

# Elements of Design: the component parts necessary to create any work of art

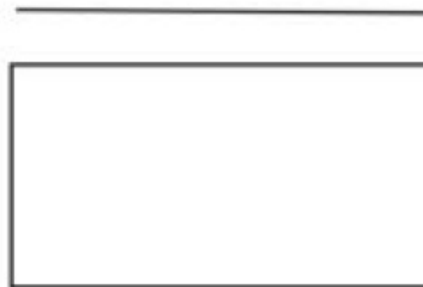
## POINT

(The simplest of elements)



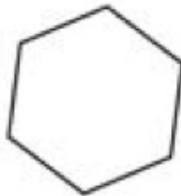
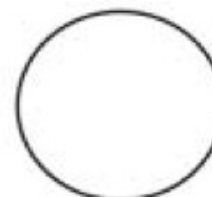
## LINE

(The path between two points /  
Lines can define the boundaries of shape)



## SHAPE / PLANE

(2D quality of form. It has height  
and width but not depth)



## SPACE

(The distance between elements  
in a picture plane)



## VALUE

(The achromatic scale from  
white to grey to black)

## COLOR

(The term for the combined qualities of  
HUE, VALUE and INTENSITY)



## TEXTURE

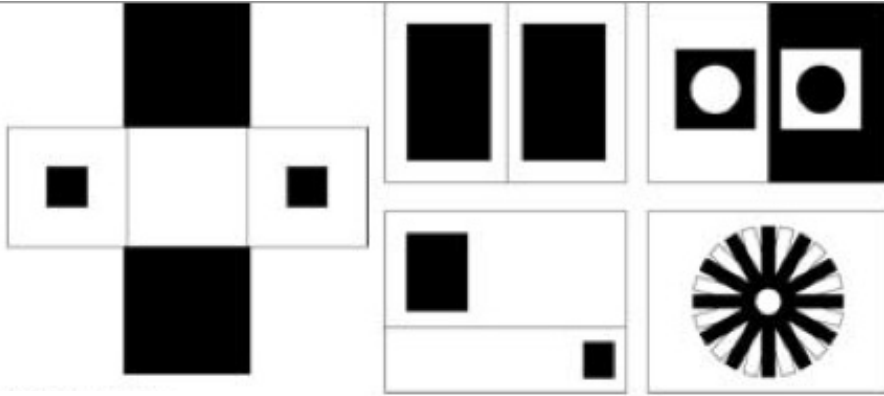
(the representation of the  
actual quality of a surface)



## PATTERN

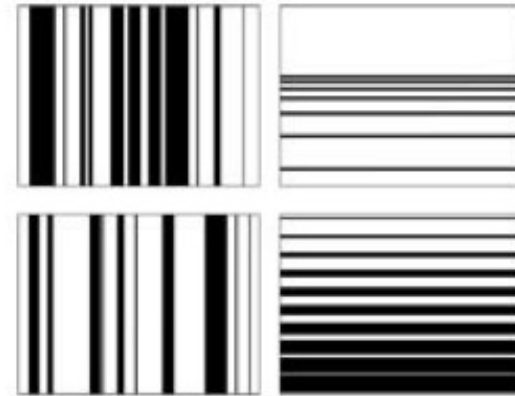
(the repetition of a visual  
element in a regular  
and anticipated sequence)

# Principles of Design: they organize the elements and through them structure the composition



**BALANCE** (symmetrical vs. asymmetrical)

**HARMONY** (unity vs. variety)

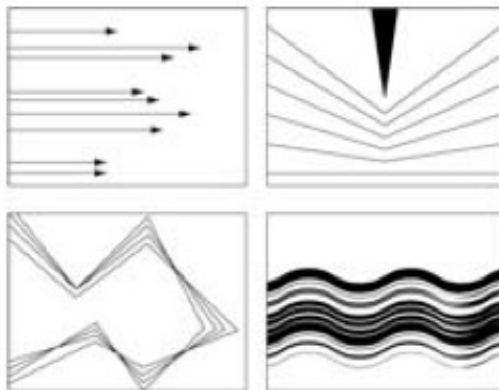
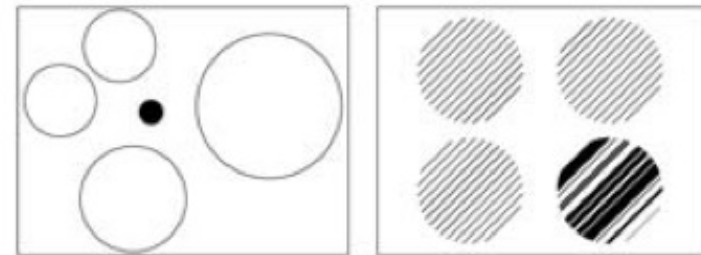


**PROPORTION** (ex. dominance vs. sub-dominance)



**REPETITION**  
(using the same visual element over again)

**EMPHASIS / FOCAL POINT** (the perceived focus of interest)



**RHYTHM / MOVEMENT**  
(rhythm is regular repetition)

