



PROFESSIONAL DIPLOMA IN GRAPHIC DESIGN

LESSON 2:

THE ELEMENTS AND PRINCIPLES OF DESIGN

MODULE 1



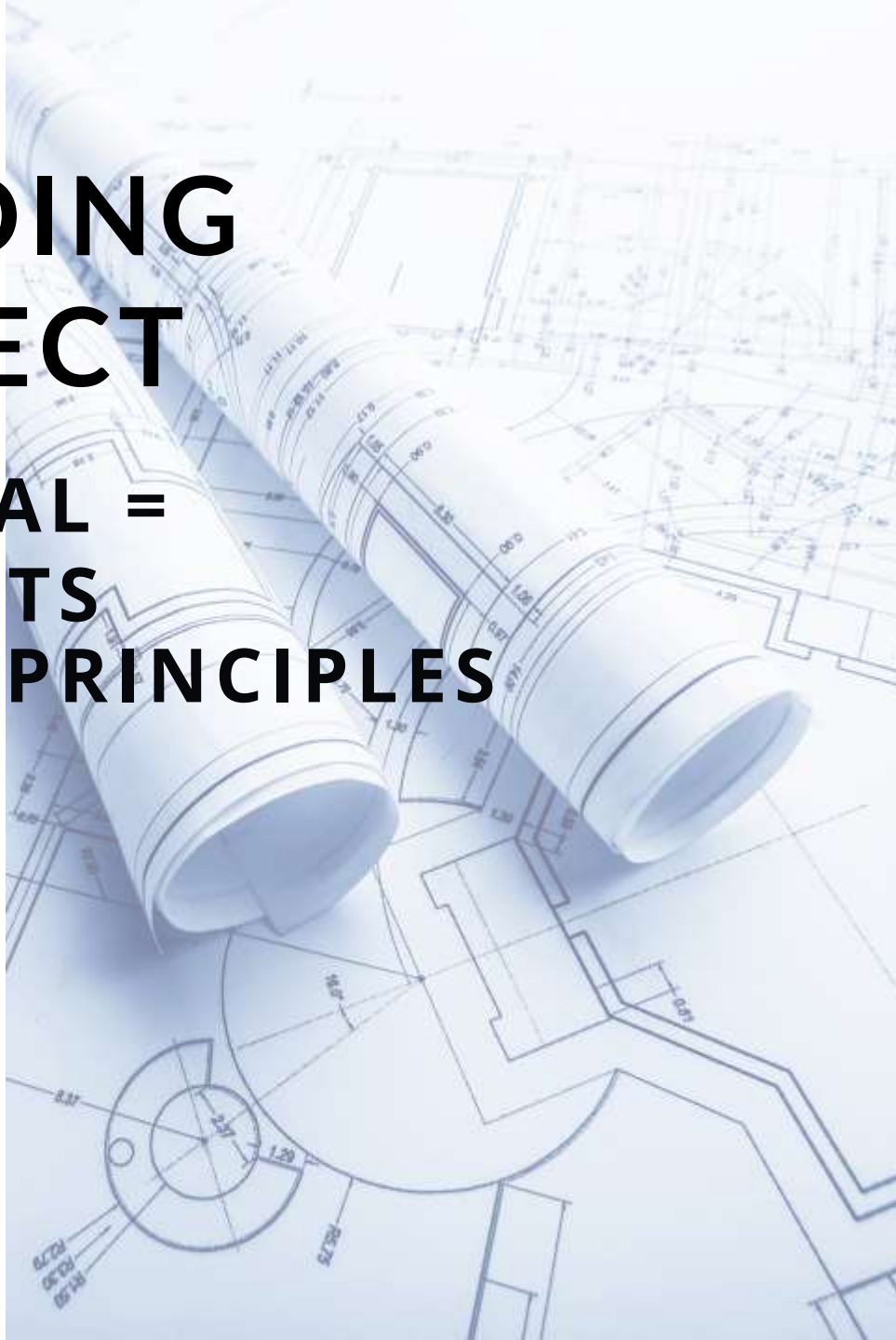
The building blocks of your design

FOUNDATION OF GOOD DESIGN

How to apply these building blocks

BUILDING PROJECT

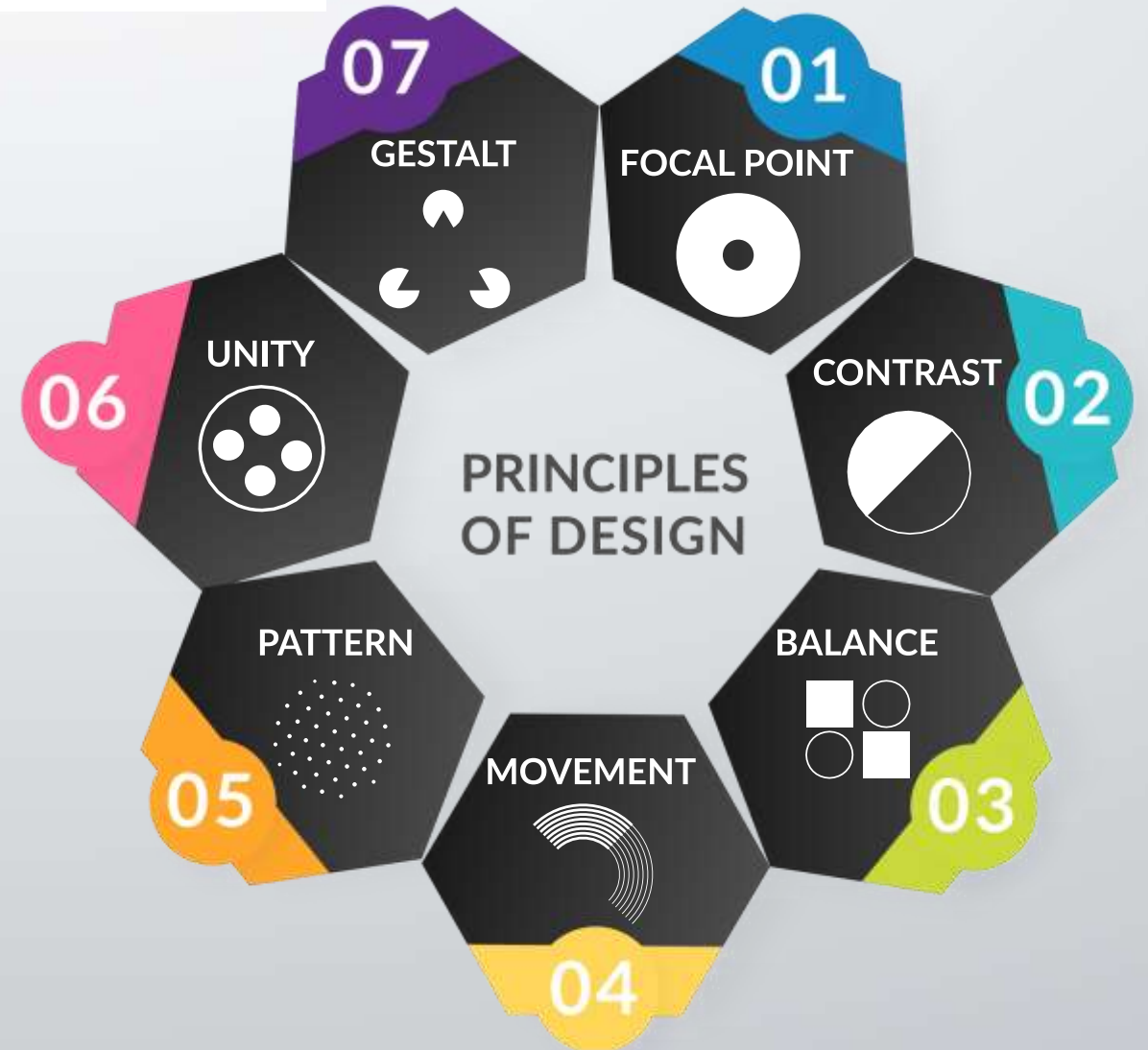
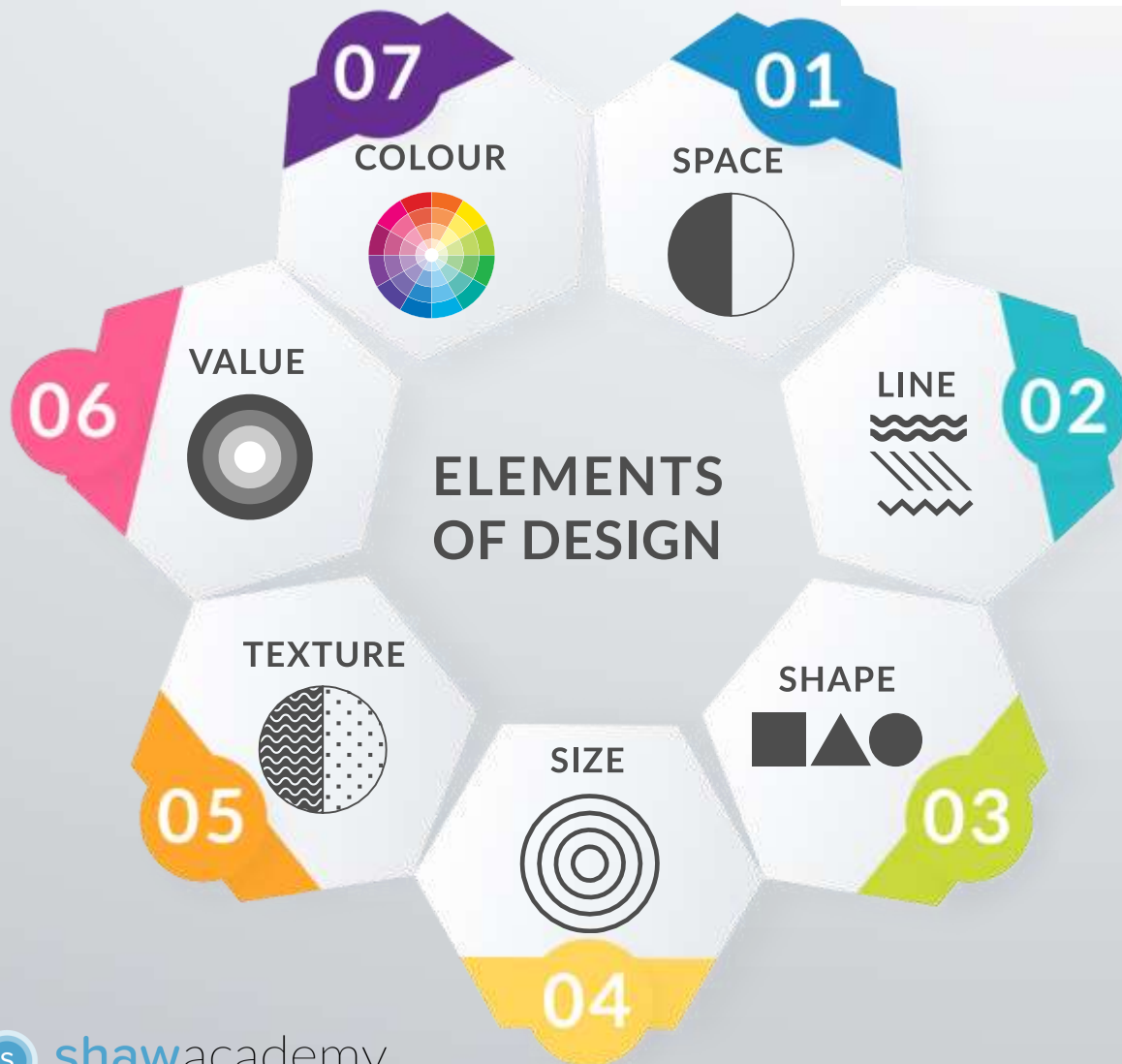
**MATERIAL =
ELEMENTS
TEAM = PRINCIPLES**



EFFECTIVE VISUAL HIERARCHY



VISUAL HIERARCHY





LESSON 2

THE ELEMENTS & PRINCIPLES OF DESIGN

BREAK THE RULES (IF YOU KNOW THEM)

THE ELEMENTS OF DESIGN



SPACE

ELEMENTS OF DESIGN

It's the empty areas on your design

Negative space – empty spaces

Positive space – filled spaces

Essential for legibility

Provides a visual rest

ELEMENTS OF DESIGN

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Positive space – filled spaces

