

Getting started:

All of the great artists started by learning the skills of observation. You have to learn the rules in order to break them.



Can you guess who?

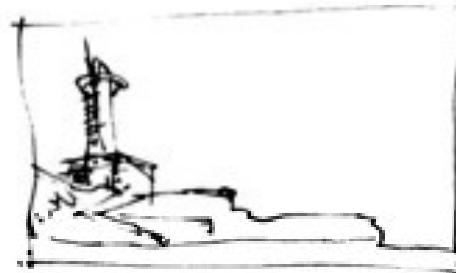
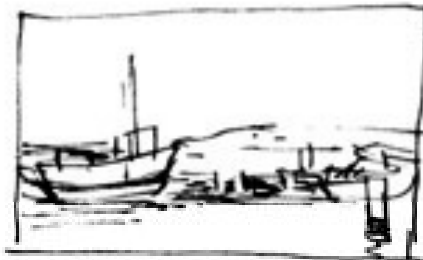


Pablo Picasso

HOW TO MAKE A GOOD COMPOSITION

Thumbnailing

Small, quick drawings which lay out the major objects in a drawing. Make clear boundaries that represent the edges of the page. The frame is like an electric fence. Using this edge wisely can generate a lot of power. Make many thumbnails sketches and discover many different possibilities.



Sighting and Proportioning



THE PRINCIPLES

The **principles of design** are the set of rules or guidelines of art that are to be considered when considering the impact of a piece of artwork. They are combined with the **elements of design** in the production of art. The principles are:

Movement

Unity

Variety

Balance

Emphasis

Contrast

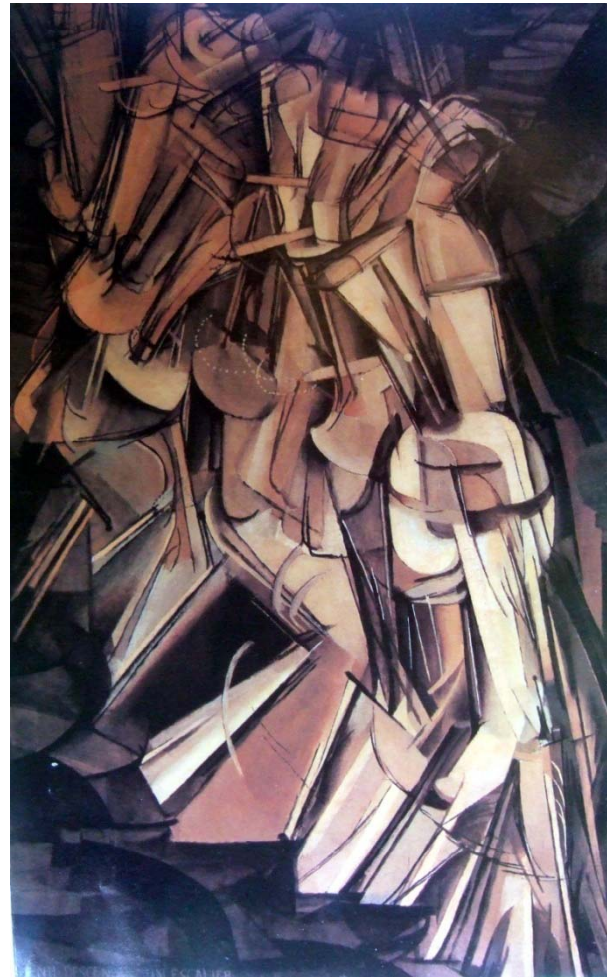
Pattern/Rhythm

Movement

Action, or alternatively, the path the viewer's eye follows throughout an artwork. Movement is caused by using elements under the rules of the principles in art to give the feeling of action and to guide the viewer's eyes throughout the artwork.



