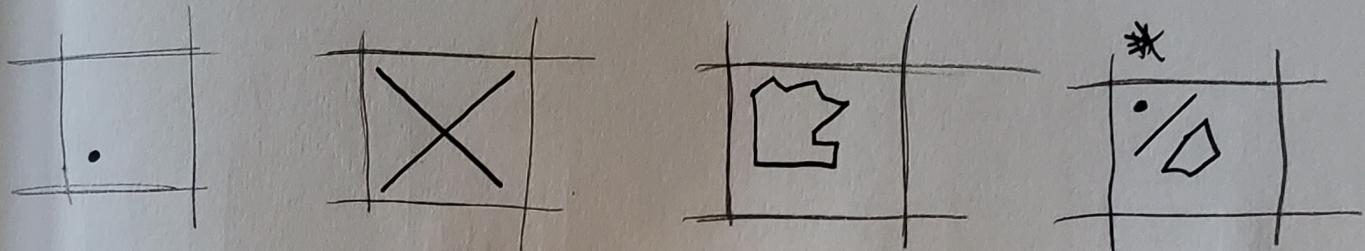


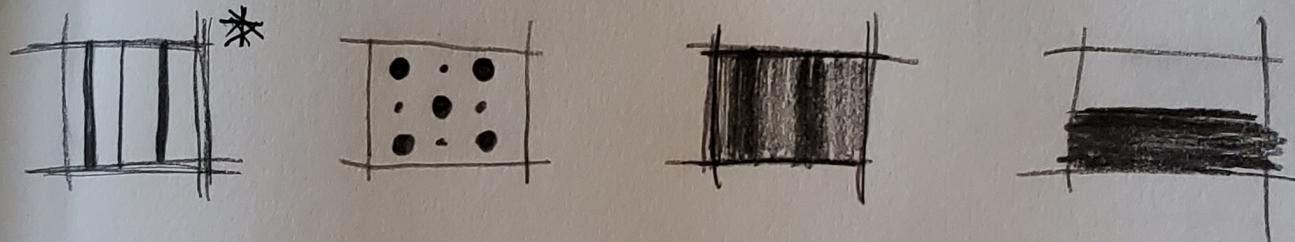
PRINCIPLES OF DESIGN

MCGINN O'MALLEY
6/4/2020
TEXT

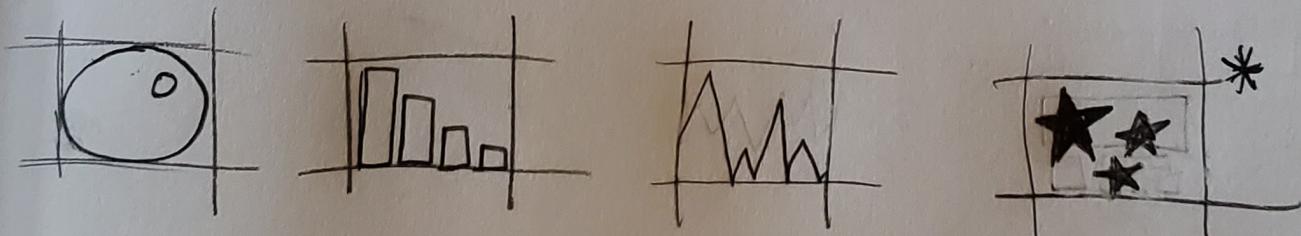
POINT, LINE, AND PLANE



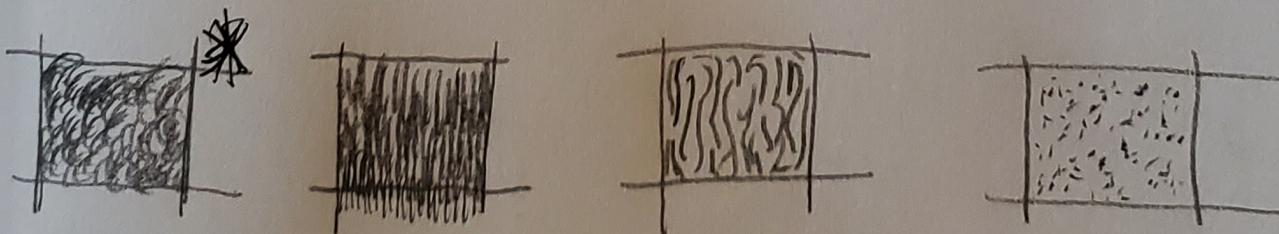
RHYTHM AND BALANCE



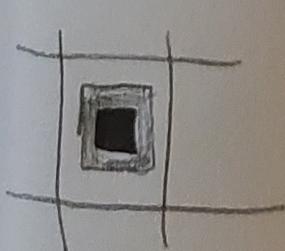
SCALE



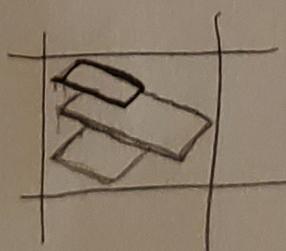
TEXTURE



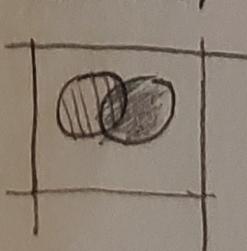
COLOR