Essential for legibility

Provides a visual rest

SPACE



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LINE

ELEMENTS OF DESIGN

Line is the primal element

Straight, curved or broken up

Thick or thin

Vertical, horizontal or diagonal

Line can also be implied



LINE

ELEMENTS OF DESIGN



ELEMENTS OF DESIGN



LINE

ELEMENTS OF DESIGN



LINE

ELEMENTS OF DESIGN

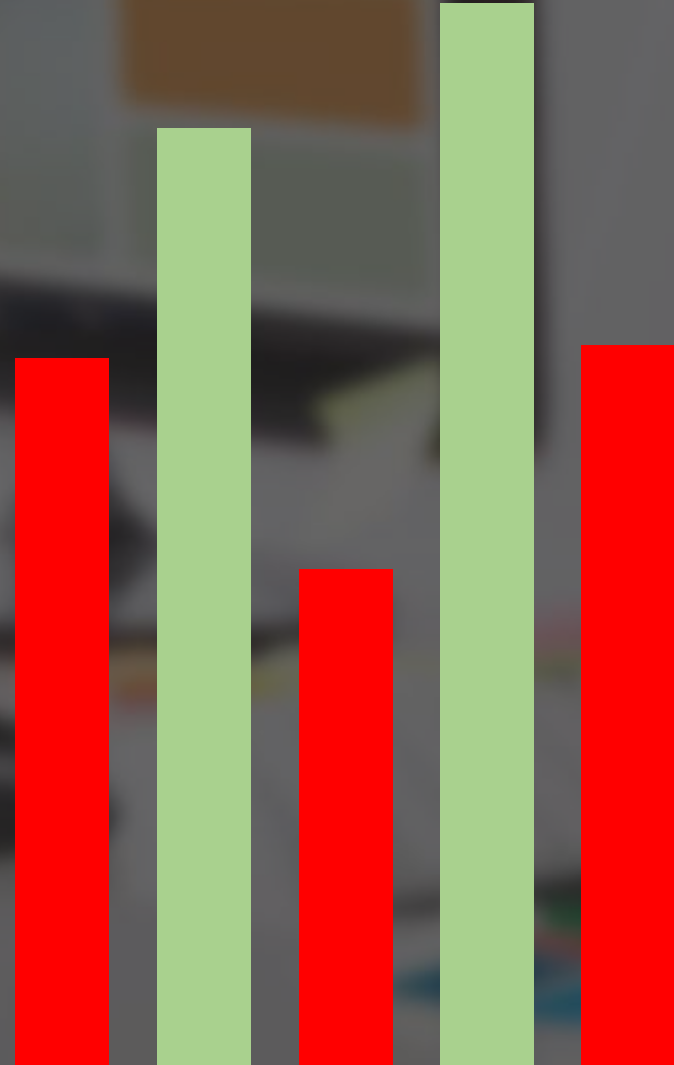


LINE

ELEMENTS OF DESIGN



LINE





SHAPE

ELEMENTS OF DESIGN

Also known as form

Organic shapes – found in nature

Inorganic shapes – manmade

Abstract shapes – simplified forms

ELEMENTS OF DESIGN



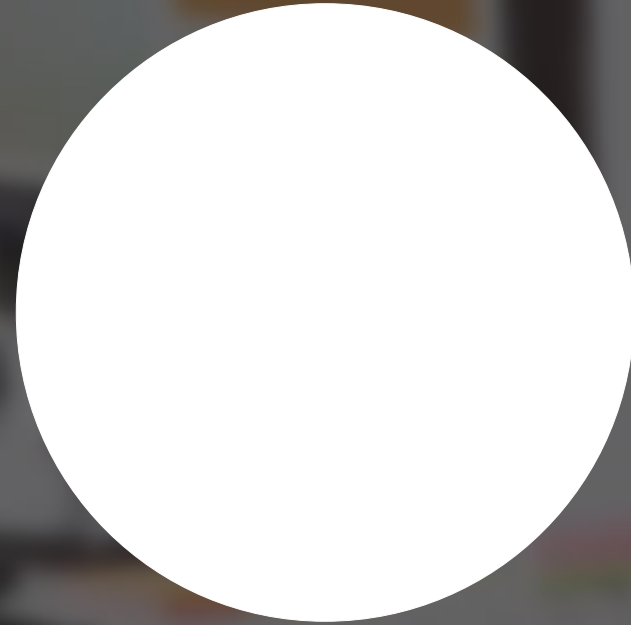
SHAPE



ELEMENTS OF DESIGN



SHAPE



ELEMENTS OF DESIGN



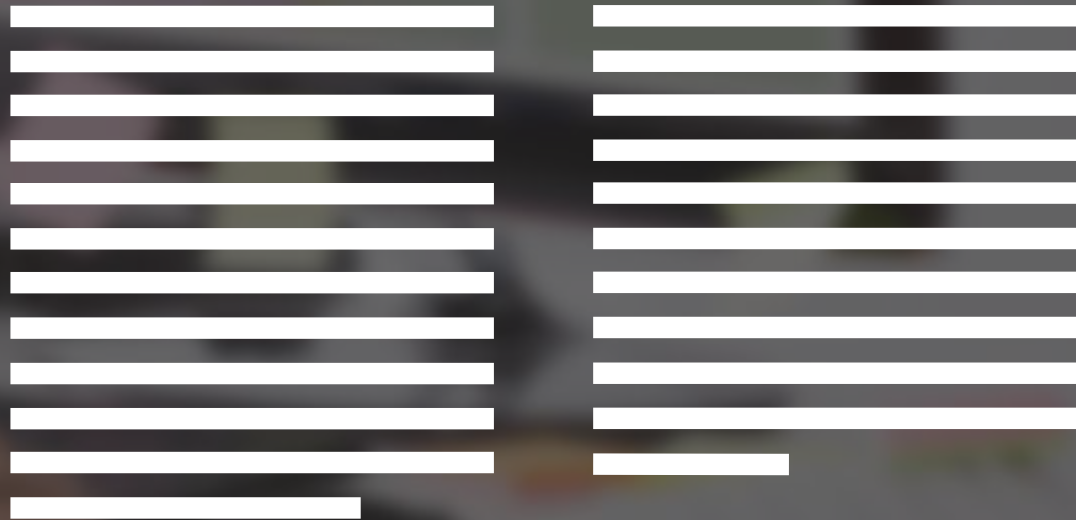
SHAPE



ELEMENTS OF DESIGN



SHAPE



ELEMENTS OF DESIGN



SHAPE



ELEMENTS OF DESIGN

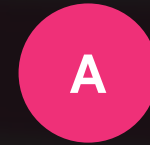


SHAPE



WHICH
TYPEFACE IS MOST
HATED BY
DESIGNERS?

