Graphic designing rules and regulations

fundamental rules that designers have follow to create effective and visually appealing designs. Here are some common graphic design rules:

1. Balance: Balance refers to the distribution of visual weight in a design. Designers use symmetrical, asymmetrical, or radial balance to create a sense of stability and harmony in a design.

2. Contrast: Contrast refers to the difference between elements in a design. Designers use contrast to create visual interest and emphasize important elements.

3. Hierarchy: Hierarchy refers to the organization of elements in a design based on their importance. Designers use size, color, and placement to create a clear hierarchy of information.

4. Alignment: Alignment refers to the placement of elements in a design. Designers use alignment to create a sense of order and structure in a design.

5. Proximity: Proximity refers to the grouping of related elements in a design. Designers use proximity to create a visual connection between elements and to make information easier to understand.

6. Repetition: Repetition refers to the use of recurring elements in a design. Designers use repetition to create visual consistency and reinforce important elements.

7. White space: White space refers to the empty space between elements in a design. Designers use white space to create balance, emphasize important elements, and improve readability.

And most importantly bring system of your own. By following these graphic design rules, designers can create effective and visually appealing designs that effectively communicate their intended message.