LAYERS



TRANSPARENCY



MODULARITY

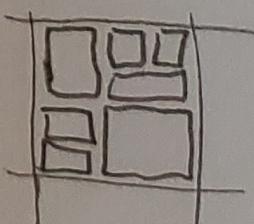
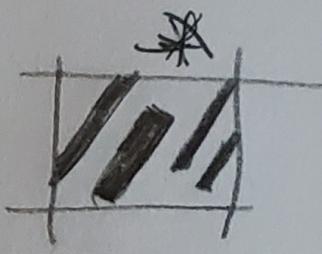
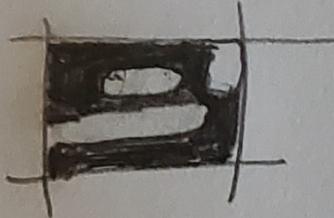
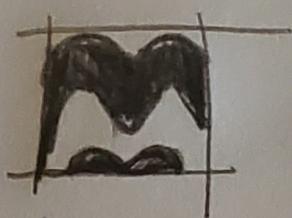
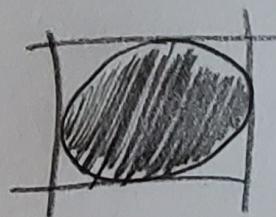
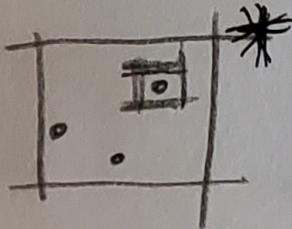
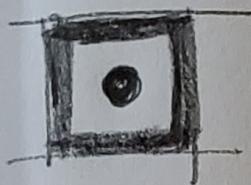


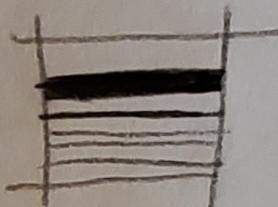
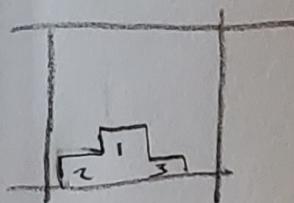
FIGURE GROUND