Q&A



Curly MT



Comic Sans



Times New Roman



Papyrus



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Comic Papyrus



Comic Papyrus



SIZE

ELEMENTS OF DESIGN

Also known as scale or mass

Size is relative to other elements

It draws attention to larger elements

And makes less important elements
not be emphasised

ELEMENTS OF DESIGN



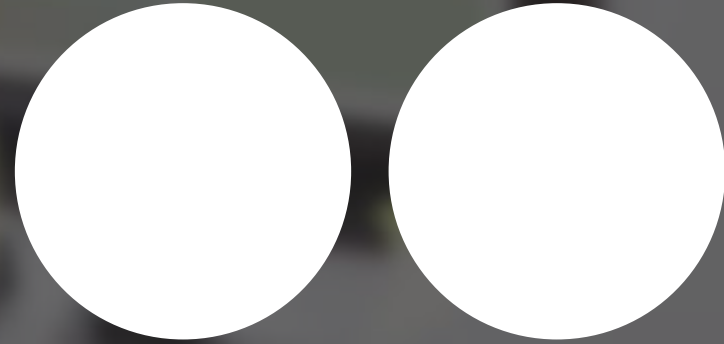
SIZE



ELEMENTS OF DESIGN



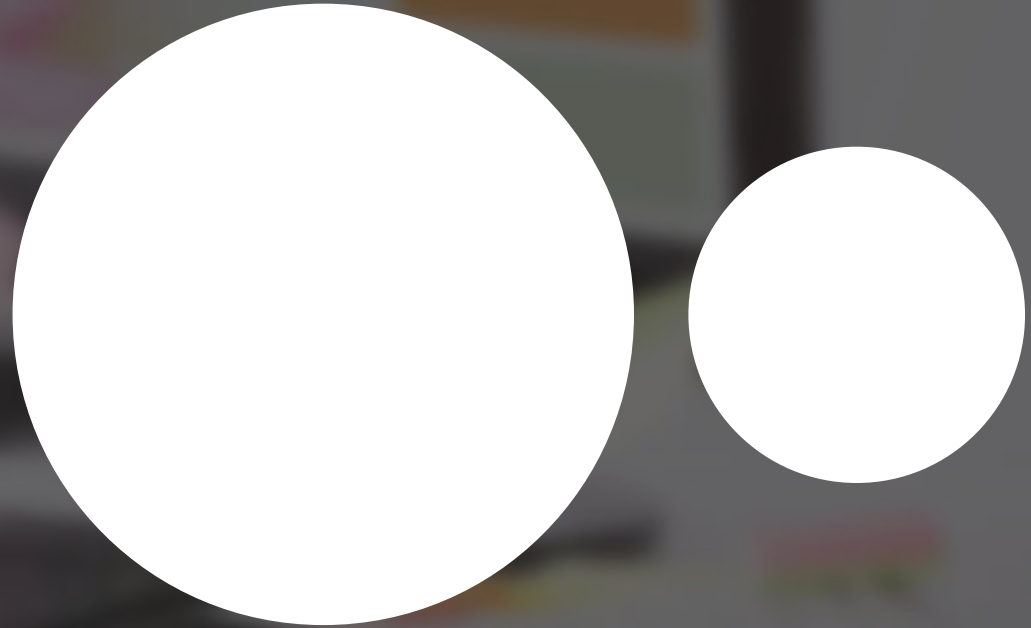
SIZE

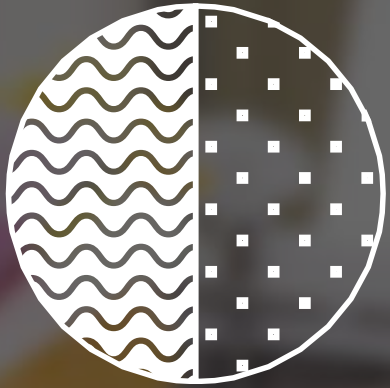


ELEMENTS OF DESIGN



SIZE





TEXTURE

ELEMENTS OF DESIGN

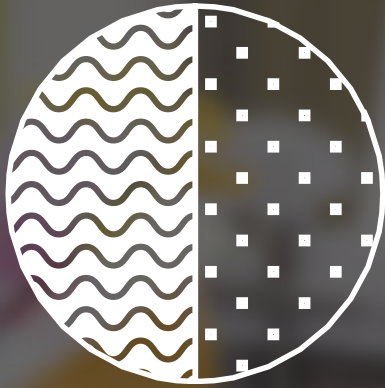
Texture is physical or tactile

Repeating shapes continuously

Aids in keeping objects relative

Creates a sense of depth

ELEMENTS OF DESIGN



TEXTURE





VALUE

ELEMENTS OF DESIGN

Tones of light and dark

Emphasise certain aspects



LUXURY
COMPANY



LUXURY
COMPANY



LUXURY
COMPANY



LUXURY
COMPANY

**WHICH
ELEMENT CAN ALSO
BE REFERRED TO
AS FORM?**

Q&A

A VALUE

B SHAPE

C SPACE

D SIZE



COLOUR AS A DESIGN ELEMENT



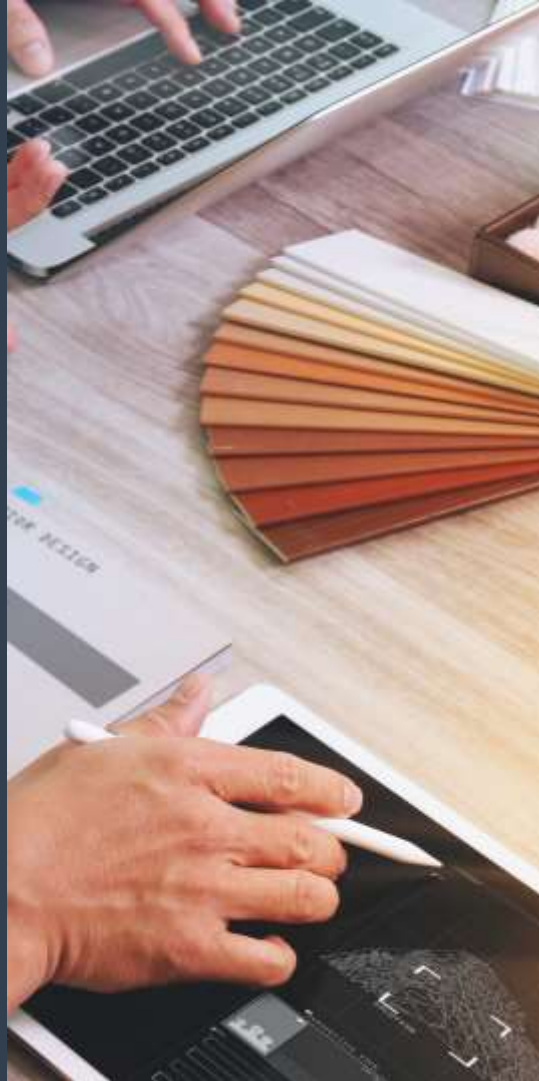
COLOUR

ELEMENTS OF DESIGN

Understand colour theory & psychology first before designing

Good design works in the absence of colour but enhances your design

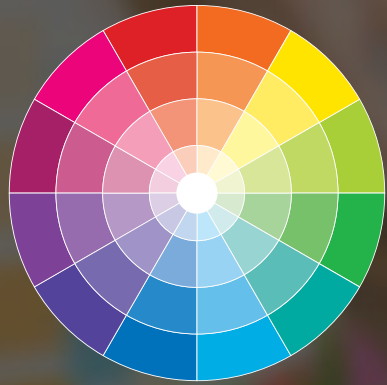
DID YOU KNOW?



What does the colour white symbolise in your culture?

Purity, innocence, goodness & light

Chinese culture, white is associated with death



COLOUR

ELEMENTS OF DESIGN



Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast



COLOUR

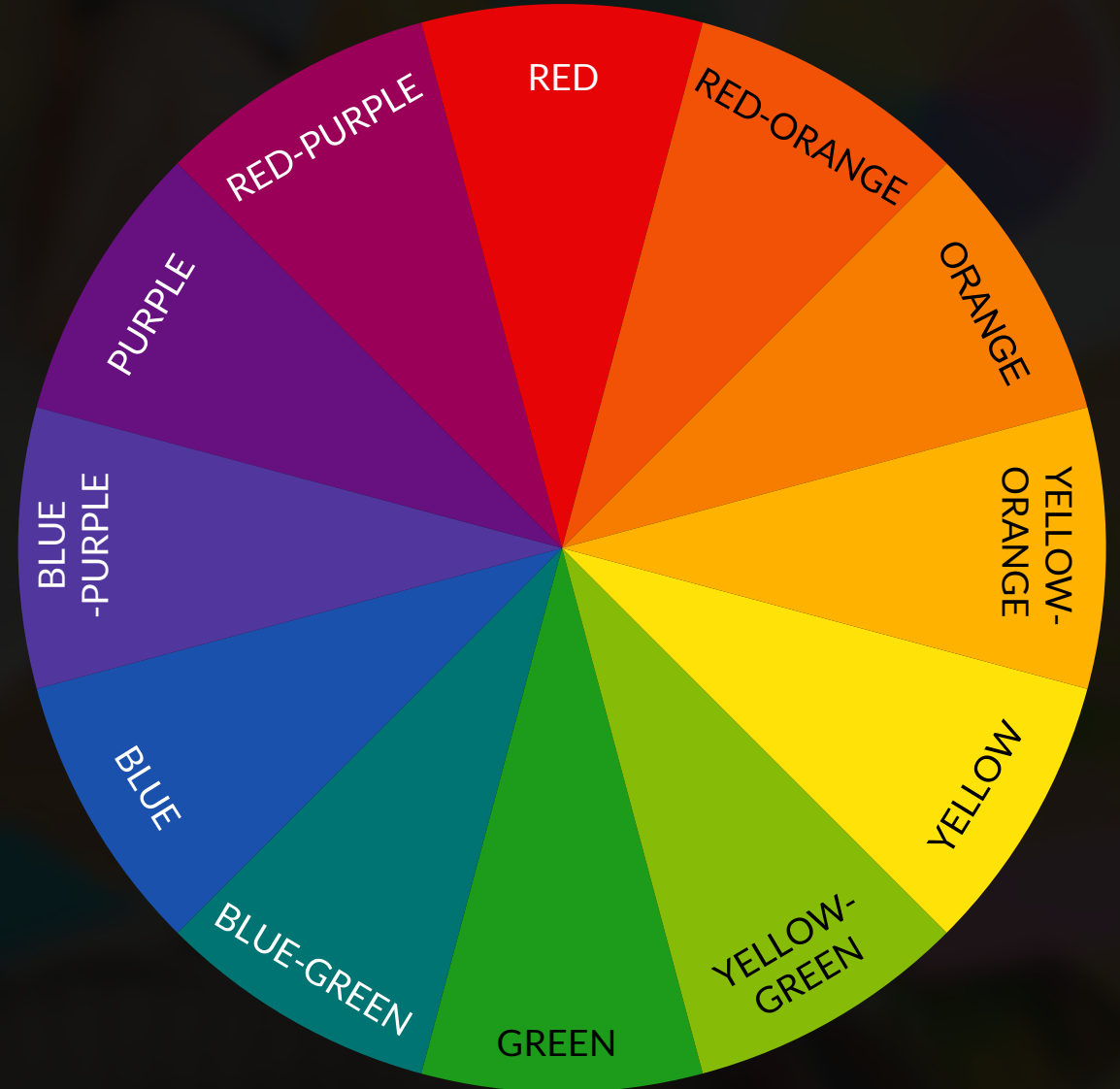
ELEMENTS OF DESIGN

Groups elements together

Evokes emotion



COLOUR



COLOUR SCHEMES

COMPLEMENTARY



RECTANGLE (TETRATIC)