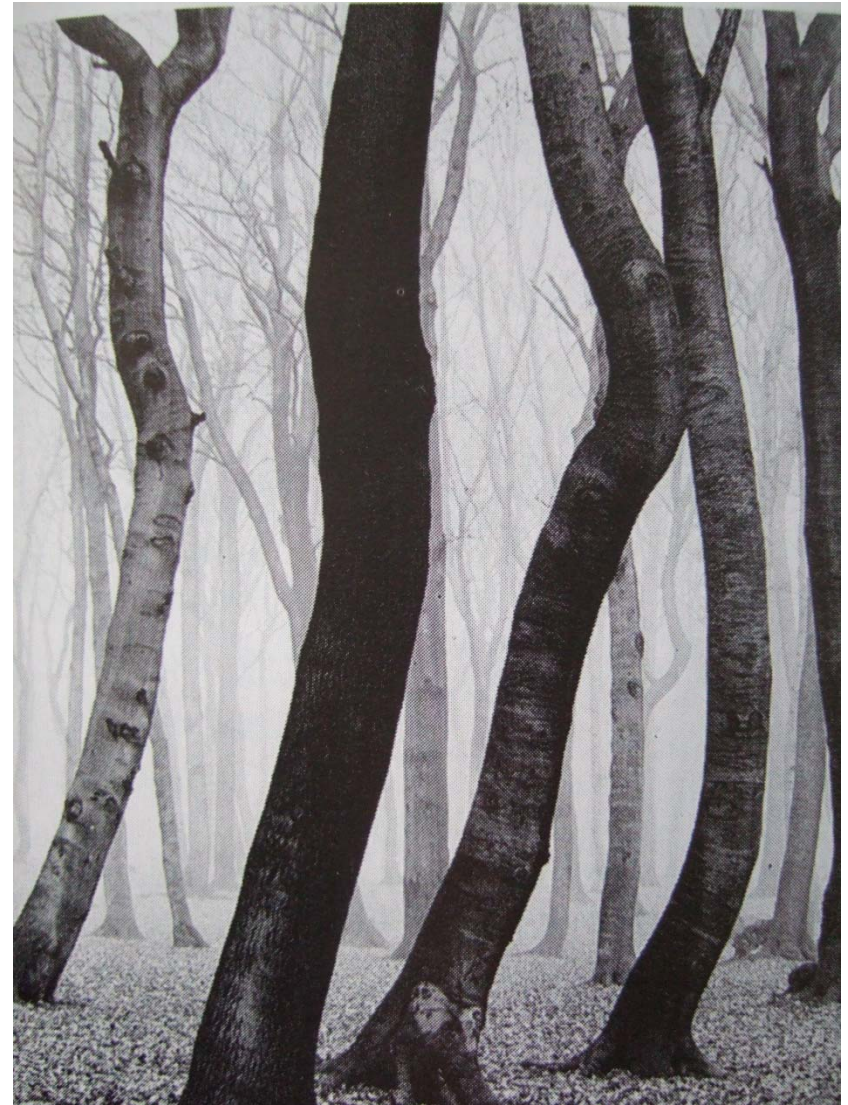
Artists: Antonio Balla, Marcel Duchamp



Also Movement

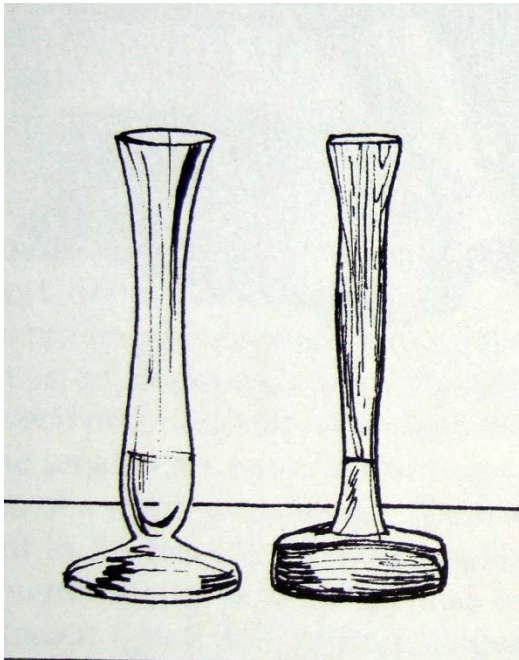


Katsushika Hokusai

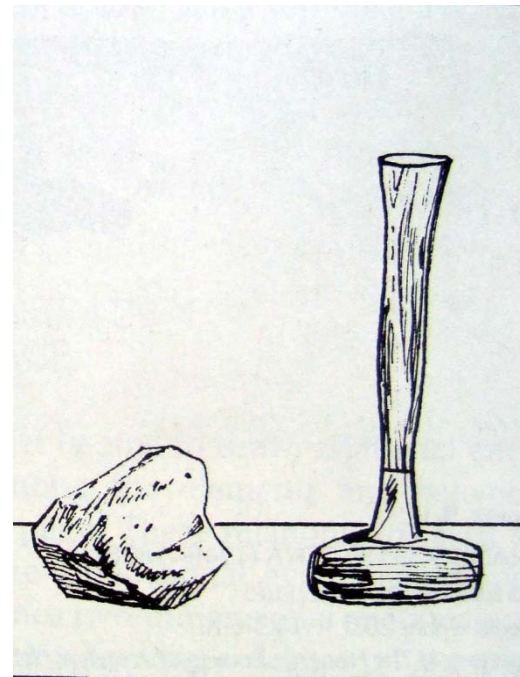


Unity and Variety

- **Unity** (or harmony) is the quality of wholeness or oneness that is achieved through the effective use of the elements and principles of art. The arrangement of elements and principles to create a feeling of completeness.