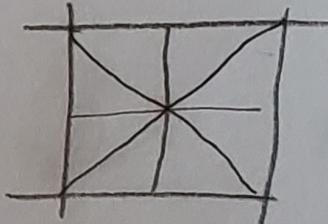
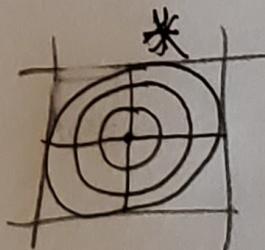
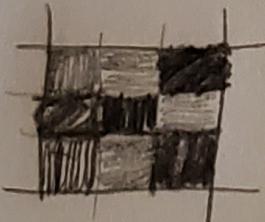
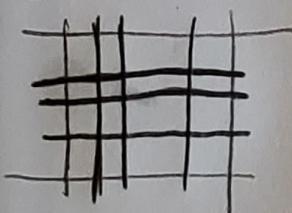
FRAMING



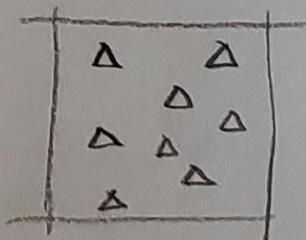
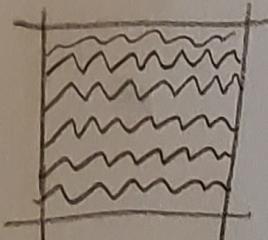
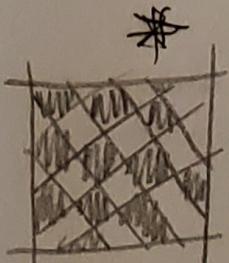
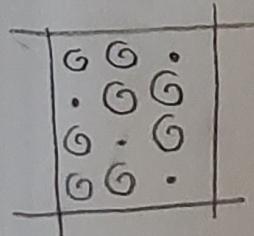
HIERARCHY



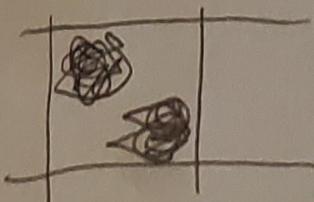
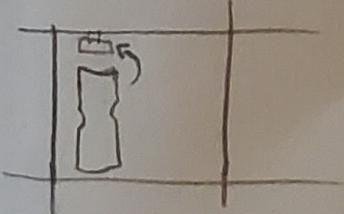
GRIDS



PATTERN

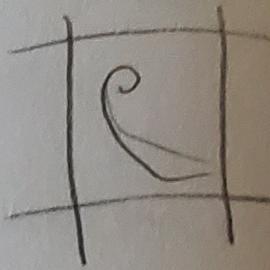
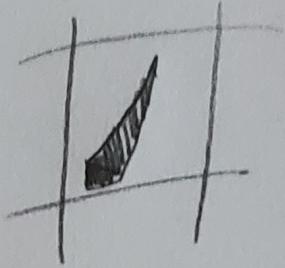
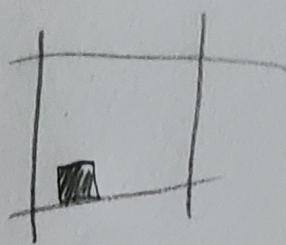
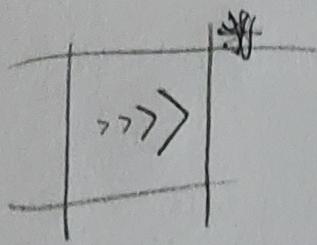


