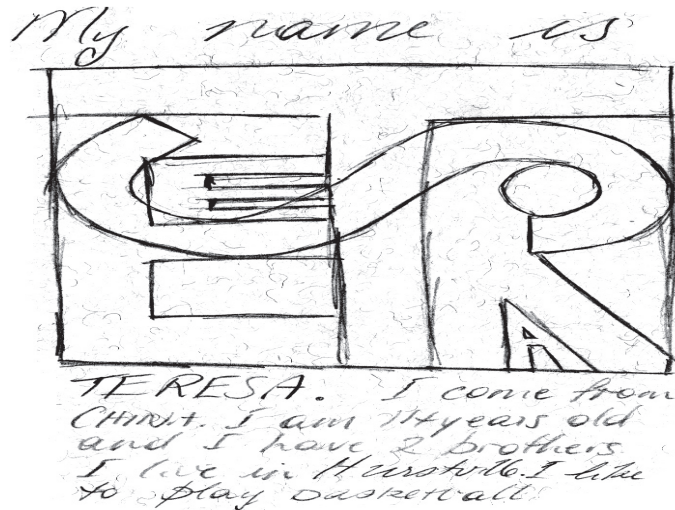


the Elements of Design



subject *me and mine*

Outcomes

Students will :

1. Have a good working knowledge of the **Elements and Principles of Design** and be able to use this knowledge in their analysis of artworks and in the creation of their own artworks.
2. Be assisted in their preparation for mainstream highschool by extending their understanding of, and ability to manipulate the **REGISTER** of the Artroom and highschool in general.

Processes

PERCEIVING RESPONDING MANIPULATING
ORGANISING EVALUATING.

Learning experiences

DIRECT IMAGINED REMEMBERED INTUITIVE
MEDIATED QUALITIES and RELATIONSHIPS

the Elements of Design

Making and Studying Artworks

Language Learning

the elements and principles of DESIGN

DIRECT Students are introduced to the concept of design...are shown work by both Artists and past students.

DIRECT Slide Show with the emphasis being on the cultural diversity of design.

MANIPULATED INTUITIVE

Students to complete a design based on the letters of their name. **REMEMBERED**
(Incorporating written profile; my name is etc.)

MANIPULATED;IMAGINED

Students to complete a design based on Emotion / Feelings. Happy, Sad, Confident, Nervous etc.

Emphasis on Colour and Shape. Monotone

MANIPULATED DIRECT

Students to complete a DESIGN based on

THE FOUR SEASONS.

(Slide Show **PERCEIVING / RESPONDING**)

Introduction to THE THEORY OF COLOUR

MANIPULATED / INTUITIVE

Exploration of Colour Mixing

SELF CONTAINED DESIGN ;

MAJOR WORK ;Students to complete a series of Preliminary Drawings and a Finished

PERCEIVING RESPONDING

DISCUSSION Compare / Contrast

Identifying Cultural Origins. Identifying Purpose.

EVALUATING QUALITIES and RELATIONSHIPS

Discussing / Giving Opinions

DESCRIBING

Notetaking: **The ELEMENTS of DESIGN**

Vocab: LINE. DIRECTION. COLOUR. TONE.

SHAPE. SIZE. TEXTURE. definitions

CLOZE EXERCISE : Comprehension / Key Words

MATCHING : Definitions and Illustrations.

Worksheet : Graphic Crosswords

: Find The Words: etc.

SURFACE

BALANCE balance harmony etc.

Worksheet : **FEELINGS** Adverbs/Adjectives

COLOUR THEORY

NOTE TAKING : QUALITIES and RELATIONSHIPS

VOCAB : Primary Secondary Tertiary etc.

CLASSIFYING

Worksheet : **THE COLOUR WHEEL**

Worksheets Colour Theory

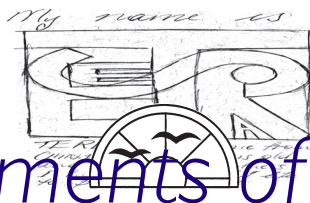
Warm colours **RECEDE**

Cool colours **ADVANCE** etc.

Complementary Harmonious etc.

PICTORIAL DEPTH

the Elements of Design



Making and Studying Artworks

ART-WORK based on THE NATURAL ENVIRONMENT.

. PERCEIVING / ORGANISING

Students to draw, record observations, take rubbings, etc.

1. LINE DRAWING: RESPONDING
MANIPULATING

2.COMPOSITION : Positive and Negative

Shapes

QUALITIES AND RELATIONSHIPS

3. ABSTRACT DESIGN : Media exploration.

4.MONOTONE REPRESENTATION : Colour /

Tone

PERCEIVING / MEDIATED Still-Life

MAJOR ARTWORK

DIRECT / IMAGINED /

MEDIATED / INTUITIVE

Students to complete a

SEMI-ABSTRACT DESIGN based on their observations of the environment.

Language Learning

Communicative Activity : DESCRIBING

Comparing / Contrasting

3-LEVEL GUIDE

Extracting Information / Comprehension

Making Deductions / Hypothesising

AGREEING / DISAGREEING

ARGUING FOR / AGAINST

DISCUSSING / GIVING OPINIONS

EVALUATING / QUALITIES and RELATIONSHIPS

Worksheets **SHAPE**

Worksheets **TEXTURE**

Worksheets **TONE**

Vocab: straight, curved, jagged, wavy etc.

Notetaking: **THE PRINCIPLES OF DESIGN**

Vocab: REPETITION, RHYTHM, HARMONY,

GRADATION, CONTRAST, DOMINANCE, UNITY.