- **Variety** (also known as alternation) is the quality or state of having different forms or types. The differences which give a design visual and conceptual interest: notably use of contrast, emphasis, difference in size and color.



- Unity



- Variety



• **Unity and
Variety**

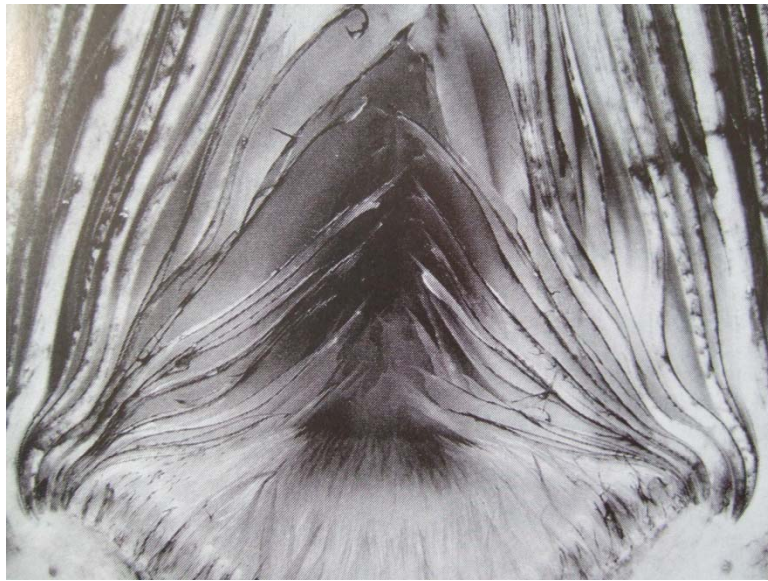
Artist: Paul Cezanne

Balance

Balance is arranging elements so that no one part of a work overpowers, or seems heavier than any other part.

Two different kinds of balance are **symmetrical** and **asymmetrical**.