DIAGRAM

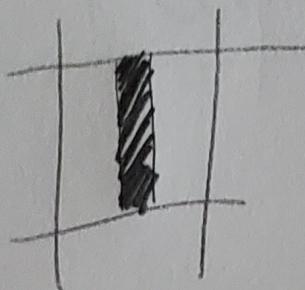


RULES AND RANDOMNESS

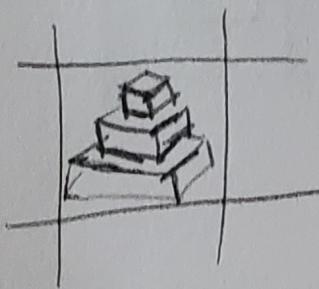
TIME AND MOTION



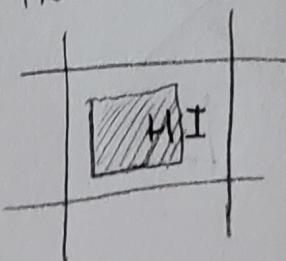
COLOR



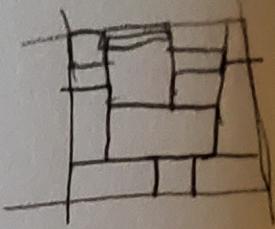
LAYERS



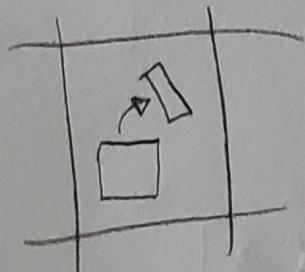
TRANSPARENCY



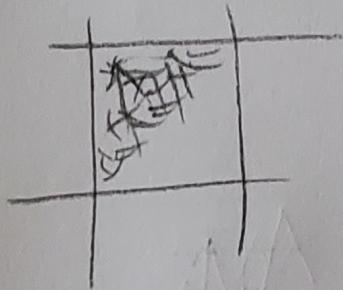
MODULARITY



DIAGRAM



RULES AND RANDOMNESS