BALANCE. Definitions

WORKSHEETS , CLOZE / MATCH

QUALITIES AND RELATIONSHIPS / RESPONDING

BARRIER GAME : TENSE / DESCRIBING

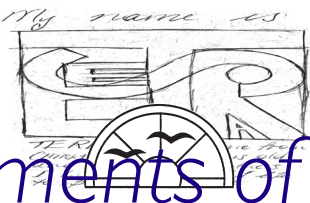
GENRE: Procedure/Recount SUMMARISING

Vocab. Reinforcement. CLASSIFICATION

GENRE: REPORT RESPONDING/EVALUATING

Describing / Analysing their own finished artwork.

My name is



the Elements of Design



the 8 ELEMENTS of DESIGN are . . .

Line - Line can be either straight or curved.

Direction - Direction is either horizontal, vertical or oblique (*diagonal*).

Shape - Shape is formed by either straight lines or curved lines or a combination of both.

Size - Size can be large or small, long or short, thick or thin.

Colour - Colour can be either cool or warm. Cool colours contain blue. Warm colours contain red. Cool colours **recede** (go back). Warm colours **advance** (come forward).

Tone - Tone is the amount or degree of light in a colour. It can be either high (*light*) or low (*dark*).

Texture - Texture is the surface quality. It can be rough or smooth, hard or soft etc.

Mass - An object has Mass or Form if it is solid (*3-Dimensional*).



the Elements of Design

In the spaces below write in the appropriate DEFINITIONS. (from below.)

1. LINE _____

2. DIRECTION _____

3. SIZE _____

4. SHAPE _____

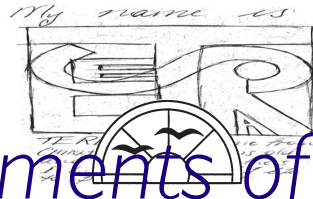
5. COLOUR _____

6. TONE _____

7. MASS _____

8. TEXTURE _____

- is either horizontal, vertical or oblique (diagonal).
- can be large or small, long or short, thick or thin.
- is the amount or degree of light in a colour. It can be either high(light) or low(dark).
- is the surface quality. It can be rough or smooth, hard or soft etc.
- An object has _____ or Form if it is solid (3-Dimensional).
- can be either straight or curved.
- can be either cool or warm. Cool colours contain blue. Warm colours contain red.
- is formed by either straight lines or curved lines or a combination of both.



the Elements of Design

Place the DEFINITIONS from below with the appropriate words.

the 8 ELEMENTS of DESIGN are . . .

the elements and principles of DESIGN

- can be either straight or curved.
- is either horizontal, vertical or oblique (*diagonal*).
- is formed by either straight lines or curved lines or a combination of both.
- can be large or small, long or short, thick or thin.
- can be either cool or warm. Cool colours contain blue. Warm colours contain red.
- is the amount or degree of light in a colour. It can be either high(light) or low(dark).
- is the surface quality. It can be rough or smooth, hard or soft etc.
- An object has _____ or Form if it is solid (*3-Dimensional*).