ANALOGOUS



TRIADIC



SQUARE



SPLIT COMPLEMENTARY





COLOUR

ELEMENTS OF DESIGN

WARM



COOL

ELEMENTS OF DESIGN

COLOUR PROPERTIES



HUE



SATURATION



VALUE

Hue - colour

Saturation – intensity of hue

Value – lightness or darkness

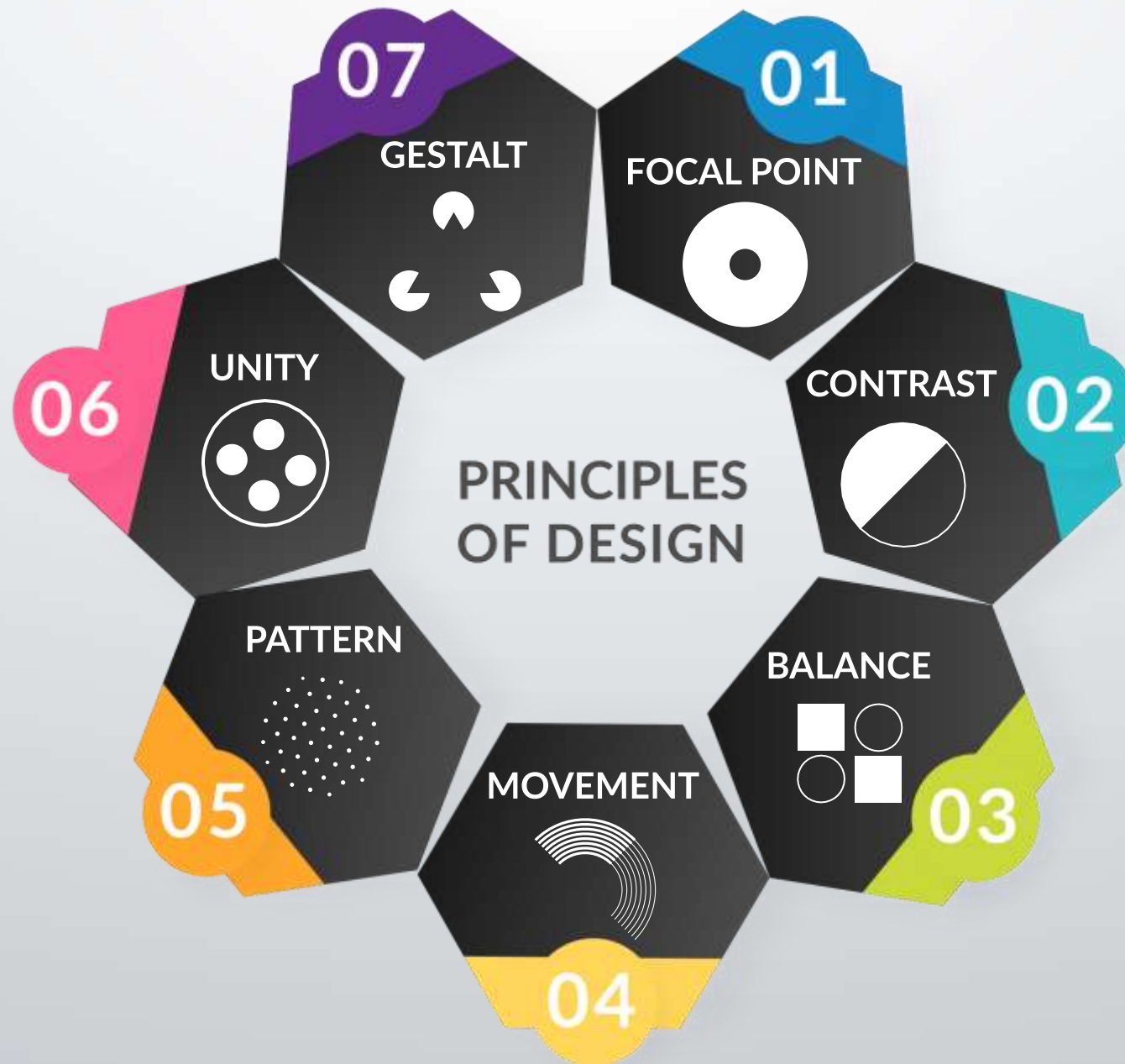


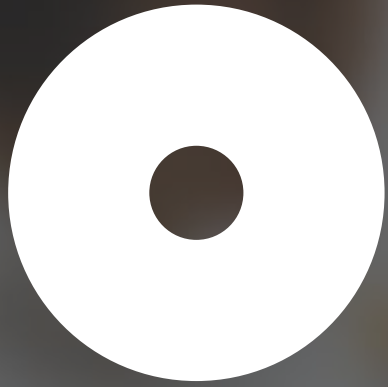
Rectangle (Tetradic)





