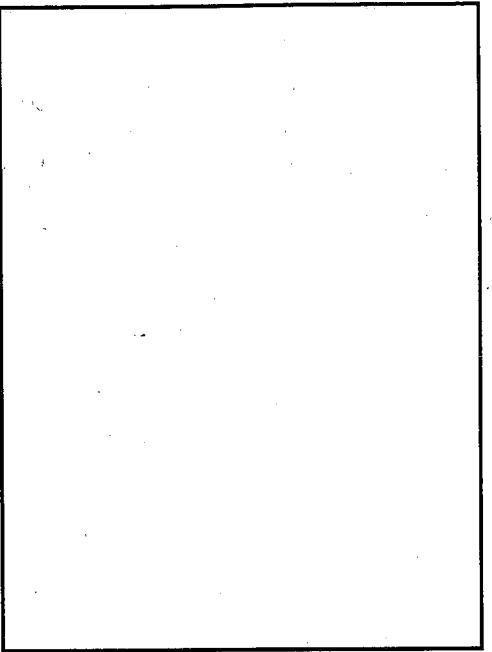
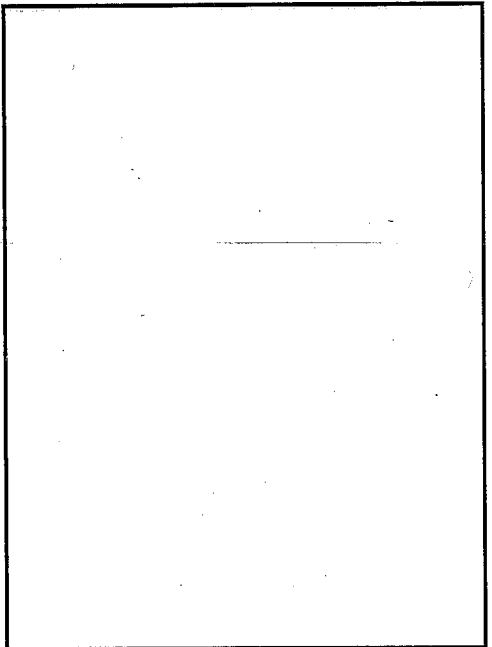


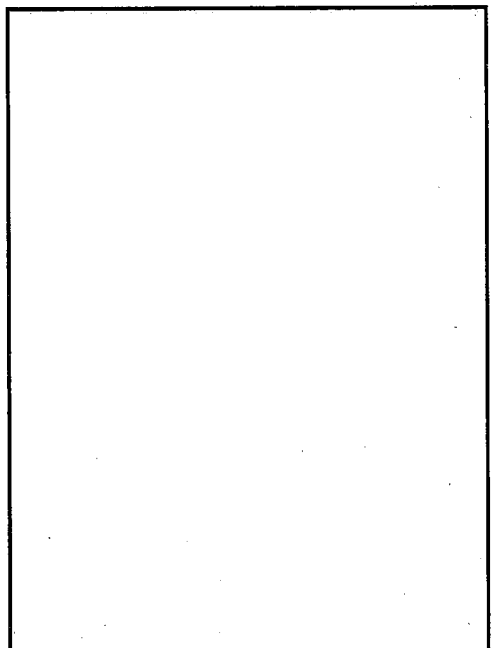
Elements and PRINCIPLES of Design



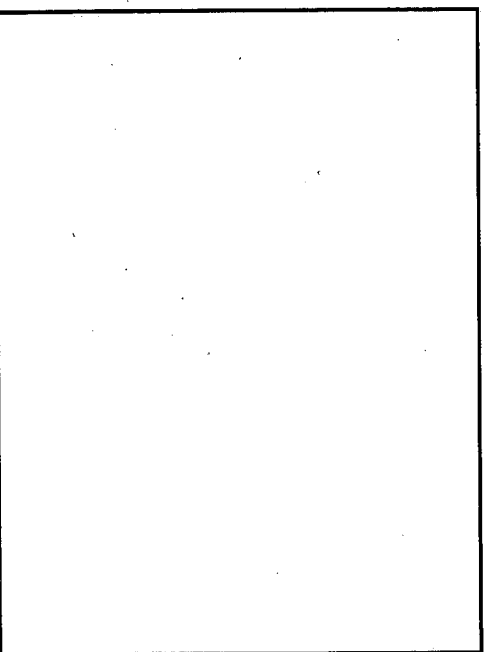
1. UNITY REPETITION – Using only one color, trace 12 pennies with 3 rows of 4 pennies each. Keep the line quality the same in each outline. NOTE: each box will build on the design from the previous box.



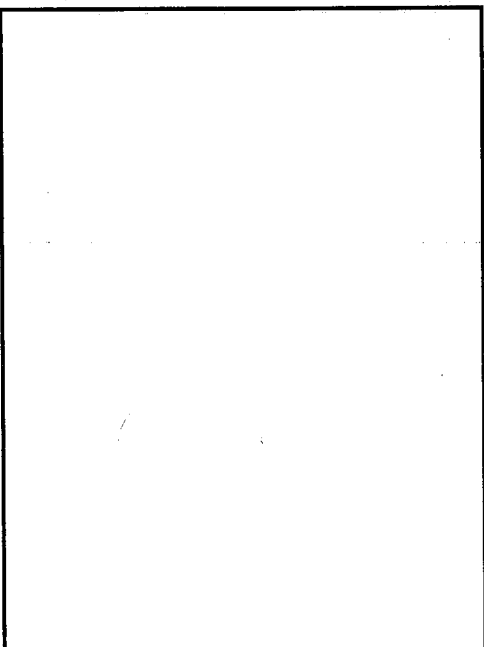
2. VARIETY w/line, shape, color - Using the same grid as box #1 add one color and change 3 of the circle shapes into other shapes. Also vary the line quality of some of the shapes. Plan your artwork to have unity w/some variety



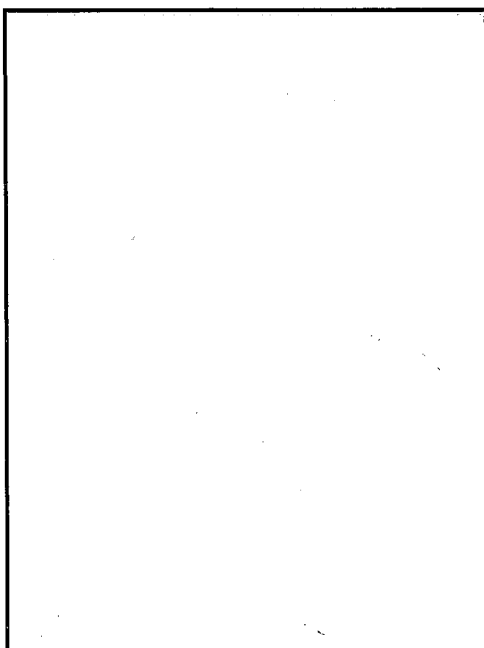
3. BALANCE PROPORTION – Change the size of 3 shapes. Eliminate 3 shapes also. Plan your design to create balance. The shapes can overlap and there might be some space where there are no shapes.



4. EMPHASIS w/texture/pattern – Add one more color and plan your artwork to have a center of interest e.g., use contrasting colors and values. Generally maintain the same design as in box 3 but add texture/pattern to the shapes or the background. Plan your design.



5. Using the same general design as in box 4 add 3 more colors, 3 more textures/patterns, and 3 more shapes.



6. Make changes until no object has the same line quality, color, shape, or texture/pattern as another. The design should display no unity or repetition and too much variety.