TEXTURE

COLOUR

tone

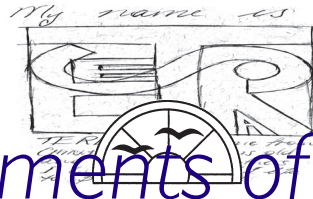
SHAPE

MASS

DIRECTION

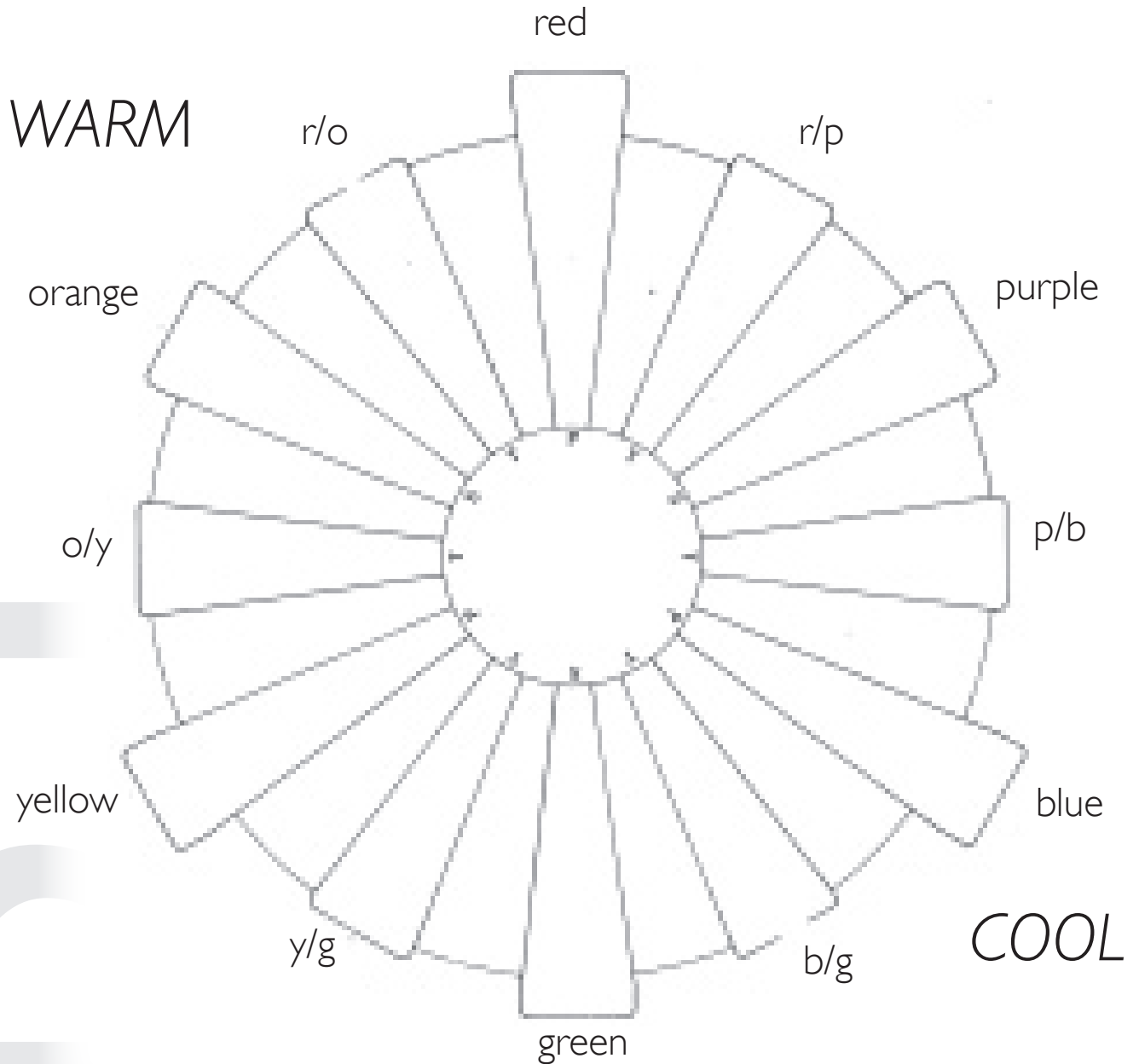
SIZE

LINE



the Elements of Design

THE COLOUR WHEEL



The PRIMARY colours are RED, YELLOW, and BLUE.

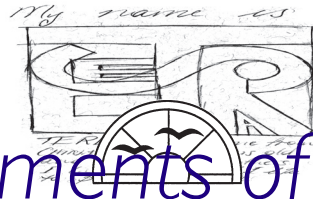
The SECONDARY colours are ORANGE, GREEN, and PURPLE.

Each Primary colour is opposite a Secondary colour on the Colour Wheel.

WITHOUT LIGHT, COLOUR DOES NOT EXIST.

Vocabulary

Colour Wheel warm cool Primary Secondary opposite light

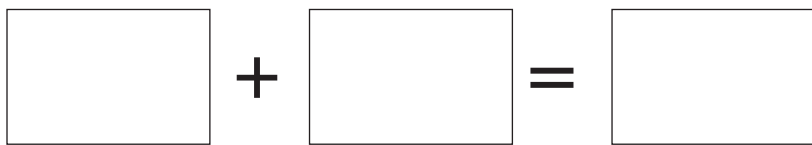


the Elements of Design

Types of COLOUR (THEORY)

1. PRIMARY : The Primary Colours are Red, Blue and Yellow. They are the first or main colours. They cannot be made by mixing other colours.

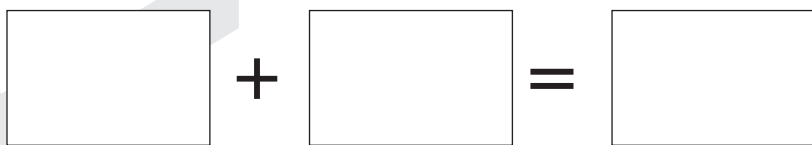
2. SECONDARY : The Secondary colours are Orange, Purple and Green. They are made by mixing together two Primary colours.



Red plus Yellow makes Orange

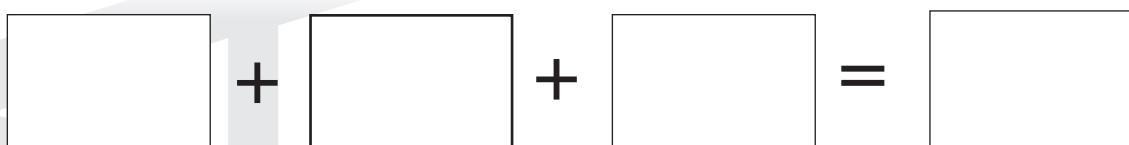


Red plus blue makes Purple

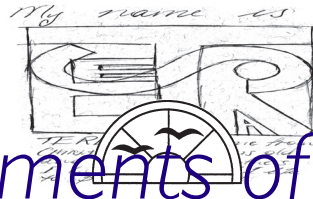


Blue plus Yellow makes Green

3. TERTIARY : The Tertiary colours are the Browns and Greys. They are made by mixing together the three Primary colours.



Red plus blue plus Yellow makes Brown



the Elements of Design

background
 middle ground
 foreground

the elements and principles of DESIGN

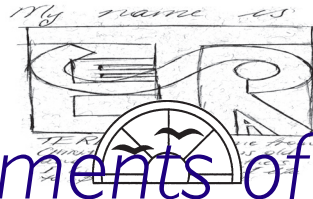


The face is in the foreground. Colour it using warm colours. Draw a landscape in the background and colour it using cool colours.

WARM colours **ADVANCE** (come foreward)

COOL colours **RECEDE** (go back).