THE PRINCIPLES OF DESIGN





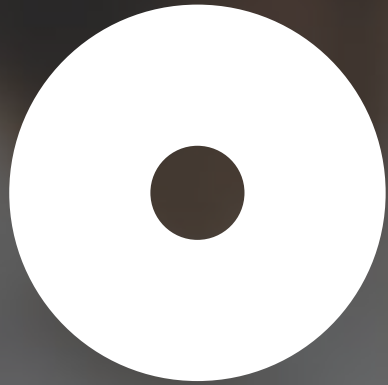
FOCAL POINT

PRINCIPLES OF DESIGN

Emphasis

Most important visual

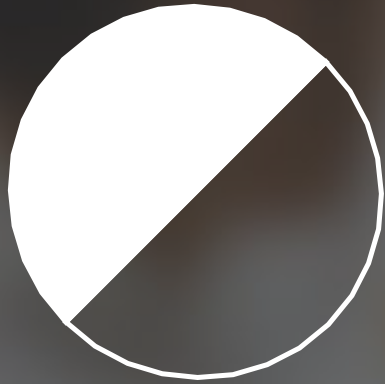
Have only one focal point



FOCAL POINT

PRINCIPLES OF DESIGN





CONTRAST

PRINCIPLES OF DESIGN

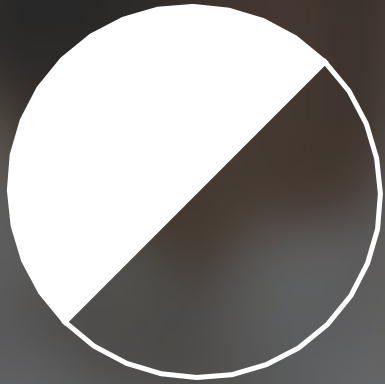
Texture vs smooth

Small vs Large

Dark vs Light

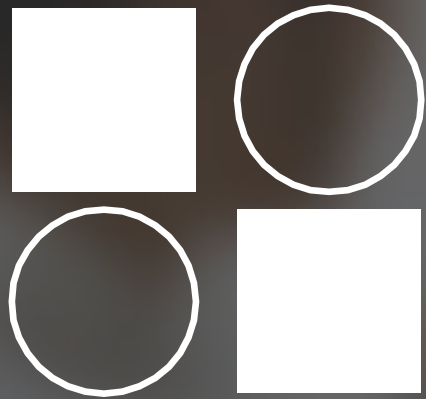
Positive space vs negative space

PRINCIPLES OF DESIGN



CONTRAST





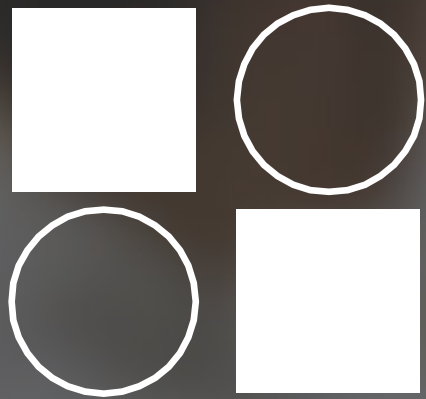
BALANCE

PRINCIPLES OF DESIGN

Symmetrical balance

Asymmetrical balance

PRINCIPLES OF DESIGN



BALANCE





MOVEMENT

PRINCIPLES OF DESIGN

Controls the flow of the eye

Too much movement is exhausting



MOVEMENT

PRINCIPLES OF DESIGN





PATTERN

PRINCIPLES OF DESIGN

Also known as rhythm or repetition

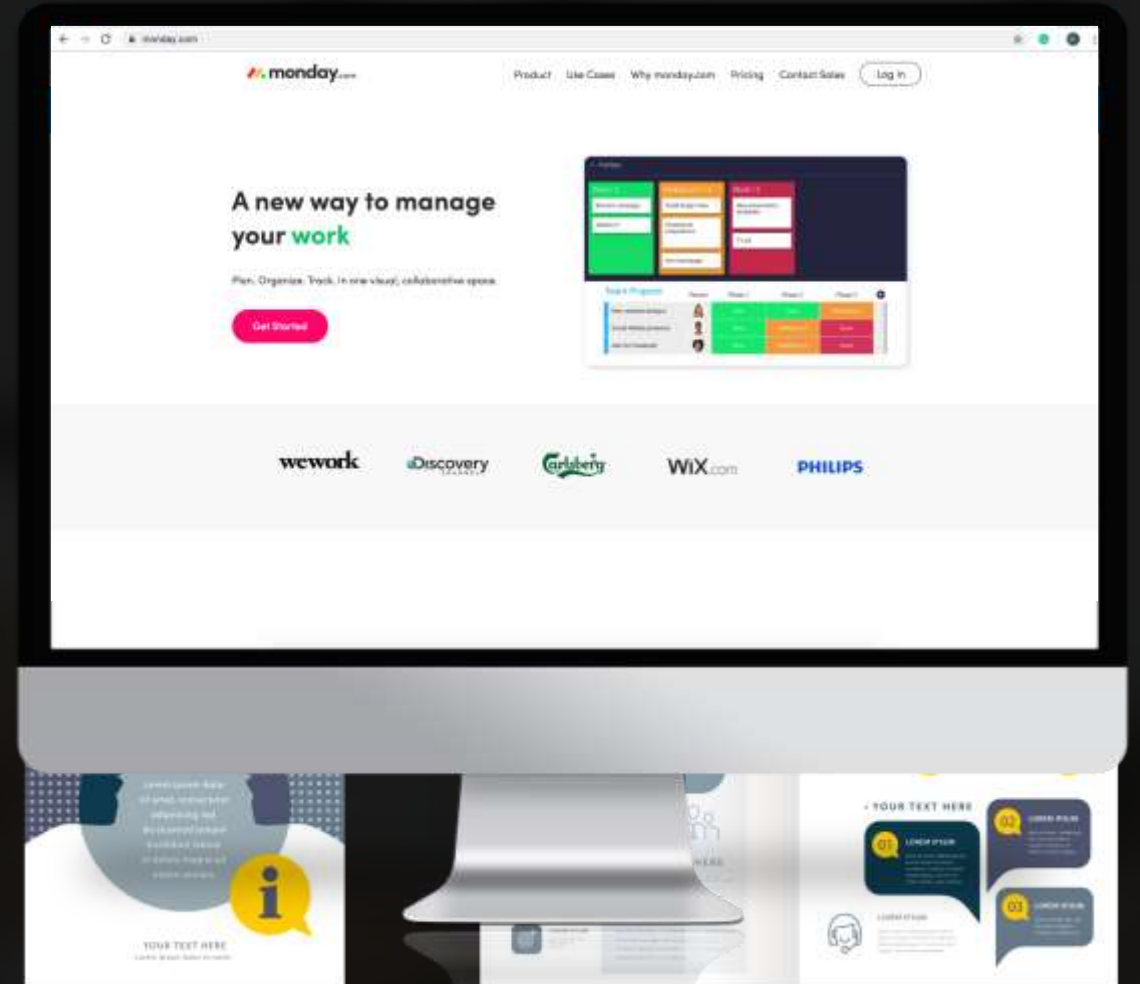
Continuous pattern creates movement

Repetition of elements forms a
rhythm/pattern



PATTERN

PRINCIPLES OF DESIGN





