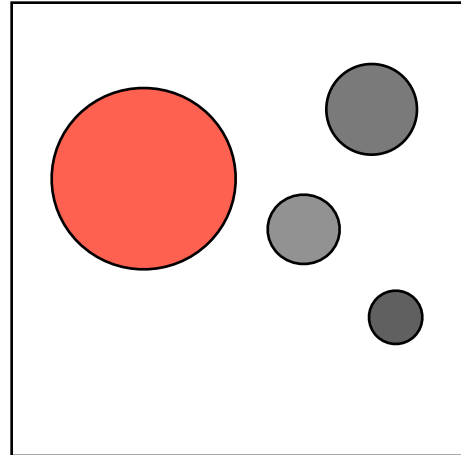
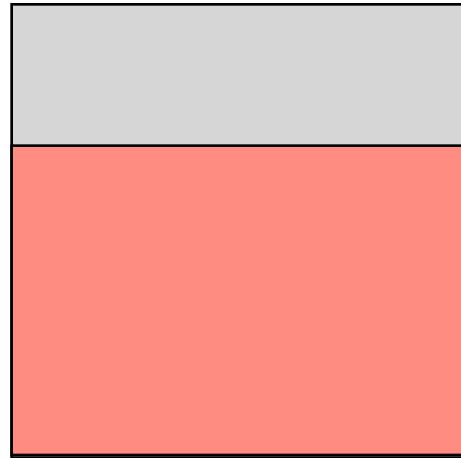


The Principals of Design

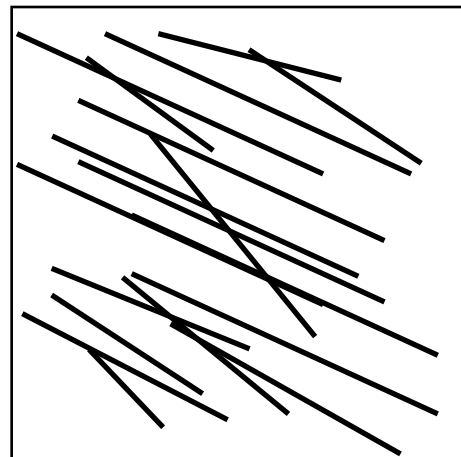
Balance- the two kinds of balance are symmetrical and asymmetrical, the size, value and positioning effects the balance. Symmetrical is an object that is a mirror image of each side of the object. Asymmetrical is one or more objects in different



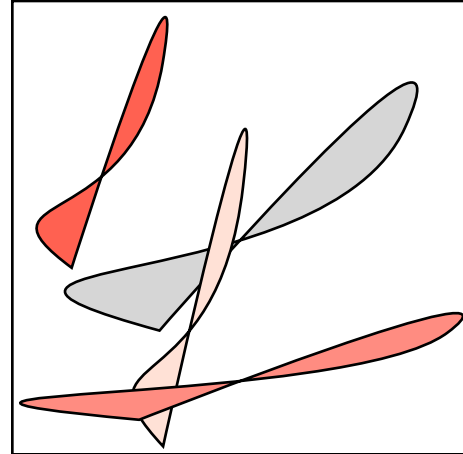
Proportion - It is the relationship between objects. The correct sizing helps give balance to the piece.



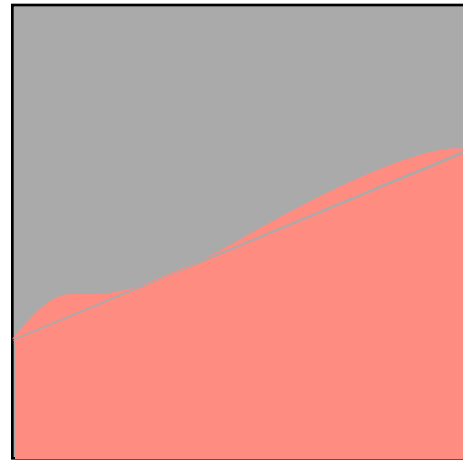
Texture – There are two types of texture, real and implied. Real texture is when there is an object and you can touch it and actually know what it feels like. Implied texture is when artists make you believe it is real texture but you can only see what it would feel like.



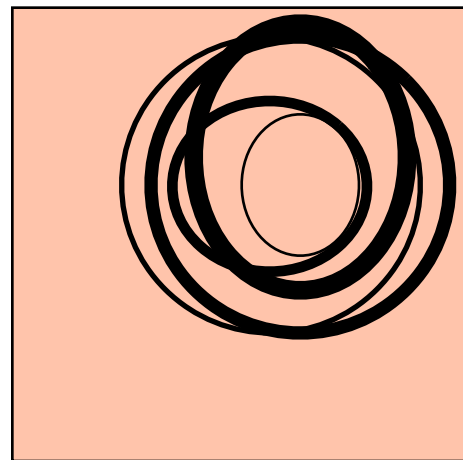
Movement – The way an artist uses lines, colors and shapes to help direct the eye to parts of the piece.



Contrast – The difference between two related objects. The more the different, the more contrast there is. Contrast helps create interest in pieces.



Emphasis – The focal point of the piece/picture. Most times it is easy to spot out the emphasized objects. Color and size help emphasize an objects.



By: Mikaela Barnett