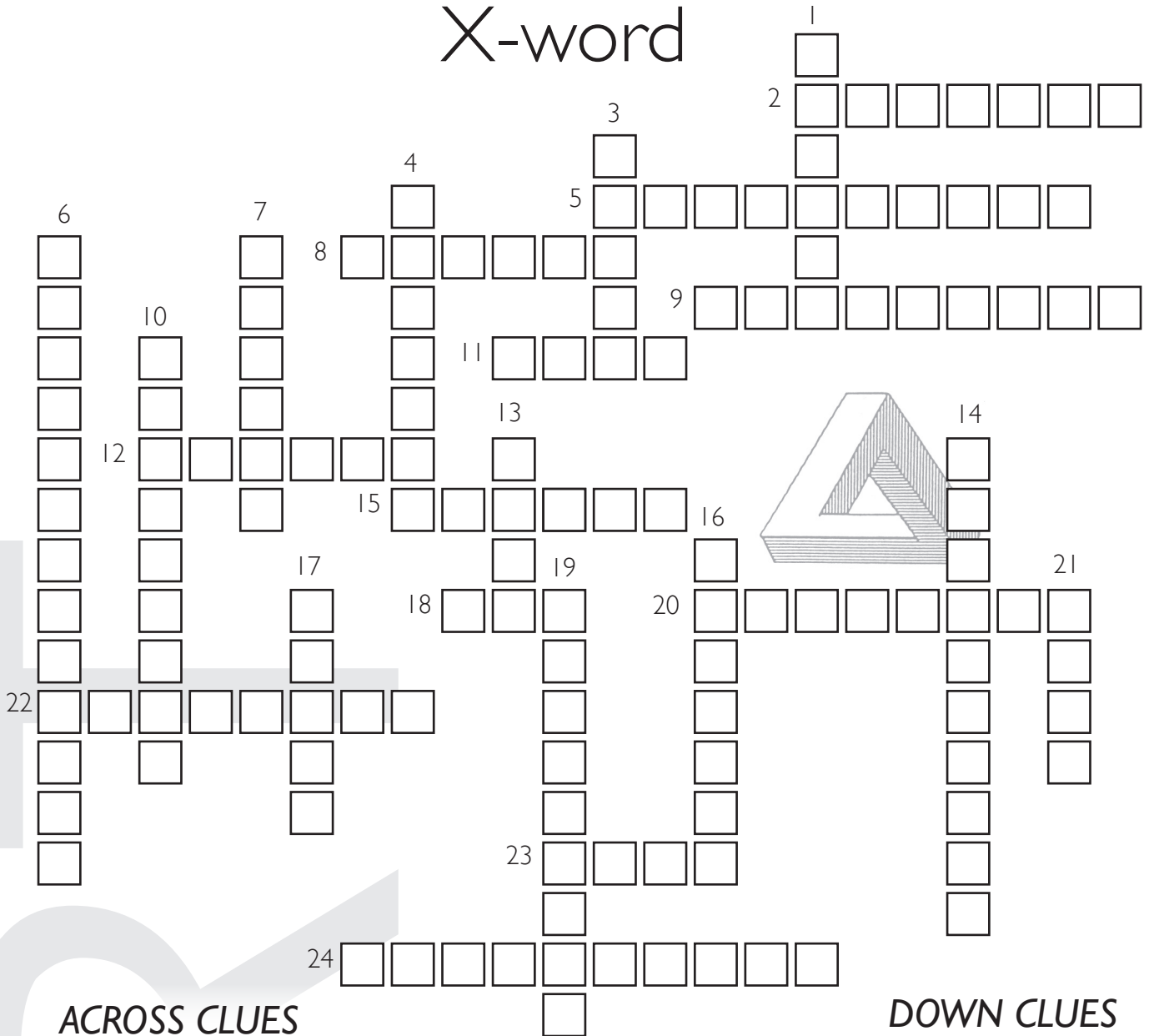
We use warm and cool colours to enhance **PICTORIAL DEPTH**.



the Elements of Design

X-word

the elements and principles of DESIGN



ACROSS CLUES

- 2. ynomrah
- 5. rneopietti
- 8. eogrna
- 9. ecnanimod
- 11. elni
- 12. rcuool
- 15. wloyel
- 18. rde
- 20. eetlmns
- 22. triretay
- 23. etno
- 24. hroioamnus

BLUE
PRIMARY
LINE
SECONDARY
SHAPE
TONE
SIZE
RHYTHM
DOMINANCE

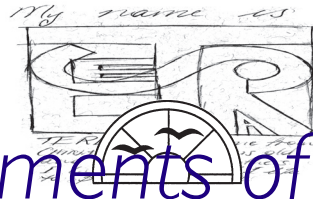
wordlist

RED
ORANGE
COLOUR
TERTIARY
DIRECTION
TEXTURE
PRINCIPLES
BALANCE
YELLOW

GREEN
PURPLE
COMPLEMENTARY
HARMONIOUS
ELEMENTS
HARMONY
REPETITION

DOWN CLUES

- 1. ryhhtm
- 3. ngere
- 4. rmrpiay
- 6. cmlmnayopeetr
- 7. epulrp
- 10. scnayeodr
- 13. elub
- 14. psrlianpci
- 16. etreuxt
- 17. espha
- 19. dniorietc
- 21. esiz



the Elements of Design

tone / value

--	--	--	--	--	--

Starting with blue paint, add a little white to paint each square until you get light blue.

TINTS

- adding white to get light tones of a colour.

--	--	--	--	--	--

Starting with green add a little white to paint each square until you get light green.

--	--	--	--	--	--

Starting with yellow paint, add a little black to paint each square.

SHADES

- adding black to get dark tones of a colour.

--	--	--	--	--	--

Starting with a green add a little black to paint each square.

the Elements of Design

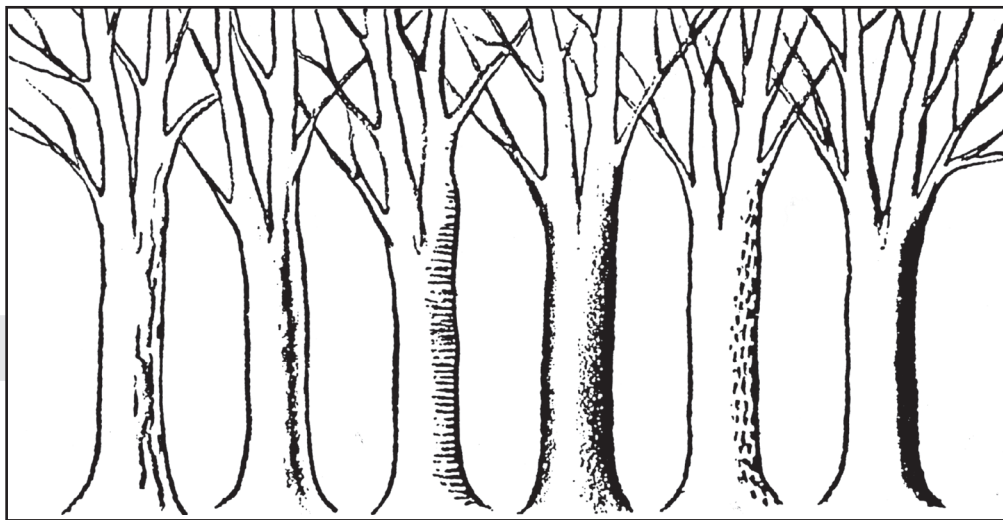
tone / value

tone is the application of light and dark values.

