Fall 2018 3D Design Project #1 – Visual Glossary

VISUAL GLOSSARY

Create a visual glossary of the elements and principles of design in your sketchbook.

Include the following:

| ELEMENTS | PRINCIPLES |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Form Space/Mass Line Plane/Shape Texture Color Light Time/Motion | Balance Asymmetrical Symmetrical Radial Emphasis Movement Scale Proportion Unity Variety Harmony Repetition Rhythm |

Use at least 1 page for each Element and Principle. Create your glossary in the order of the terms listed.

- 1. <u>Define</u> each term in the dictionary and write the definition of each as it pertains to three dimensional works.
- 2. <u>Photograph</u> an object, space, place or situation that exemplifies this element or principle. You may use more than one photo for each term. YOU must take the photo. Search locally. NO internet search imagery. Whether you choose to use your cell phone camera or a disposable camera, you must have a way to physically print the images and glue/tape them in your sketchbook. Be mindful of good craftsmanship during the process of each page layout.
- 3. <u>Write</u> a paragraph (approx. 50 words) that describes how your photograph fits the description of the specific element or principle.

If needed please reference the slide presentation on Canvas for a review of the elements and principles and for an example.

DUE: Thursday, September 13