

Spring 2019, 2D Design
Project #1 – Visual Glossary

VISUAL GLOSSARY

Objective: This assignment provides a broad introduction to the core concepts that we will be exploring throughout the semester. This assignment lays the groundwork for building a verbal and visual vocabulary of the elements and principles of art.

Assignment: Create a visual glossary of the 14 elements and principles of design (listed below) in your sketchbook.

Include the following:

ELEMENTS OF 2D ART	PRINCIPLES OF 2D ART/DESIGN
<ol style="list-style-type: none">1. Line2. Shape3. Texture4. Pattern5. Color6. Value (Light/Dark)7. Space	<ol style="list-style-type: none">8. Asymmetrical Balance9. Symmetrical Balance10. Radial Balance11. Emphasis / Focal Point12. Scale / Proportion13. Unity / Variety14. Rhythm / Repetition

Notes: Use 1 sketchbook page for each element and principle.

Create your glossary in the order of the terms listed.

Create a format in your sketchbook to use as a model or template for all the elements and principles. You may design it however you wish, but make sure each page follows this same format.

Materials: Sketchbook, pens/pencils, ruler, construction paper or magazine/newspaper collage materials, glue stick, scissors

On each sketchbook page, for each element and each principle (14 total):

1. **Define** each term. Write the definition of each as it pertains to two-dimensional works. Use our course slides (on Canvas) or the dictionary to find the definitions.
2. **Make a 3.5 x 5" collage** that illustrates the element or principle. Be mindful of good craftsmanship during the process of each page layout.

3. **Write** a short explanation that describes how your collage illustrates the specific element or principle.