It is used to

1. Express Form and Volume.
2. Mood.
3. Describing Face Quality and Texture.

A VARIETY OF TECHNIQUES CAN BE USED TO CREATE A TONE VALUE



A

B

C

D

E

F

Copy these trees into your Art Book

Which tree would suit a happy mood ?

Which tree would suit a sad or gloomy mood ?

TONAL SCALE :

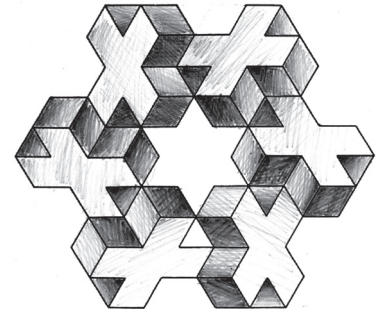
Using a **3B** Pencil fill in the squares below to show a gradation from Black to White.

--	--	--	--	--	--	--	--	--

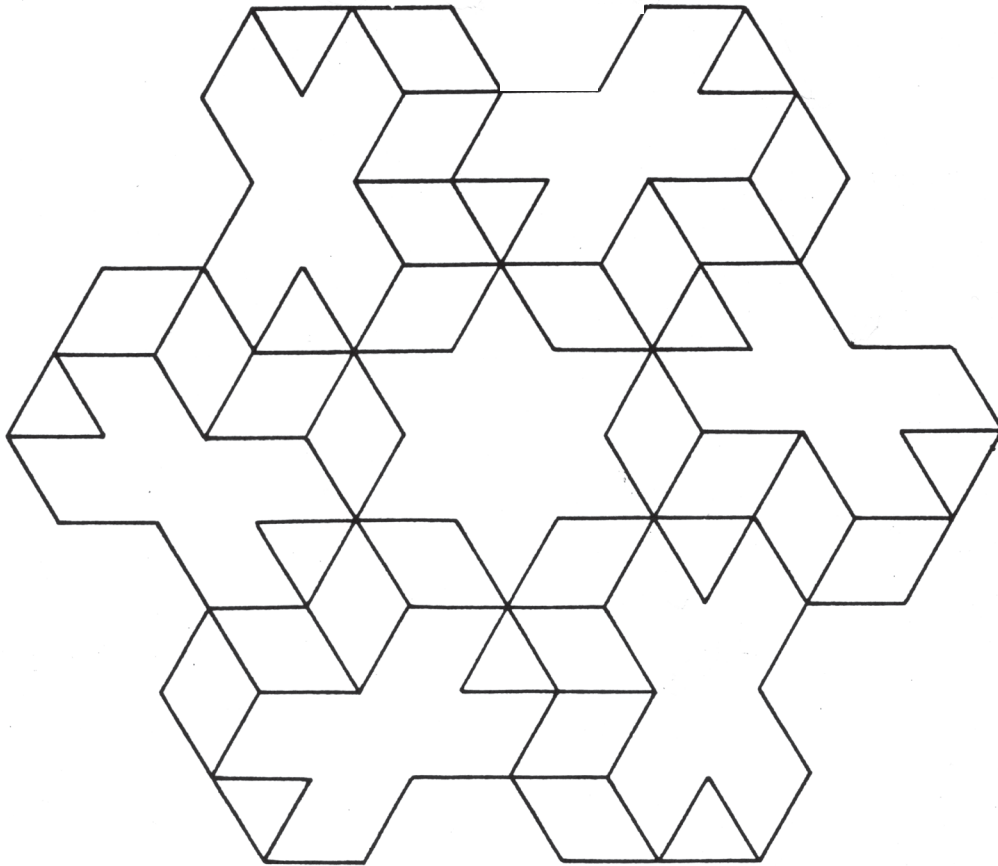
Now fill in the squares below using Cross-Hatching to show a gradation from Black to White.

--	--	--	--	--	--	--	--	--

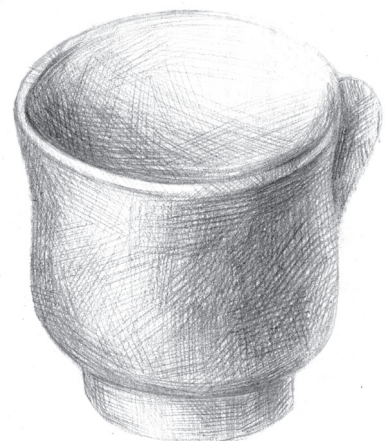
- Use the high tone in the cross.



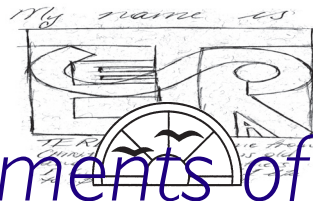
USING TONE TO CREATE FORM OR A 3-DIMENSIONAL EFFECT.



Using cross-hatching to show Form copy the drawing of the cup inside the square.