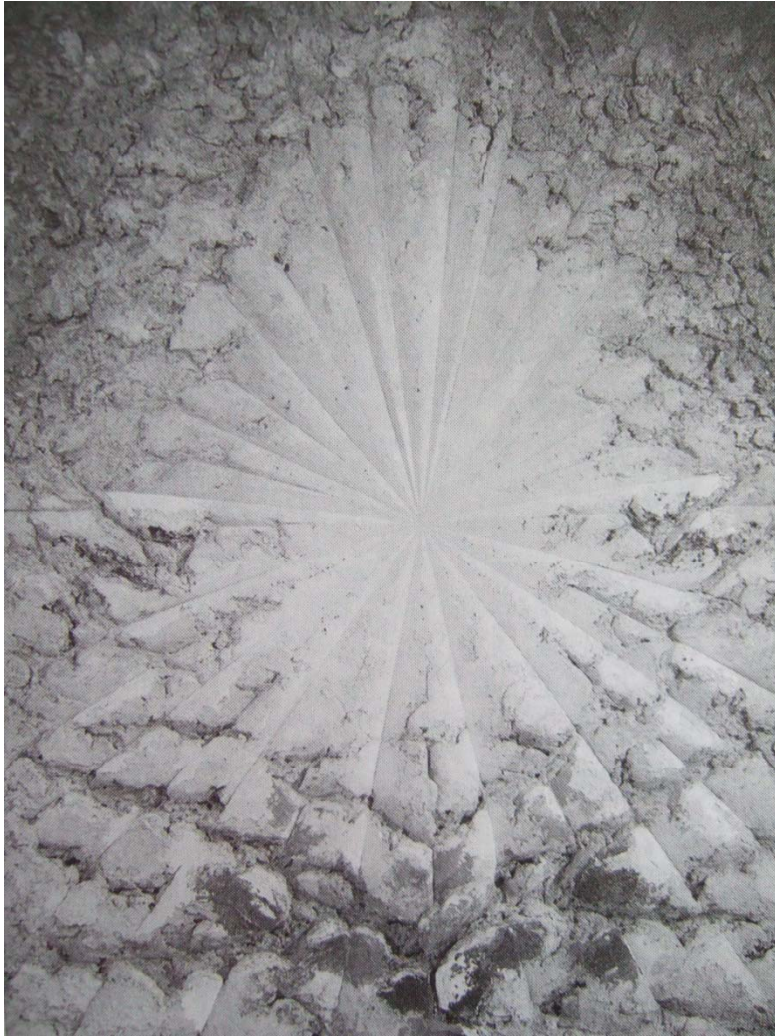
- Symmetrical (or formal) balance is when both sides of an artwork, if split down the middle, appear to be the same. Symmetrical balance is shows strength, calm and seriousness.
- Asymmetrical balance is not the same on both sides and the distribution of the light and dark weight may be a little different. This type of balance is very exciting, moving and energetic.