UNITY

PRINCIPLES OF DESIGN

Harmony

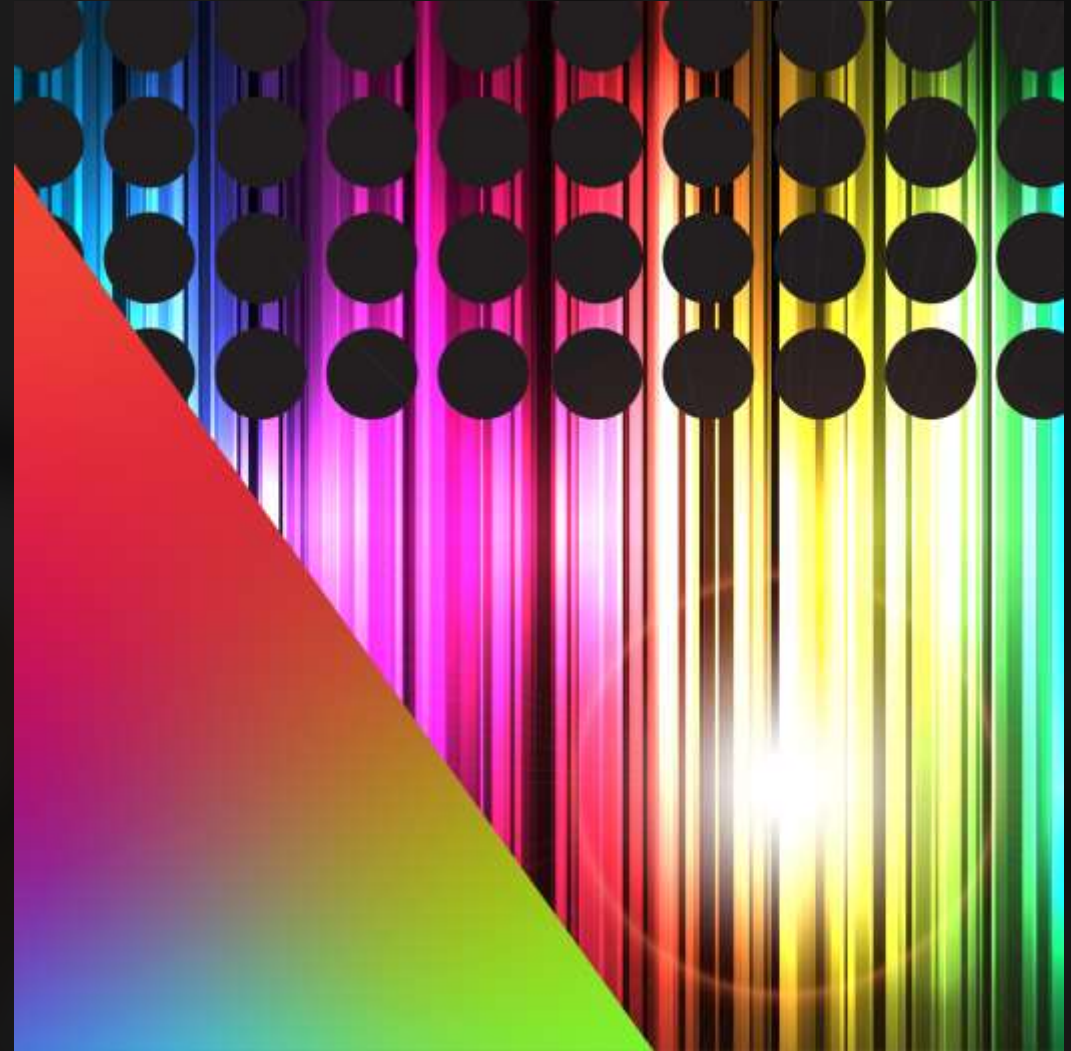
One voice

Design consistency



UNITY

PRINCIPLES OF DESIGN





GESTALT

PRINCIPLES OF DESIGN

Proximity

Similarity

Continuity

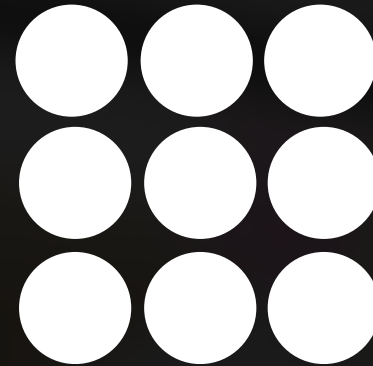
Closure



PRINCIPLES OF DESIGN

Proximity

- Distance between elements





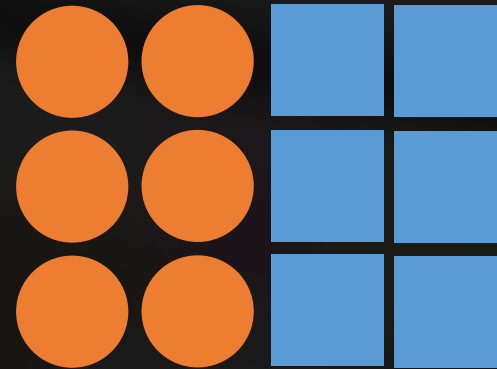
A collection of 20 white, stylized, abstract shapes on a black background, resembling a variety of fruits and vegetables. The shapes include: a small bell pepper, a round fruit with a stem, a star-shaped vegetable, a five-petaled flower, a long curved vegetable with a stem, a leafy green, a hand-like shape, a heart-shaped vegetable, a bunch of grapes, a leafy green, a round fruit with a stem, a star-shaped vegetable, a five-petaled flower, a long curved vegetable with a stem, a leafy green, a hand-like shape, a heart-shaped vegetable, a bunch of grapes, a leafy green, a round fruit with a stem, and a star-shaped vegetable.