COLOUR



THEORY

the Elements of Design

WARM COLOURS

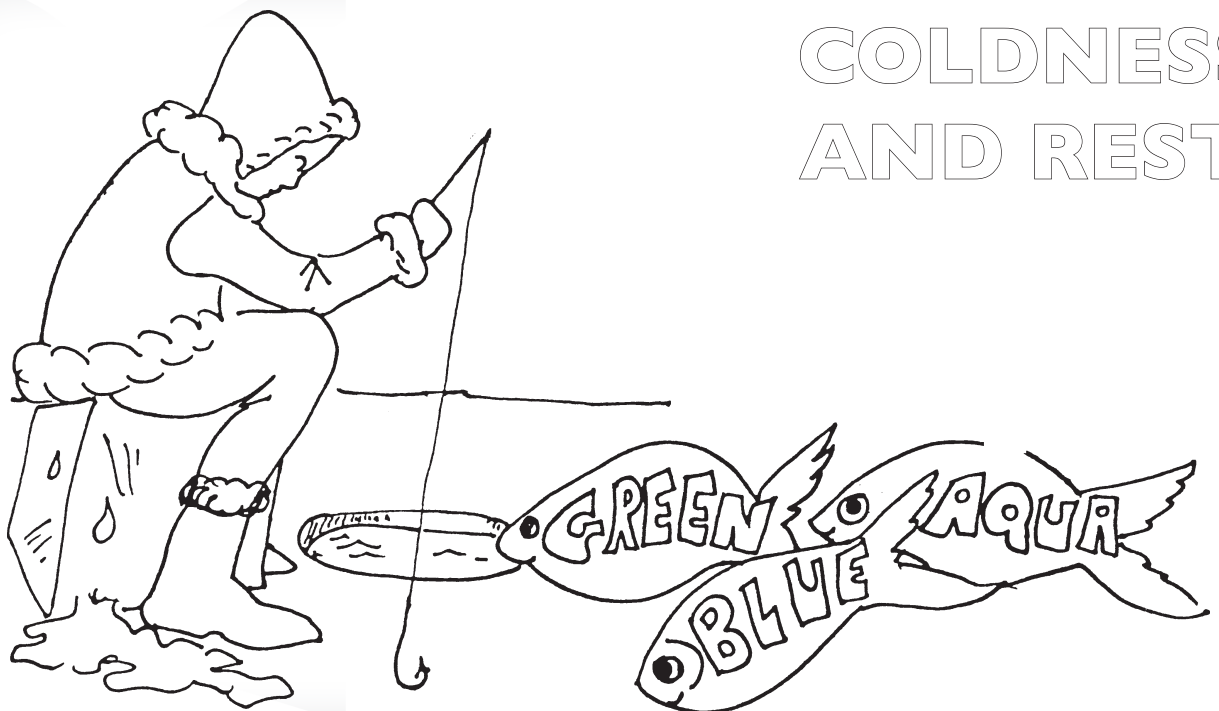
RED, ORANGE, YELLOW

These
Colours
give a
feeling of
Heat
and Excitement




COOL COLOURS

GIVE A FEELING OF
COLDNESS
AND REST.



My name is



the Elements of Design

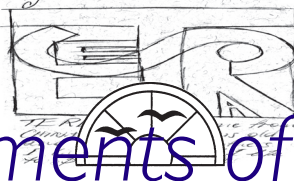
LINE

Draw the lines below so that each line matches the horizontal and vertical columns.

					straight
					curved
					zig-zag
					wavy
					curly
					spiral
thin	thick	horizontal	vertical	oblique	

In the space below draw a long, thin, horizontal, zig-zag blue line.

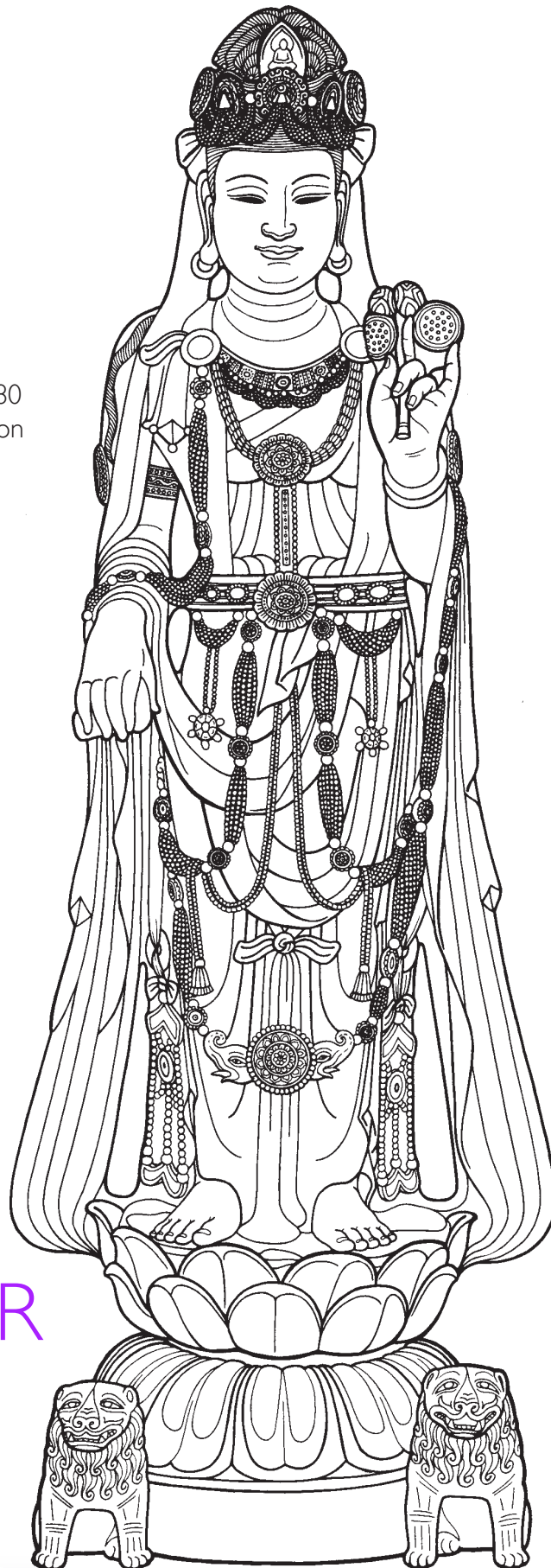
My name is



the Elements of Design

A magnificent statue of Kuan Yin

Northern Chou dynasty 580
Museum of Fine Arts, Boston




Kuan Yin, the god of compassion. Her flesh and ornaments were once covered with gold, and her clothes were brilliant with many colors. Even now, with the colors gone, "she exists for us as one of the most splendid and perfect specimens of Chinese Buddhist sculpture that can be seen to day." Here you can restore all the colours.

