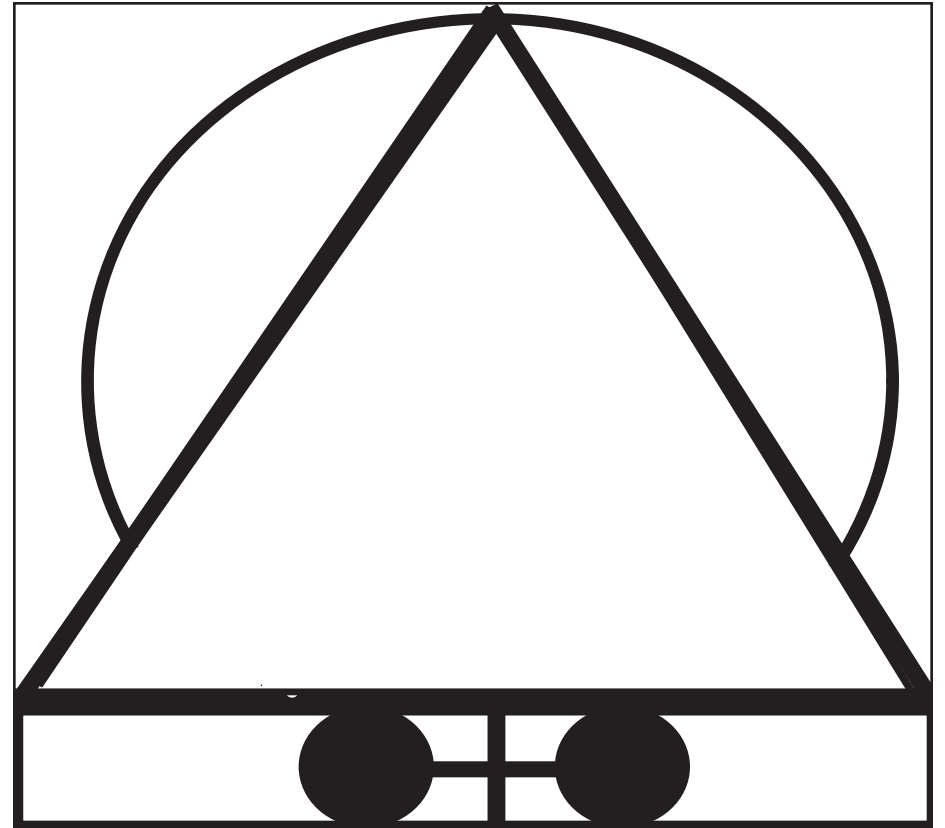
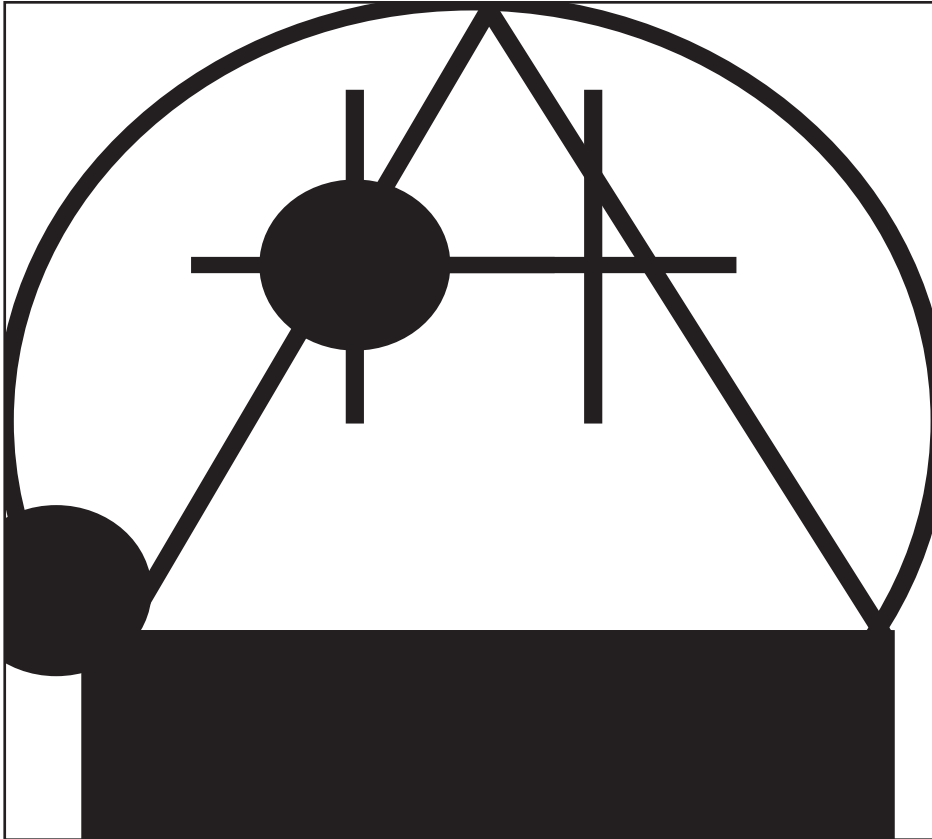
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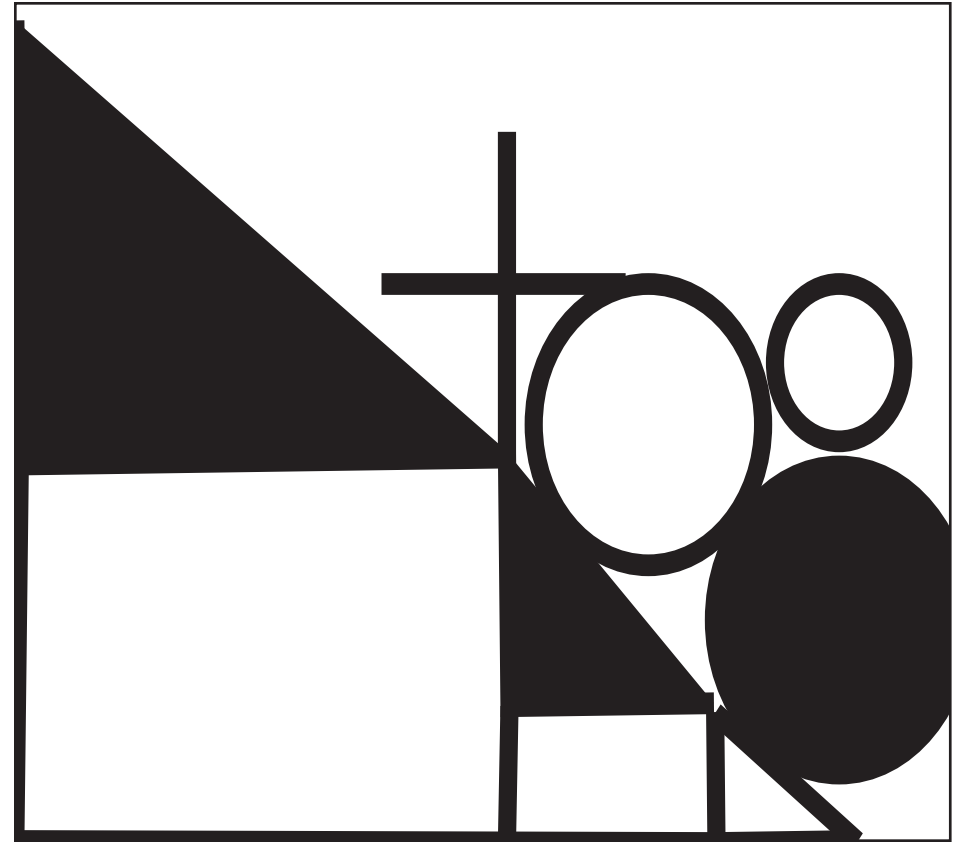
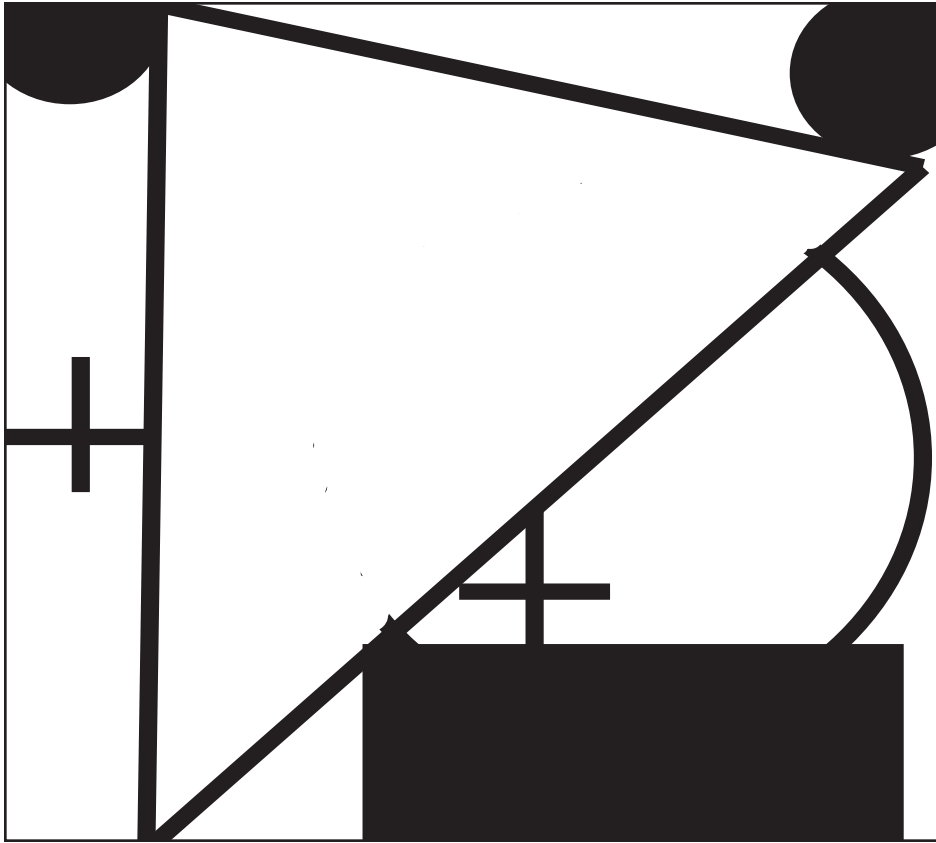


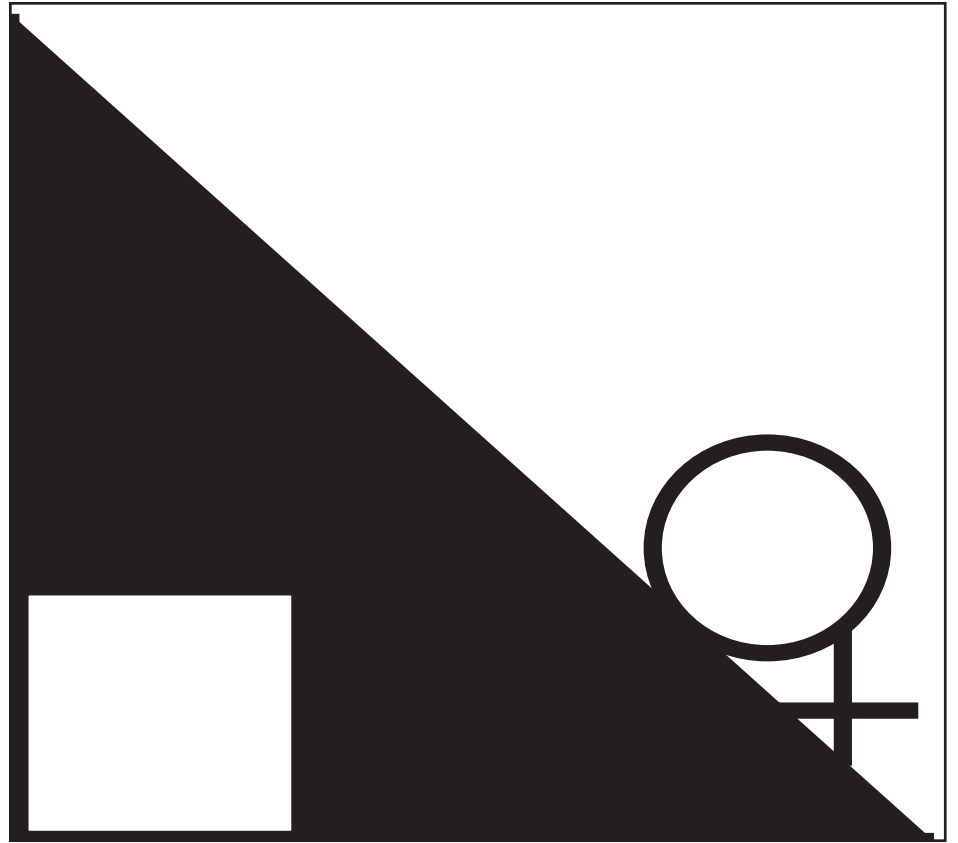
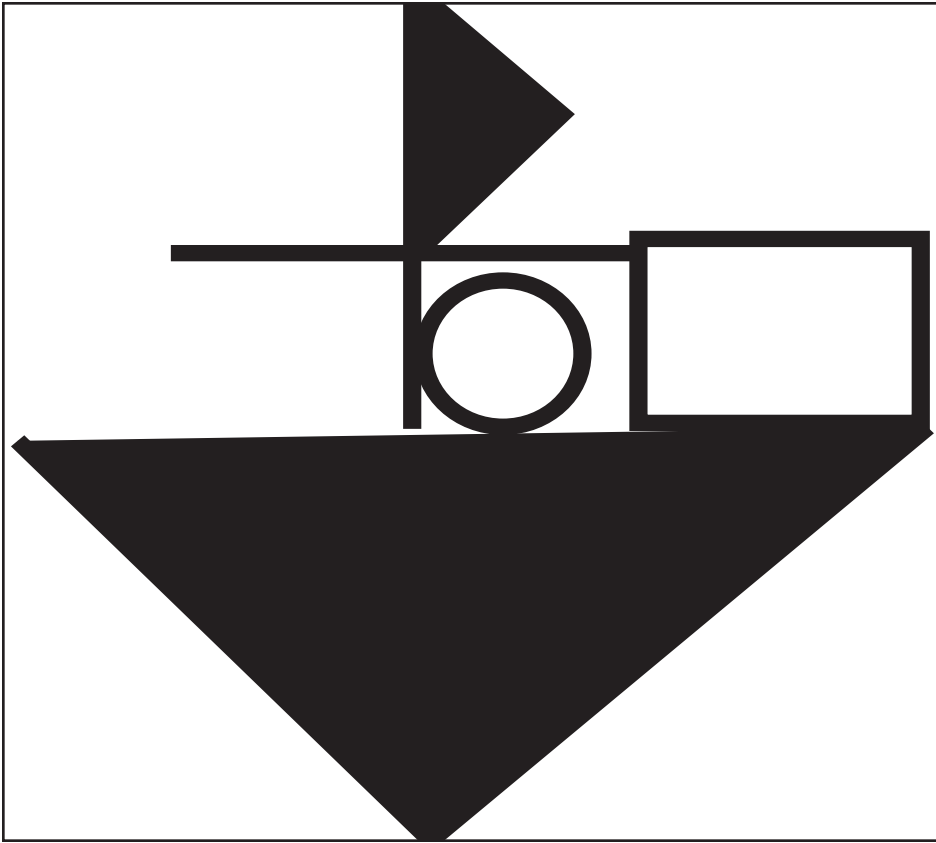
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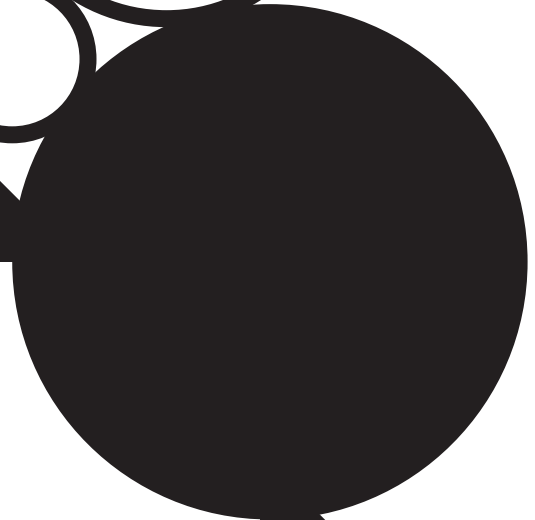
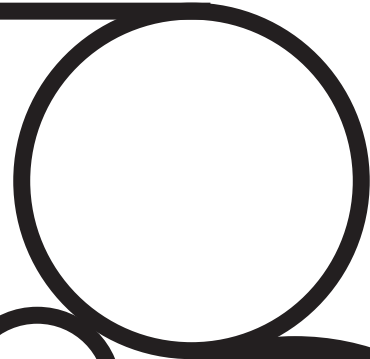












With all of these no-color (black and white only) shapes-images, the way I approach the designs (at first with the 48 sketches), and to be connecting the Principles of Design within the result (the images) of the shapes, is to bring about or have the mixture of (the categories of) each Principle when or while I'm designing; each column I would list all of the Principles on the very top to remind myself to design structures that can attract the audience, thus, the solution is to be using the Principle of Designs (and its categories). With this project, I learn for myself about the kind of styles or structures (ways of design) that can bring about organization within the content and that also can express the idea behind the work. This Shapes Project, using only the skeleton-of-design shapes, is to show more of the details on the depth, the balance, the scale and proportion, and the emphasis. These categories I use within the process for and until to the last product (which to be presented), is to best catch the audience's attention.