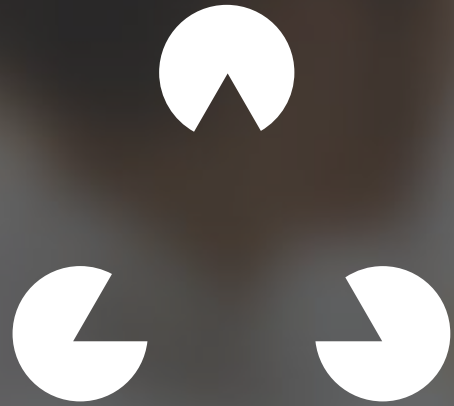


PRINCIPLES OF DESIGN

Similarity

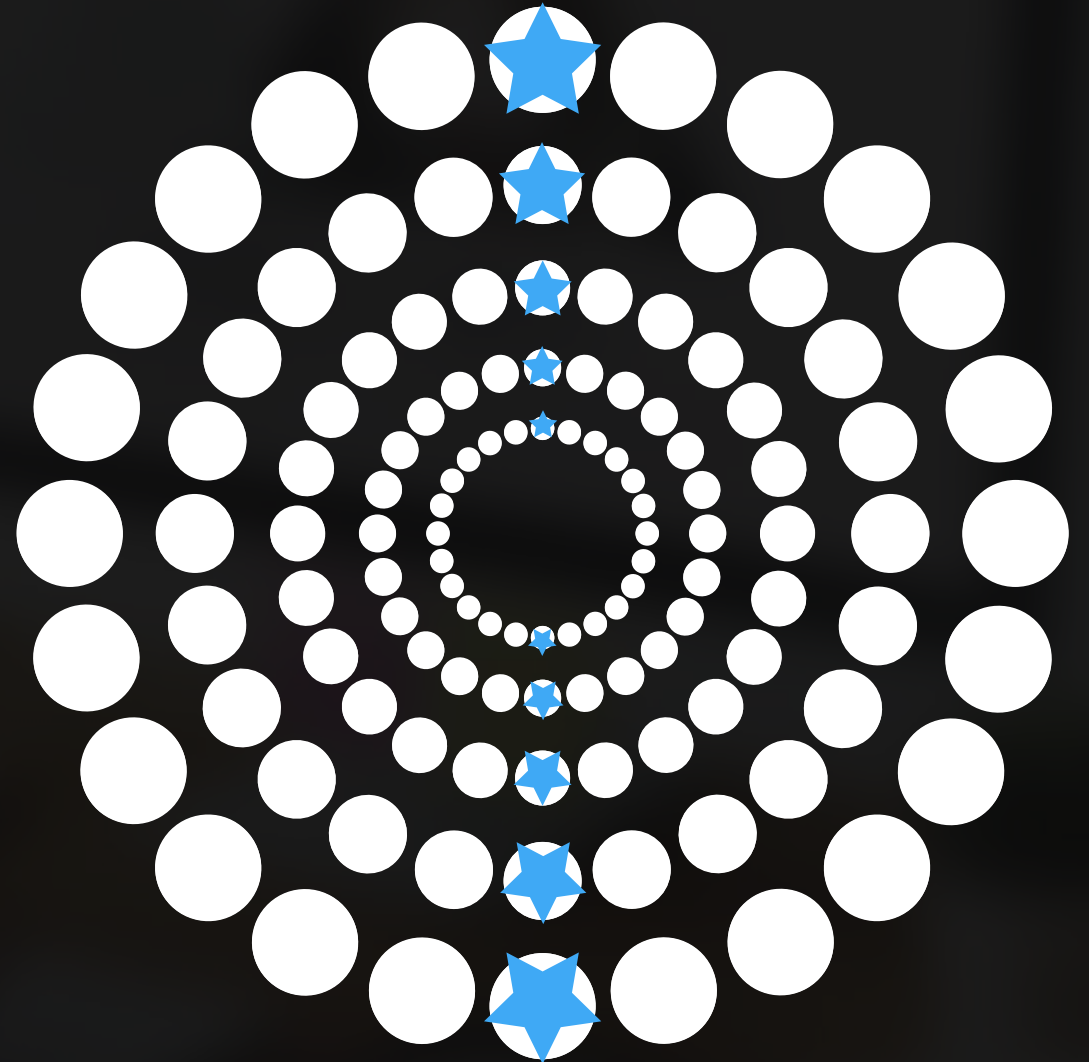
Items that look alike belong together





SIMILARITY

PRINCIPLES OF DESIGN



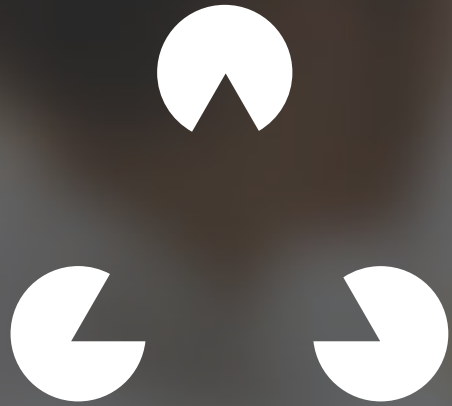


PRINCIPLES OF DESIGN

Continuity

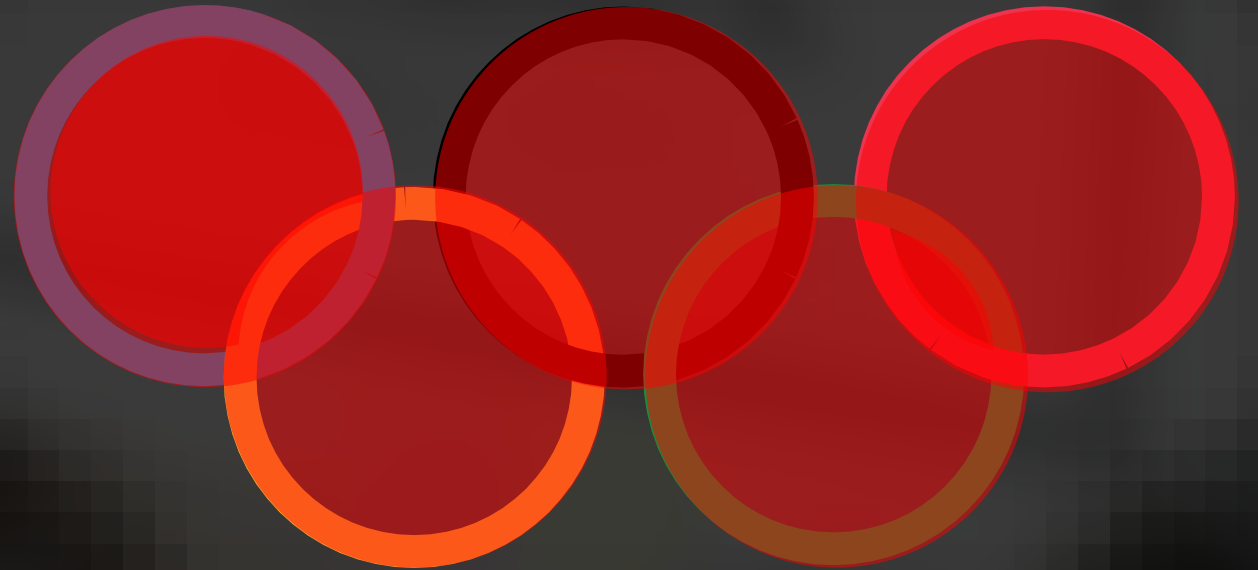
Links to movement





CONTINUITY

PRINCIPLES OF DESIGN



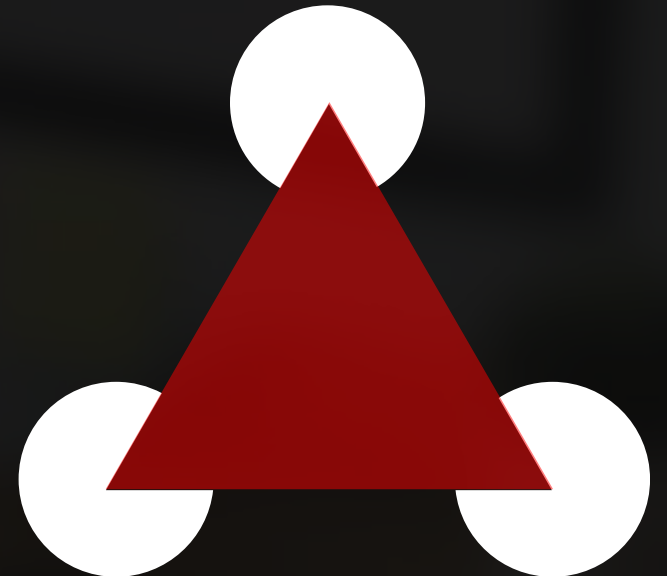


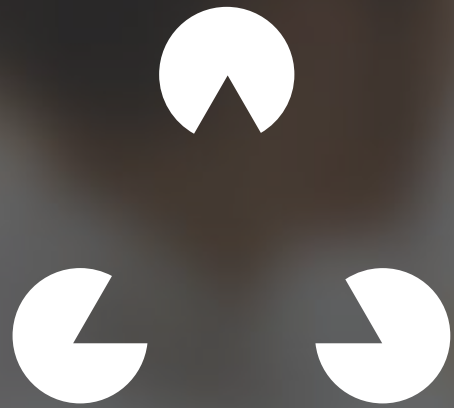
CLOSURE

PRINCIPLES OF DESIGN

Closure

Fills in the gaps and sees things that doesn't exist

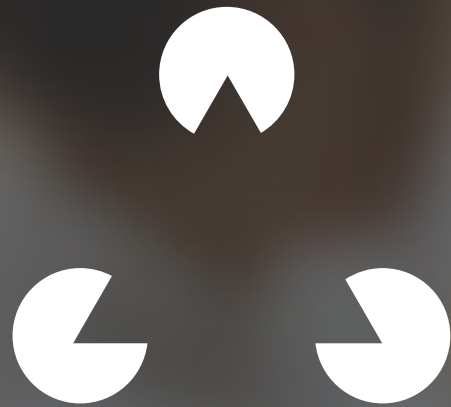




CLOSURE

PRINCIPLES OF DESIGN





CLOSURE

PRINCIPLES OF DESIGN



TOBLERONE

CLOSURE

IS THE GESTALT
PRINCIPLE THAT

REFERS
TO:

Q&A

A

