conversion

Charity Never Faileth

Moroni 7: 46-47

46 Wherefore, my beloved brethren, if ye have not charity, ye are nothing,
for charity never faileth. Wherefore, cleave unto charity, which is the greatest of all,
for all things must fail—
47 But charity is the pure love of Christ, and it endureth forever;
and whoso is found possessed of it at the last day, it shall be well with him.

Alma 7: 24

24 And see that ye have faith, hope, and charity,
and then ye will always abound in good works.

Jude 1: 21-22

21 Keep yourselves in the love of God,
looking for the mercy of our Lord
Jesus Christ unto eternal life.
22 And of some have compassion,
making a difference.

1 Corinthians 13:4

4 Charity suffereth long, and is kind; charity envieth not; charity vaunteth not itself, is not puffed up

1 Corinthians 13: 13

13 And now abideth faith, hope, charity,
these three; but the greatest of these is charity.

Unity/Harmony

According to Alex White, author of The Elements of Graphic Design,
to achieve visual unity is a main goal of graphic design.
When all elements are in agreement, a design is considered unified.
No individual part is viewed as more important than the whole design.
A good balance between unity and variety must be established to avoid a chaotic or a lifeless design.

Methods:

Perspective: sense of distance between elements.
Similarity: ability to seem repeatable with other elements.
Continuation: the sense of having a line or pattern extend.
Repetition: elements being copied or mimicked numerous times.
Rhythm: is achieved when recurring position, size, color,
and use of a graphic element has a focal point interruption.
Altering the basic theme achieves unity and helps keep interest

Balance

It is a state of equalized tension and equilibrium, which may not always be calm.

Types:

Symmetry

Asymmetrical balance produces an informal balance that is attention attracting and dynamic.

Radial balance is arranged around a central element.

The elements placed in a radial balance seem to 'radiate' out from a central point in a circular fashion.

Overall is a mosaic form of balance which normally arises from too many elements being put on a page.

Due to the lack of hierarchy and contrast, this form of balance can look noisy but sometimes quiet.

Hierarchy

A good design contains elements that lead the reader through each element in order of its significance.
The type and images should be expressed starting from most important to the least important.

Scale/Porpotion

Using the relative size of elements against each other can attract attention to a focal point.
When elements are designed larger than life, scale is being used to show drama

Dominance/Emphasis

Dominance is created by contrasting size, positioning, color, style, or shape.
The focal point should dominate the design with scale and
contrast without sacrificing the unity of the whole.

Similarity & Contrast

Planning a consistent and similar design is an important aspect of
a designer's work to make their focal point visible.
Too much similarity is boring but without similarity important elements will not exist and
an image without contrast is uneventful so the key is to find the balance between similarity and contrast