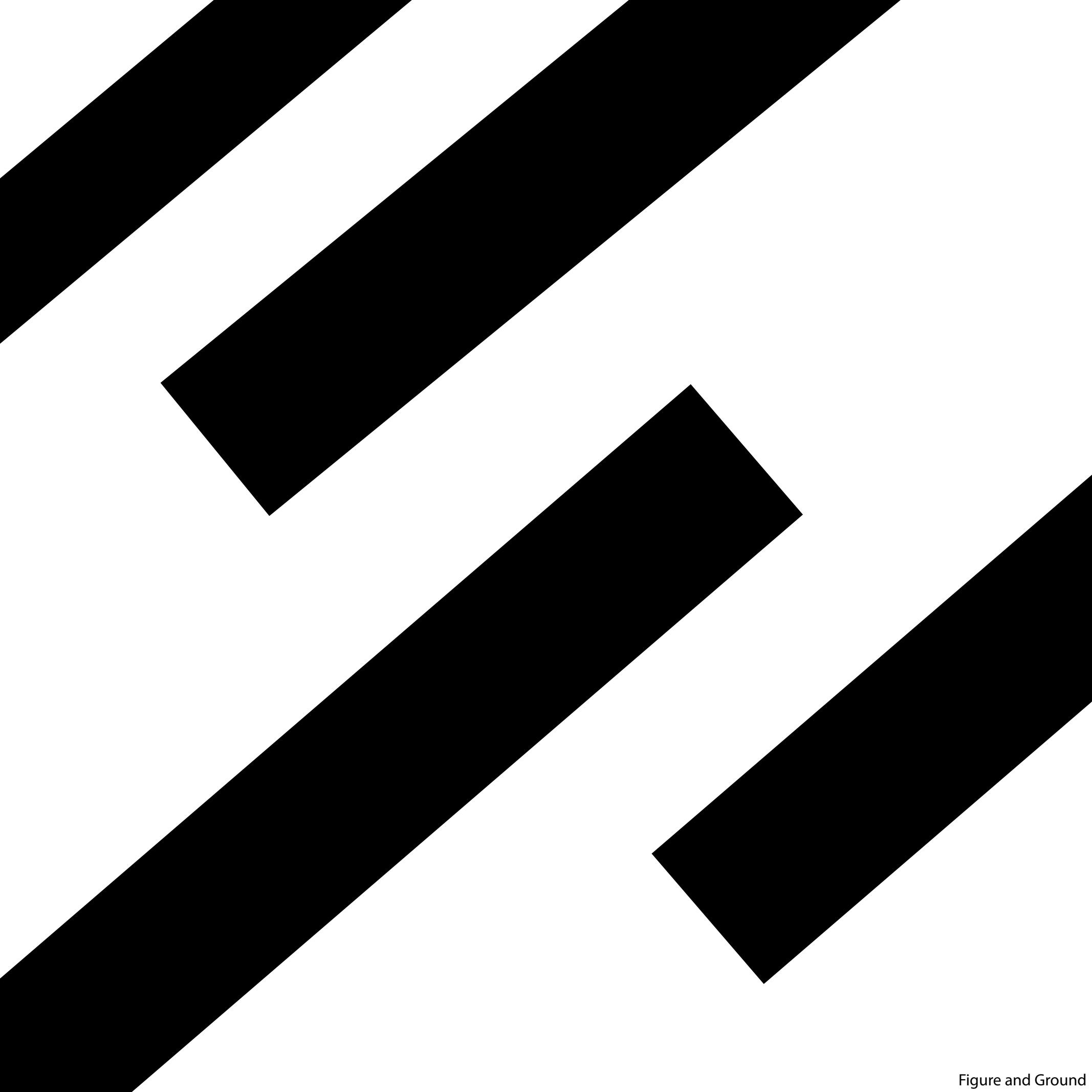
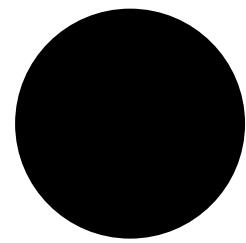
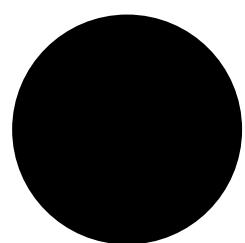
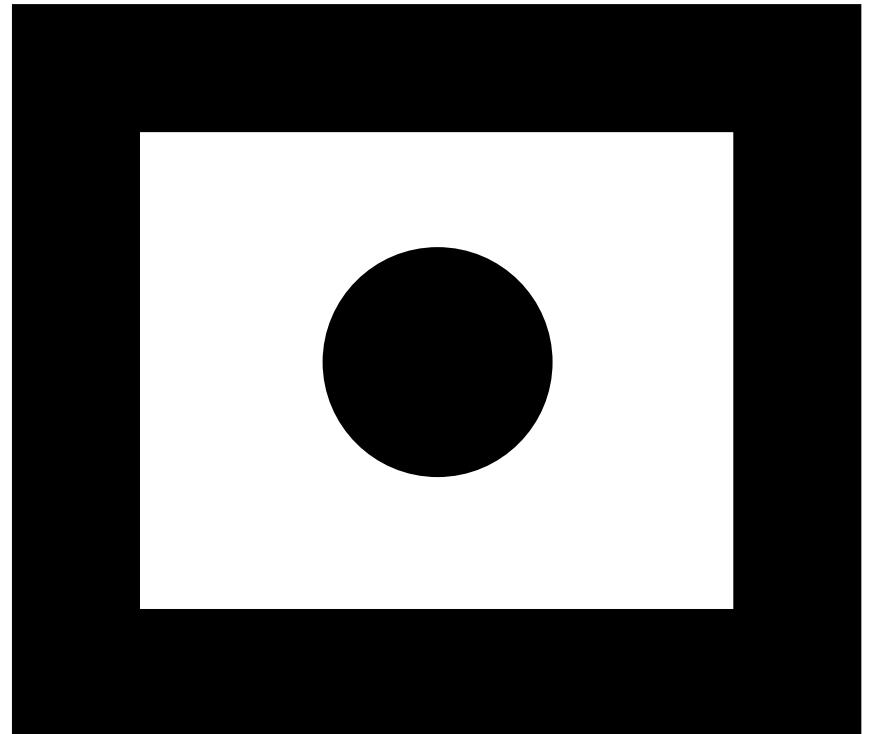
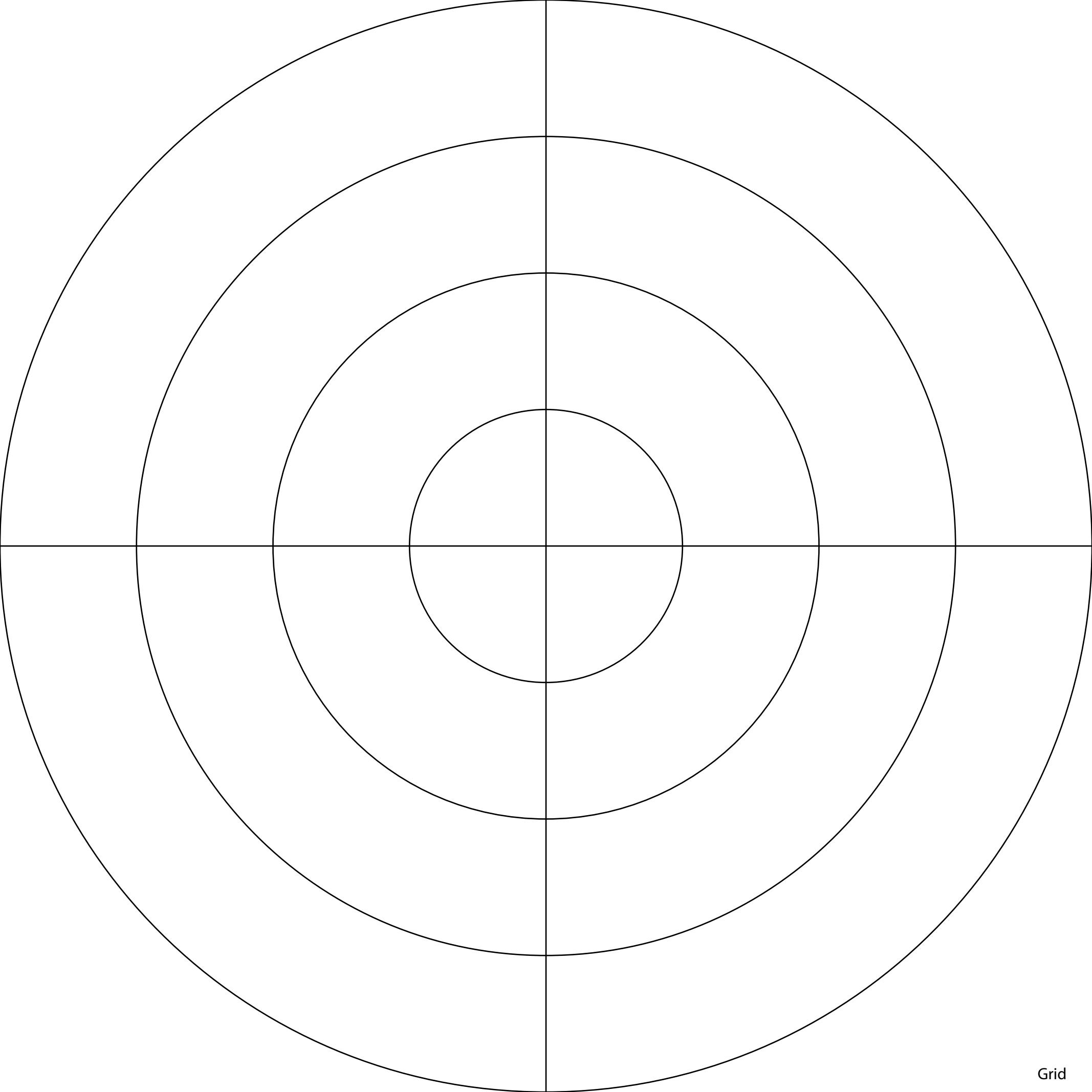


