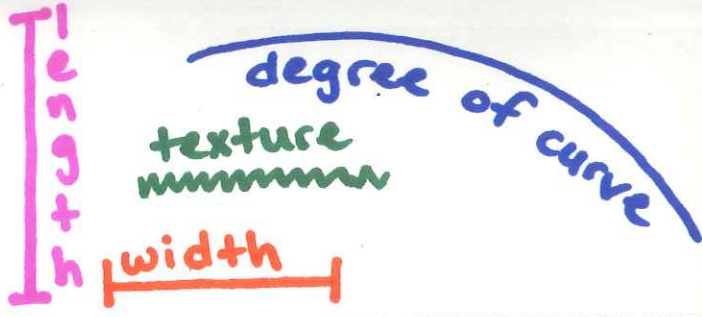
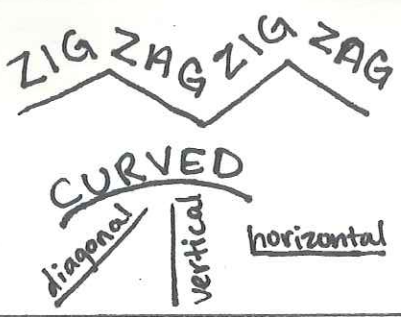
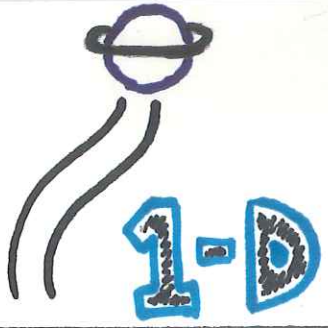
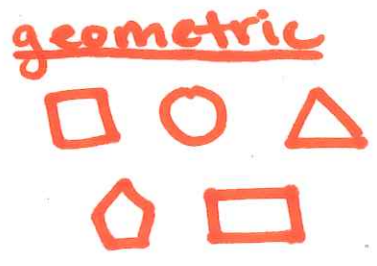
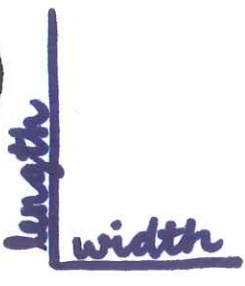


LINES

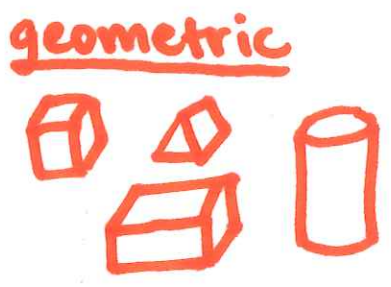
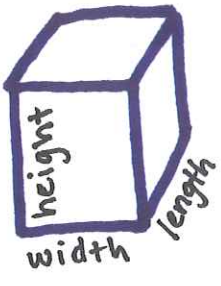


SHAPE

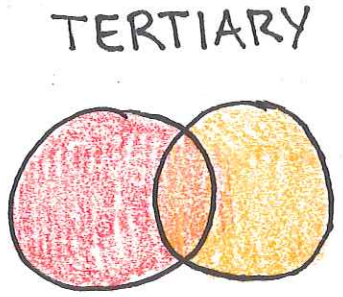
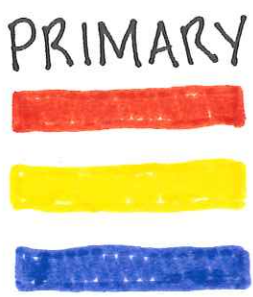
2-D



FORM



COLOR



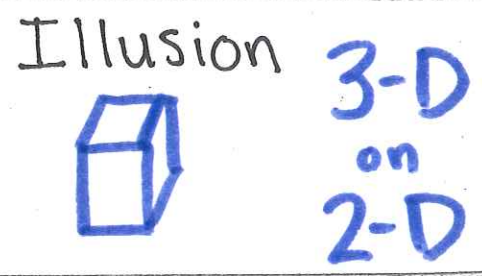
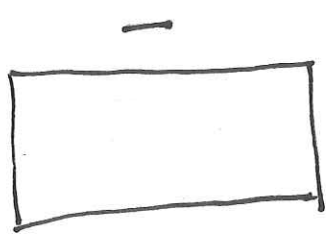
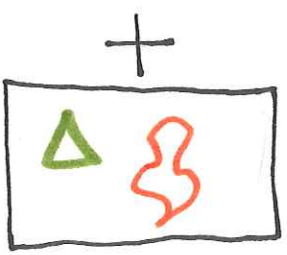
VALUE