Artist: Edward Weston



- Symmetrical Balance

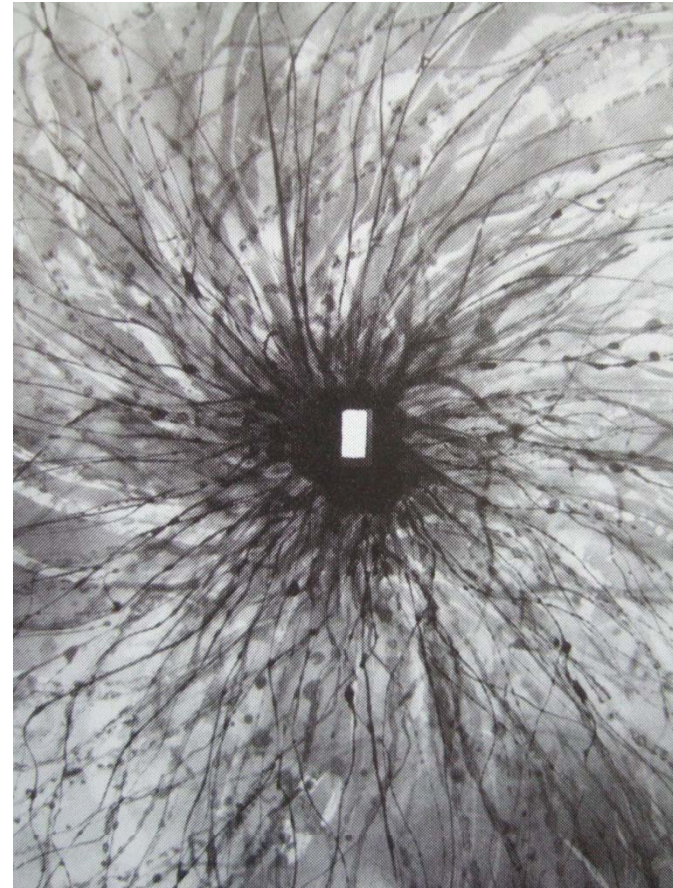


- Asymmetrical Balance



Emphasis

Emphasis (also called focal point) is where the focus is concentrated through design principles or meaning. To do this one develops points of interest to pull the viewer's eye to important parts of the body of the work. It is to make one part of an artwork dominant over the other parts. It makes an element or object in a work stand out. To use emphasis in an artwork is to attract the viewer's eyes to a place of special importance in an artwork.



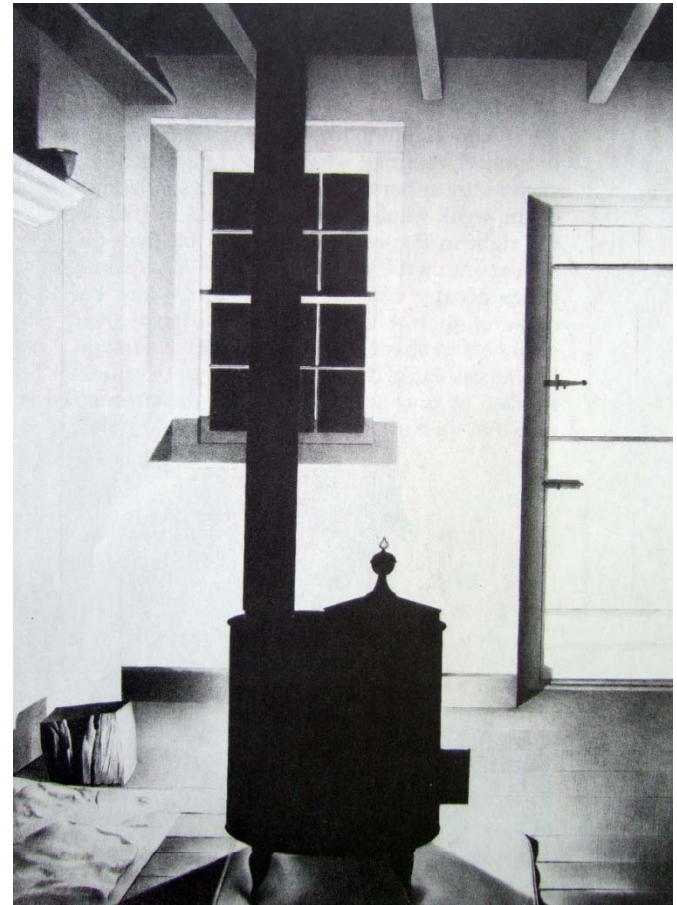
Artist: Anish Kapoor

Contrast

Contrast is used to show difference and diversity in an artwork. Contrast is to provide an artwork with something interesting to break the repetitions. Value is often used as a mode of contrast.