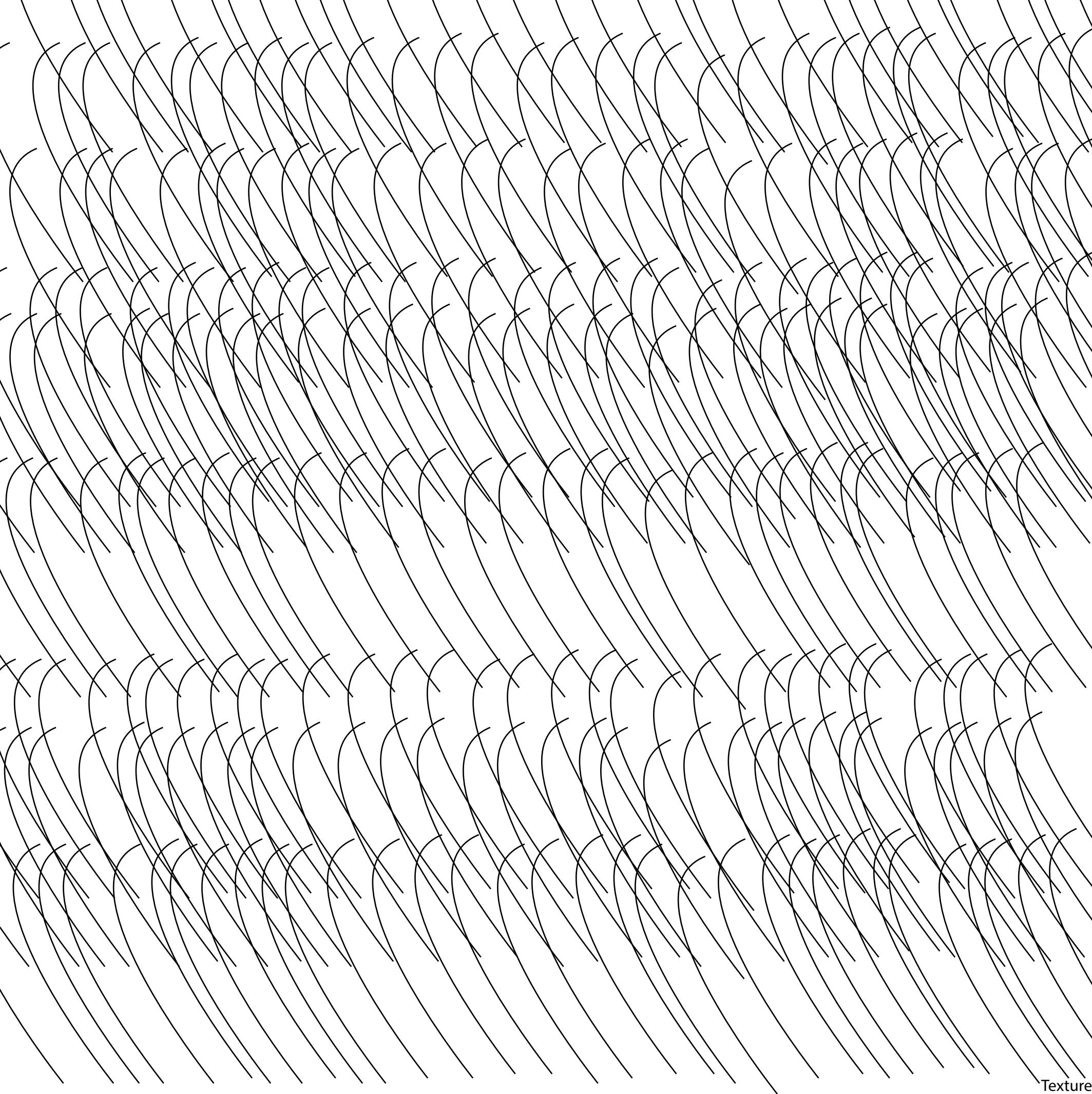
Figure and Ground





Grid





Texture