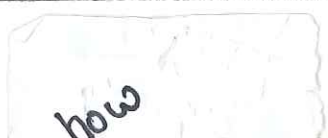
TINT  
white value

black value  
SHADE

SPACE

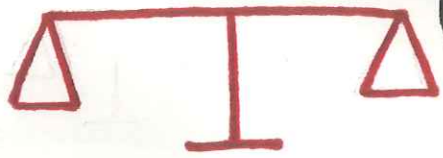


TEXTURE





# BALANCE



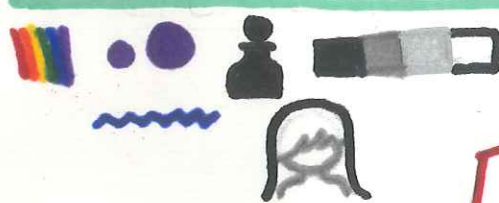
## FORMAL



## INFORMAL

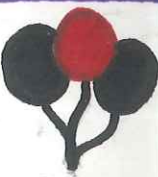


## CREATING INFORMAL

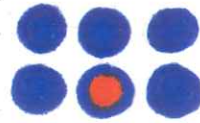


# Principles of Designs

# EMPHASIS One Element



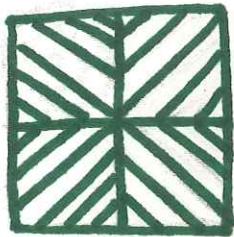
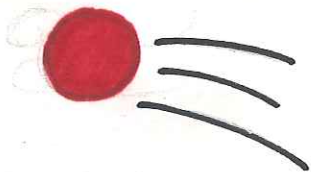
## Area:



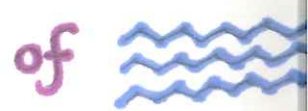
# SCALE/PROPORTION



# MOVEMENT



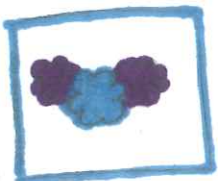
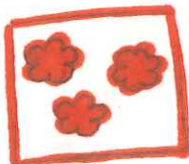
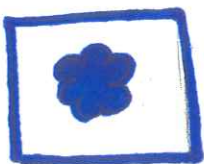
# RHYTHM/PATTERN



## TYPES



# UNITY



# Contrast

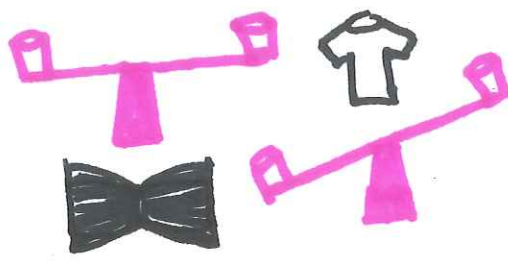


Audrey



# PRINCIPLES OF DESIGN

## BALANCE

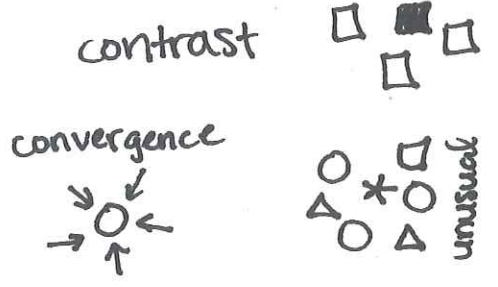


Ways of AS

texture

thicker = emphasis

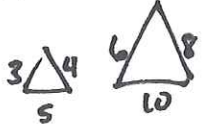
## EMPHASIS



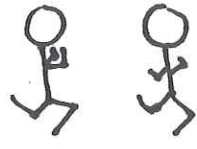
## SCALE



## PROPORTION



## MOVEMENT



## UNITY

Simplicity  
Repetition  
Proximity

## RHYTHM/PATTERN

$\Delta \square \square \Delta \square$   
random

$\Delta \Delta \Delta \Delta \Delta$   
regular

$\Delta \square \Delta \square \Delta \square \Delta$   
alternating

flowing

$\Delta \Delta \Delta \square \square \square \square$   
progressive

pattern

## CONTRAST



# MORGAN

# DAILEY