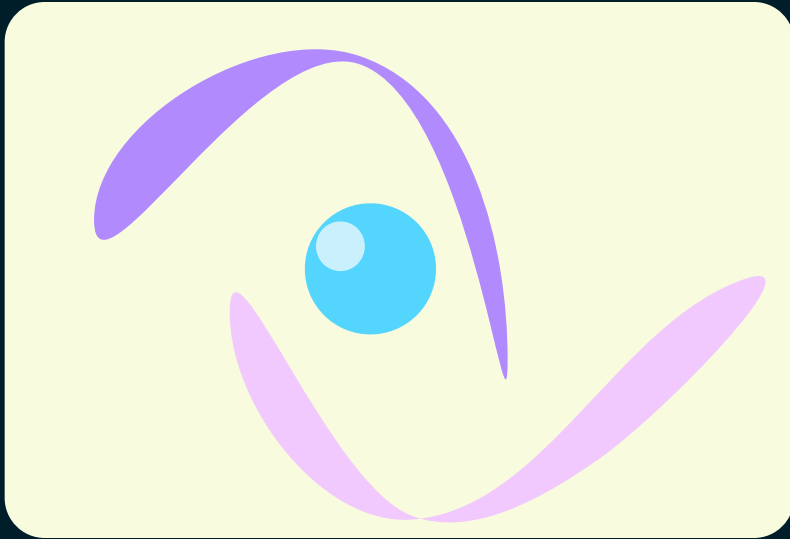
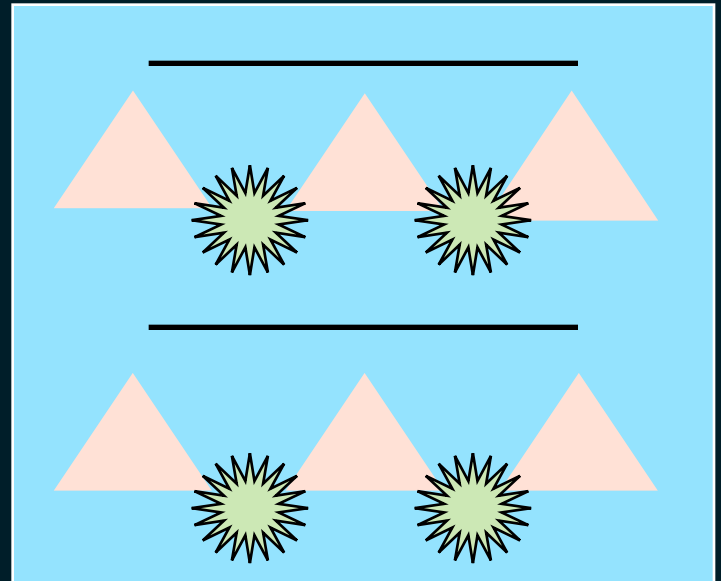


PRINCIPLES OF DESIGN:

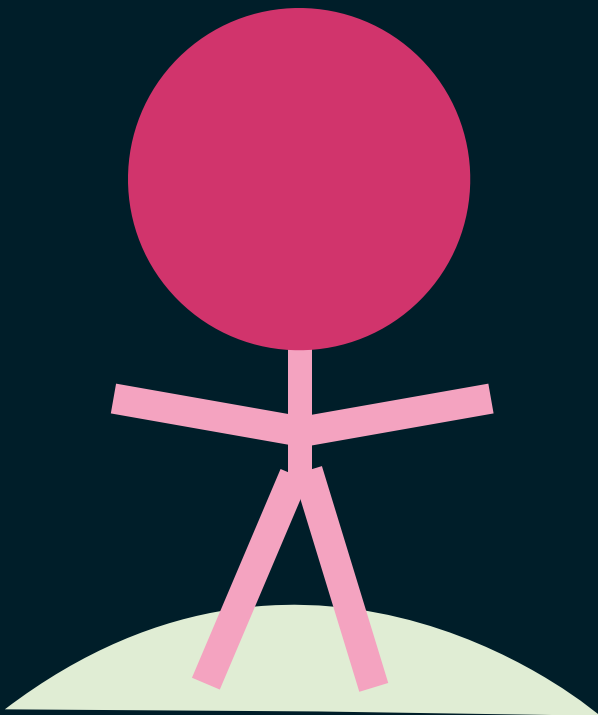


HARMONY : *complex, all parts of the visual image relate to and complement each other. It pulls the pieces of a visual image together,*

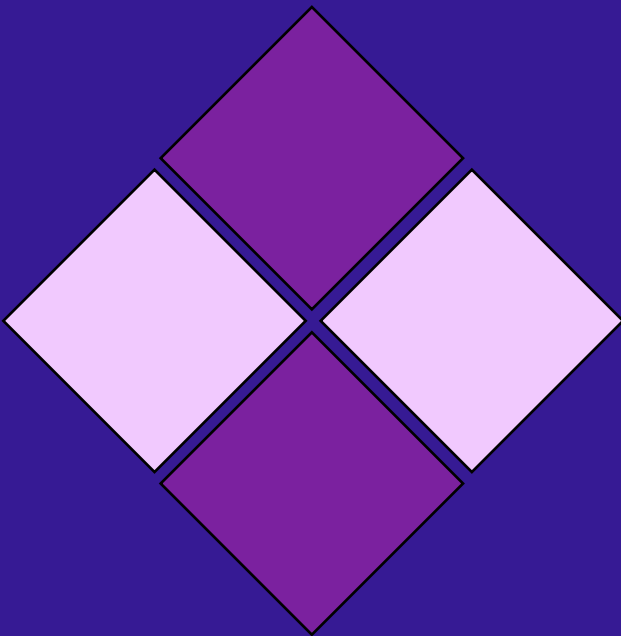
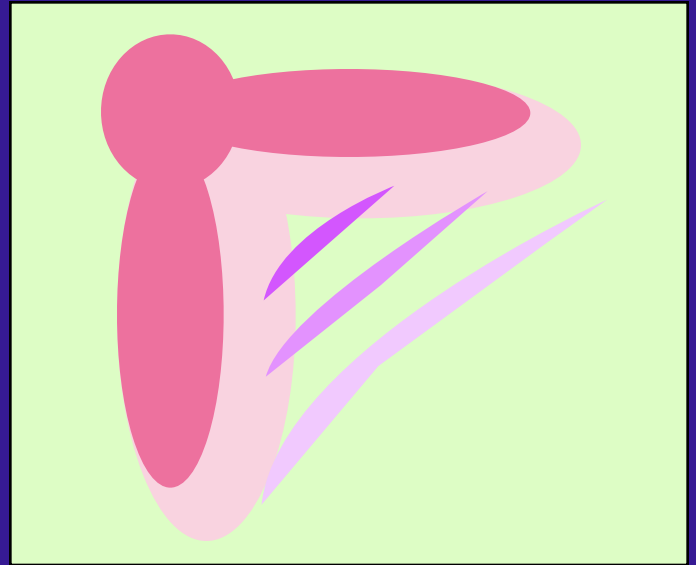
PATTERN : *is a form, template or model which can be used to make or generate things or parts.*



PROPORTION : *a relationship between things or parts of things with respect to comparative magnitude.*



MOVEMENT : *process of moving, change of place or position, the direction of or flow in artwork.*



VARIETY : *The condition of being various or varied, absence of monotony or sameness*

BALANCE : *a weighing device, especially one consisting of a rigid beam horizontally suspended by a low friction support.*