A scene from Citizen Kane

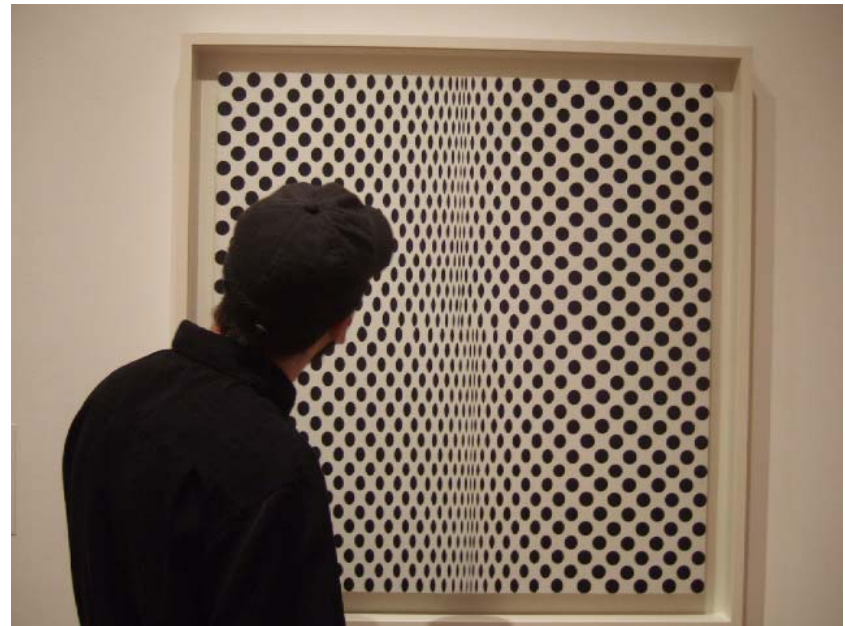


Pattern, Rhythm and Repetition

Pattern and **rhythm** (also known as repetition) is showing consistency with colors, shapes or lines. Rhythm can make an artwork seem active.

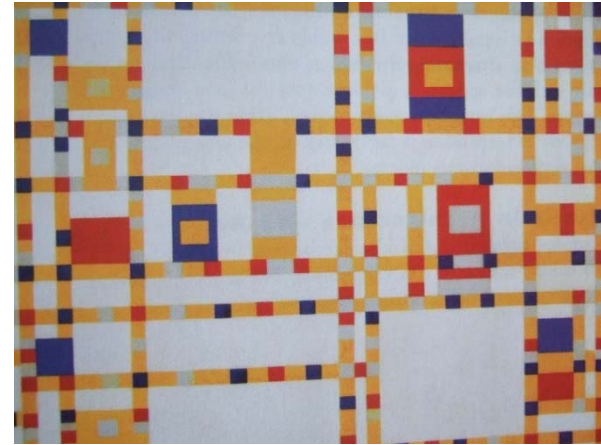


Artist: Edward Weston

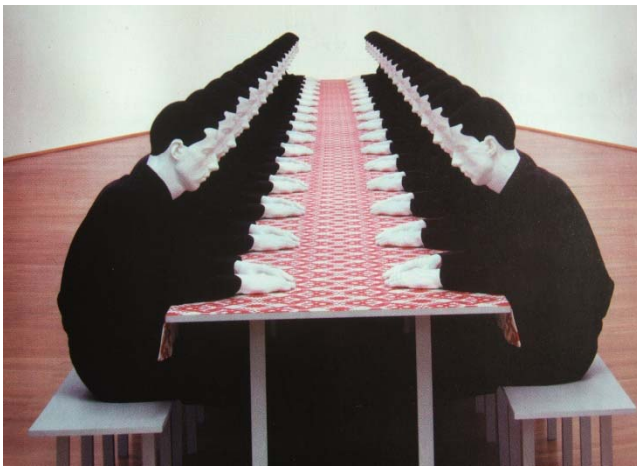


Artist: Bridgette Riley

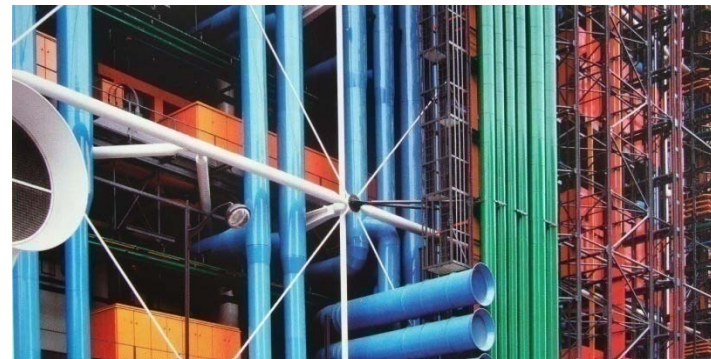
Pattern, Rhythm and Repetition



Mondrian



Fritsch



THE ELEMENTS

The **elements of design** are a set of techniques that describe ways of presenting artwork. They are combined with the **principles of design** in the production of art

The elements of art can include some or all of the following:

[color](#),
[value](#),
[line](#),
[shape](#),
[form](#),
[texture](#),
and [space](#).