THE PRINCIPLE OF
MOVEMENT

B

THE DISTANCE
BETWEEN CERTAIN
ELEMENTS

C

ELEMENTS THAT ARE
SIMILAR IN SIZE, SHAPE
AND COLOUR

D

FILLING IN THE GAPS
AND CREATE THE
ILLUSION OF AN
IMAGE

BONUS PRINCIPLE



VISUAL HIERARCHY

Visual order of elements on a composition

What is the most important element and is it seen first?



VISUAL HIERARCHY



VISUAL HIERARCHY

ELEMENTS

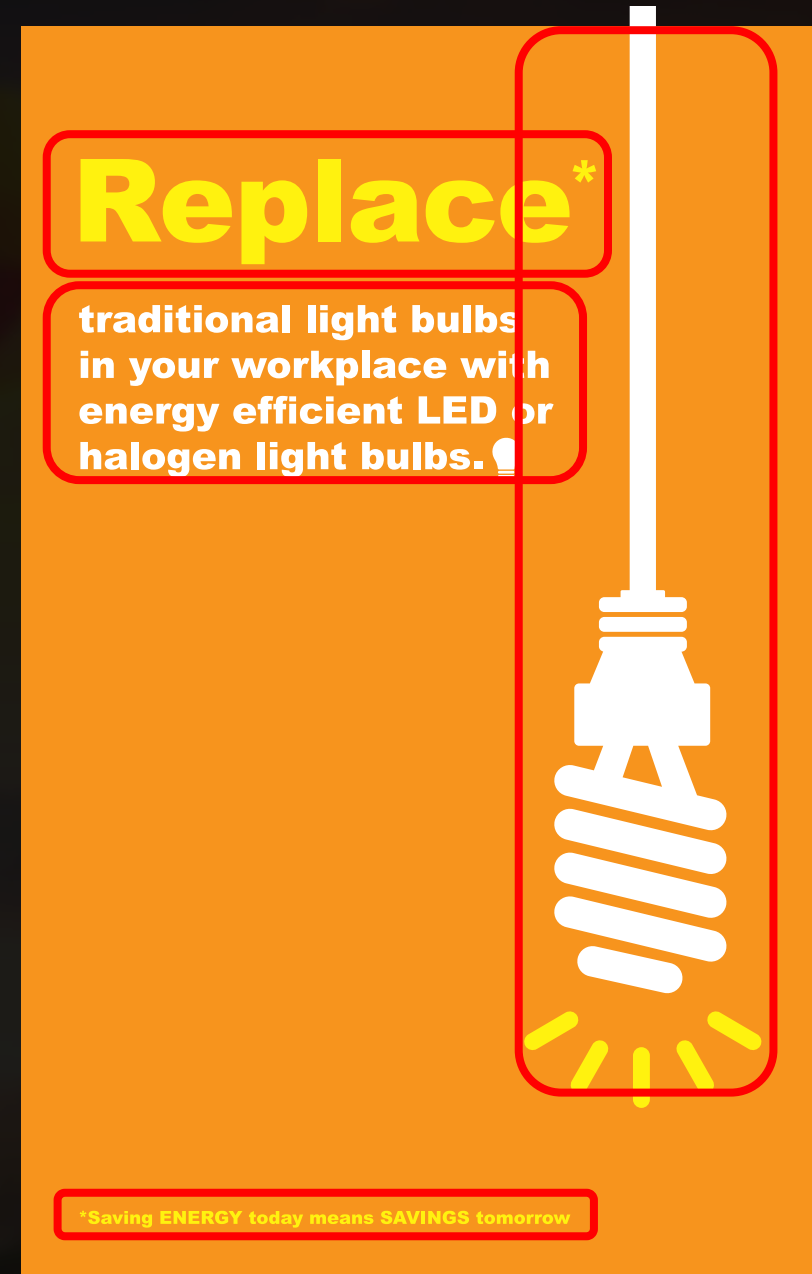
+

PRINCIPLES

1

2 3

VISUAL HIERARCHY





THE DESIGN CYCLE



DESIGN CYCLE

Briefing

Research & Brainstorming

Thumbnails

Production

Present



DESIGN CYCLE CHALLENGE





DESIGN CYCLE CHALLENGE

Create a rough logo concept

Write down words that resembles a
coffee shop

Identify possible icons

Identify possible colours