COLOUR

THEORY

My name is



the Elements of Design

COLOUR THEORY

Warm colours **advance** (come forward)

Cool colours **recede** (go back).

Colour the Fish with warm colours (red, orange and yellow)
and the sea with cool colours (blue, green and aqua).

金鱼



We use warm and cool colours to show **PICTORIAL DEPTH**.

the Elements of Design

The

COLOUR

THEORY

Primary Colours

are RED, YELLOW and BLUE

Find the Word

R	E	D	D	O	C	H	R	E	A
N	E	E	R	G	B	L	A	C	K
L	M	N	Y	R	A	M	I	R	P
F	A	W	N	O	A	W	A	R	M
X	H	O	T	C	O	O	L	Y	I
P	U	R	P	L	E	R	Y	X	B
A	E	A	L	I	M	A	U	V	E
L	P	E	A	P	I	N	K	X	A
E	Y	E	R	G	X	G	X	A	B
B	R	O	W	N	Y	E	U	L	B

The

Secondary

Colours

are

GREEN, ORANGE

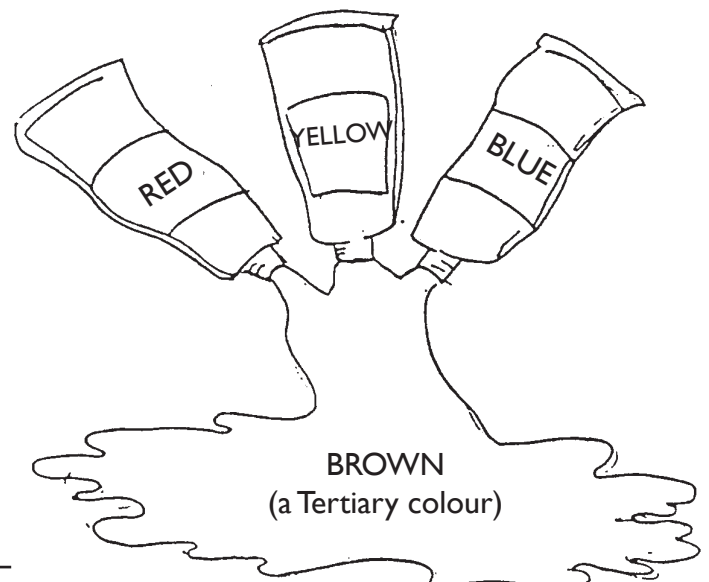
and PURPLE

RED YELLOW BLUE GREEN
ORANGE PURPLE BROWN
PINK COOL MIX FAWN
OCHRE MAUVE BLACK
GREY PALE PRIMARY

TERTIARY

Colours (Browns and Greys)
are made

by mixing _____ , _____
and _____.



the Elements of Design

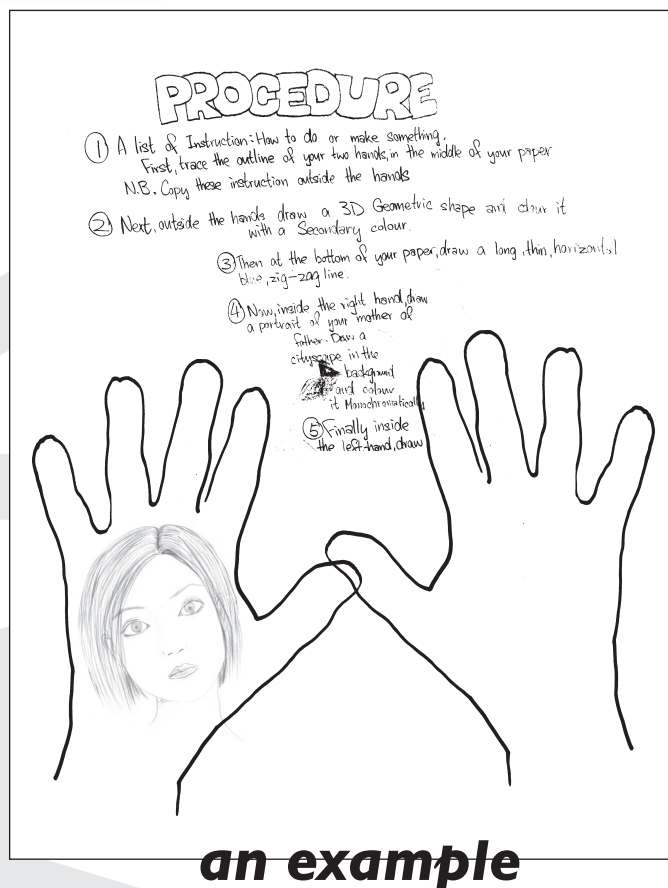
Procedure

A **Procedure** is a **List of Instructions**. It tells you how to do or make something.

e.g. A **Recipe** is a Procedure. It is a list of instructions that tells you how to prepare a meal.

Follow these instructions :

1. First trace the outline of your hands in the middle of your paper.
n.b. copy these instructions outside the outline of your hands.
2. Then, inside the left hand, draw a portrait of the person sitting opposite you. Use a 3-B pencil (15 minutes)
3. Next, talk to this person and find out as much about them as you can in 10 minutes. Their name, how old they are, where they live, their hobbies etc.
4. After that, inside the right hand, write a brief biography of this person.(At least 50 words.)
5. Finally, write your name and the name of your class at the bottom right corner of your paper.

