

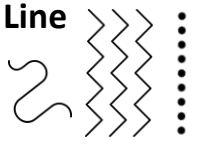

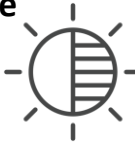





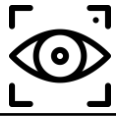






Table 1: Elements of Design (the tools to make art)		
1	<b>Line</b> 	<ul style="list-style-type: none"> <li>The path of a <b>moving point</b></li> <li>Can be used to show the <b>edge of an object</b></li> <li>Horizontal, vertical, diagonal, straight, curved, dotted, broken, thick, thin...</li> </ul>
2	<b>Colour</b> 	<ul style="list-style-type: none"> <li>Refers to the <b>wavelengths of light</b></li> <li>Refers to the <b>hue (name)</b>, <b>value (lightness / darkness)</b>, <b>intensity (saturation)</b>, and <b>temperature (warm and cool)</b></li> <li>Relates to tint, tone and shade</li> </ul>
3	<b>Value</b> 	<ul style="list-style-type: none"> <li>One aspect of colour; value (tone) is about the <b>lightness or darkness of a colour</b></li> <li>The gradual change from light to dark of one colour</li> </ul>
4	<b>Shape</b> 	<ul style="list-style-type: none"> <li><b>2D</b> (two dimensional) / <b>flat</b></li> <li><b>Geometric</b> (square, circle, oval, triangle)</li> <li><b>Organic</b> (all other shapes)</li> </ul>
5	<b>Form</b> 	<ul style="list-style-type: none"> <li><b>3D</b> (three dimensional)</li> <li><b>Geometric</b> (cube, sphere, cone)</li> <li><b>Organic</b> (all other forms such as people, animals, tables, chairs etc.)</li> </ul>
6	<b>Space</b> 	<ul style="list-style-type: none"> <li>The <b>area around, within, or between images</b> or parts of an image</li> <li>Relates to perspective</li> <li>Positive and negative space</li> </ul>
7	<b>Texture</b> 	<ul style="list-style-type: none"> <li>The <b>surface quality</b> of an object</li> <li><b>Tactile</b> (touch) and <b>implied</b> (suggested)</li> <li>The feel, appearance, thickness or stickiness of a surface (for example: smooth, rough, silky, furry)</li> </ul>

Table 2: Principles of Design (how to use the tools to make art)		
1	<b>Balance</b> 	<ul style="list-style-type: none"> <li>A feeling of balance results when the <b>elements of design are arranged symmetrically or asymmetrically</b> to create the impression of equality in weight or importance.</li> </ul>
2	<b>Emphasis</b> 	<ul style="list-style-type: none"> <li>Relates to the <b>focal point</b></li> <li>Special attention / <b>importance is given to one part</b> of an artwork (for example, a dark shape in a light composition)</li> </ul>
3	<b>Proportion/ Scale</b> 	<ul style="list-style-type: none"> <li>The <b>relationship between objects</b> with respect to size, number, including the relation between parts of a whole</li> </ul>
	<b>Unity</b> 	<ul style="list-style-type: none"> <li>When each art element and principle used has a purpose and <b>all the parts work together</b> in the artwork, so it looks complete</li> </ul>
4	<b>Contrast</b> 	<ul style="list-style-type: none"> <li>The juxtaposition of <b>different elements of design</b> (for example: rough and smooth textures, dark and light values) in order to <b>highlight their differences</b> and/or create visual interest, or a focal point</li> </ul>
5	<b>Pattern</b> 	<ul style="list-style-type: none"> <li>A <b>regular arrangement</b> of alternated or <b>repeated elements</b> (shapes, lines, colours or motifs)</li> </ul>
6	<b>Harmony</b> 	<ul style="list-style-type: none"> <li>The arrangement of elements to give the viewer the feeling that all the parts of the pieces <b>form a coherent whole</b>.</li> </ul>
7	<b>Rhythm / Movement</b> 	<ul style="list-style-type: none"> <li>The use of <b>recurring elements</b> to direct the movement of the eye through the artwork.</li> <li>There are <b>five kinds of rhythm</b>: random, regular, alternating, progressive and flowing.</li> <li>Movement can be directed for example, along edges and by means of shape and colour.</li> </ul>