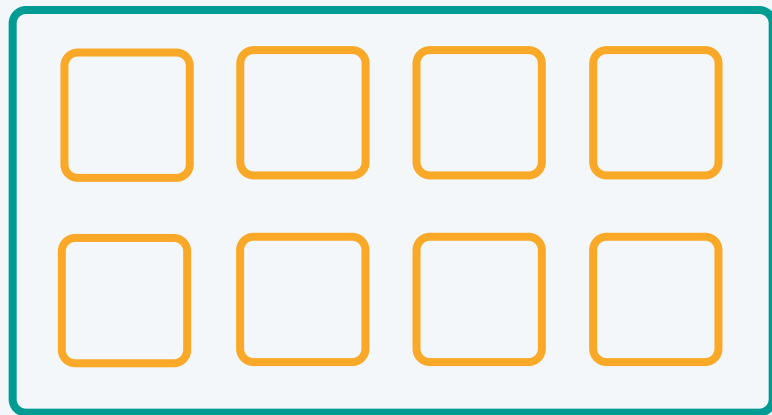
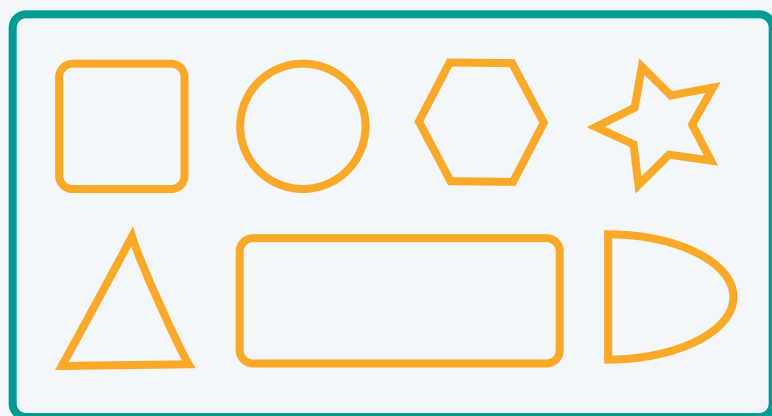


Principles of Design:



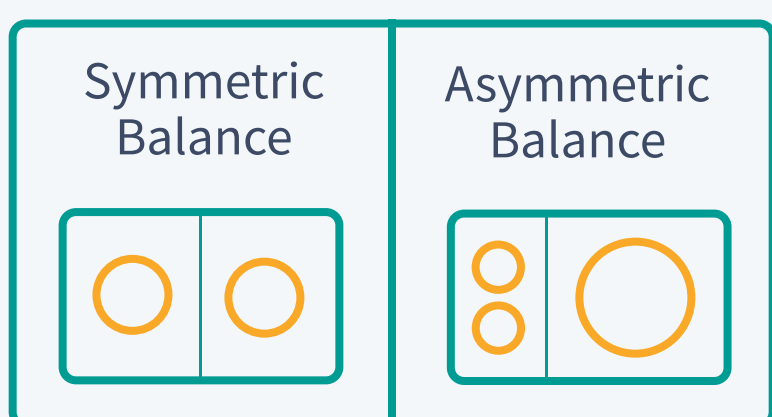
Repetition/Pattern

When you think repetition/pattern, think sameness. Repetition occurs when elements of art in a painting are repeated in a predictable manner.



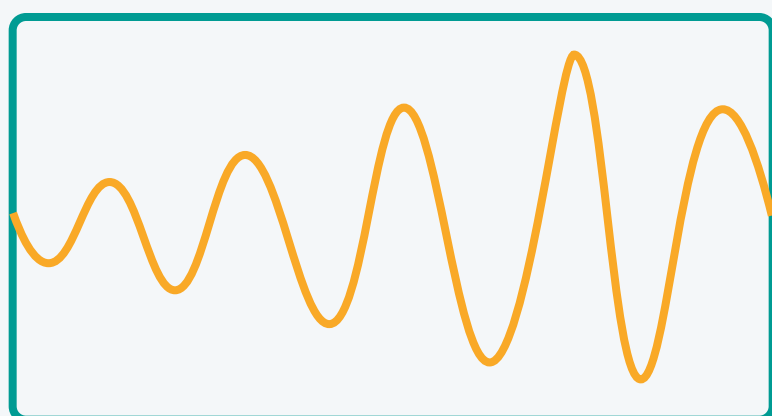
Variety

When you think variety, think CHANGE. Different elements are arranged in a design to increase visual interest.



Balance/Symmetry/Alignment

Balance refers to the visual weight of the elements of the composition.



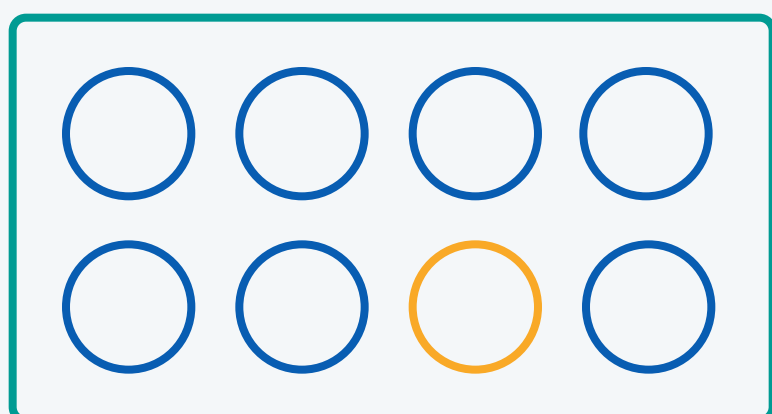
Rhythm/Movement

Rhythm in art gives the impression of movement.



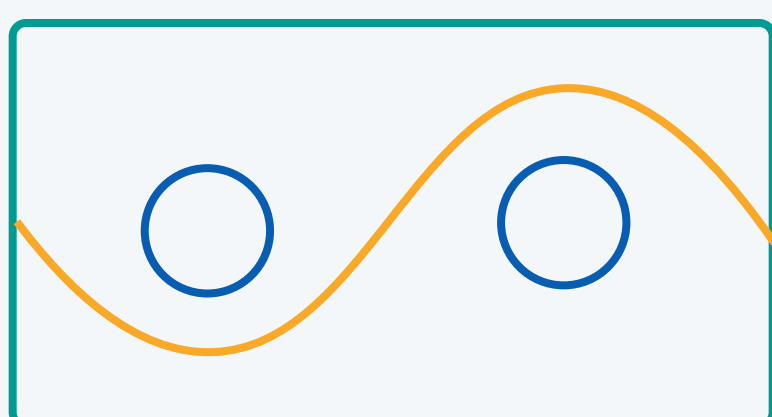
Scale/Proportion

Proportion helps convey size in a design. For example, placing a human next to a landmark like the Eiffel tower, helps give the viewer a sense of size.



Dominance/Emphasis/Contrast

Emphasis dictates how easy it is to distinguish between various design elements. When you think emphasis, think: "How should one element stand out from another?"



Unity/Harmony

Unity/harmony defines how well various design elements work together.