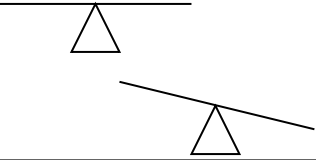
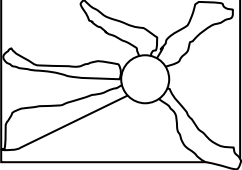

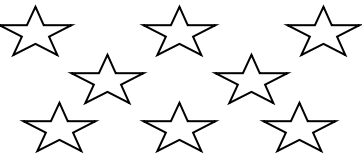
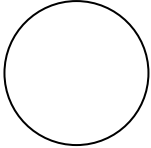
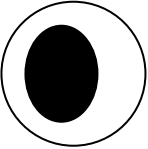
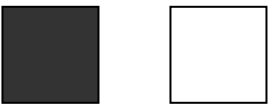


Name:

Class:

# PRINCIPLES OF DESIGN

Name of Principle	Clue	Definition
Balance		Arranging art elements in an artwork so no one part of that work overpowers, or seems heavier than, any other part
Movement		Creating the look and feeling of action to guide a viewer's eye throughout a work of art.
Rhythm		Repeating an element of art to make a work seem active or to suggest vibration.
Pattern		The arrangement of motifs to create a unified design. Simplest way of designing surface enrichment.
Unity		A look and feel of oneness or completeness in a work of art.
Emphasis		Makes an element or object in a work stand out
Contrast		Juxtaposition of opposing elements.