

nstructor

Principles of Design



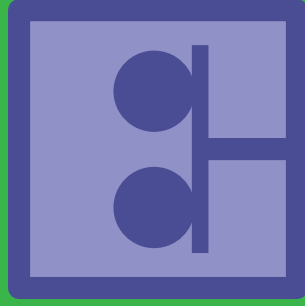
GOALS

4. Balance
 - Visual Balance Mimics
 - Physical Balance

Physical Balance

5. Emphasis The Most Important Spot

6. Harmony Things Seem to Go Together



6 Principles



METHODS

1. Position
Proportion and Placement

2. Contrast

Variation in Size, Color, Texture, Value

3. Repetition

Rhythmic, Progressive, Pattern

