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:**

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| --- | --- |
| **ELEMENTS OF 2D ART**   1. Line 2. Shape 3. Texture 4. Pattern 5. Color 6. Value (Light/Dark) 7. Space | **PRINCIPLES OF 2D ART/DESIGN**   1. Asymmetrical Balance 2. Symmetrical Balance 3. Radial Balance 4. Emphasis / Focal Point 5. Scale / Proportion 6. Unity / Variety 7. 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.