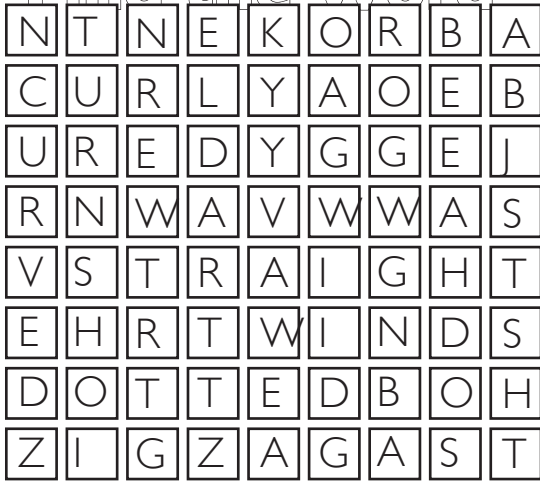


an example

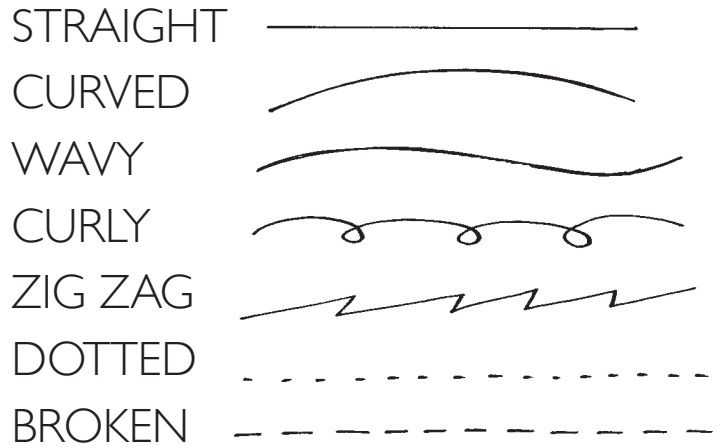
the Elements of Design

LINE

Find the Word



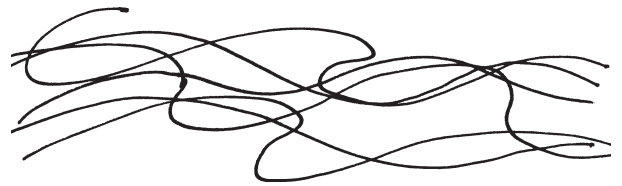
These are all types of lines.



These lines are sharp and angular.



These lines are smooth and flowing.



Draw the lines that best suggest the following

ANGER

HICCUPS

FLOWING WATER

Find the Line

Find and name all the different kinds of lines that you can see in the drawing.

Example : a ZIG-ZAG line



the Elements of Design

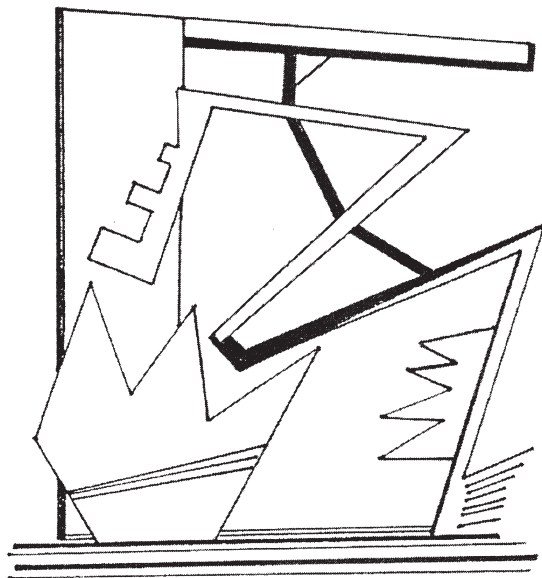
LINE

There are many different kinds of lines. They can be straight, curved, zig-zag or wavy. They can vary in length, thickness and direction and they can be used to express emotions and movement.

Lines can be **organic**, ie. soft, curved or flowing.



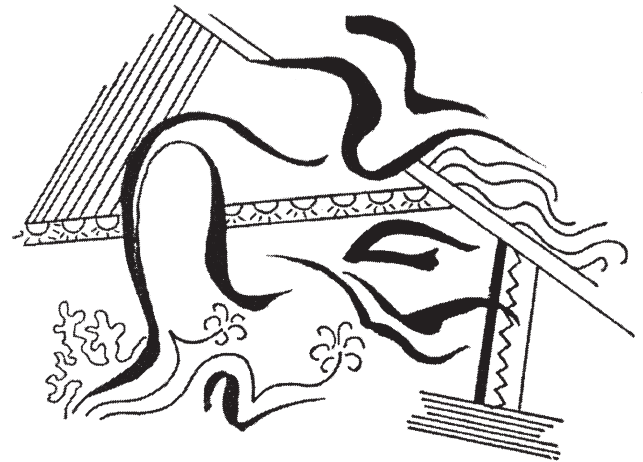
They can also be **inorganic**, ie. straight, mechanical or structural.



Similar lines are in **harmony**.



Different lines are in **contrast**.



Line and Direction

The three basic directions are:

1. **Vertical:** Lines with a vertical direction suggest strength, formality, and upward or downward movement.
2. **Horizontal:** Lines with a horizontal direction suggest rest, calm and movement from side to side.
3. **Diagonal:** Lines with a diagonal direction suggest action, unrest and movement in an oblique manner.

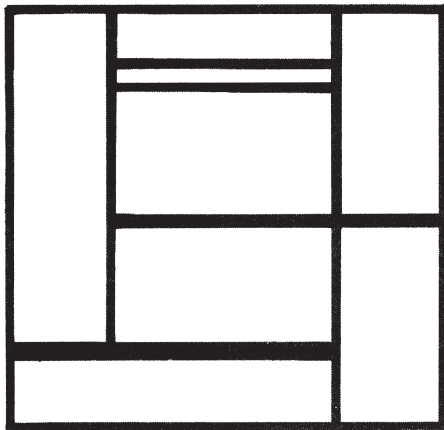
the Elements of Design

LINE

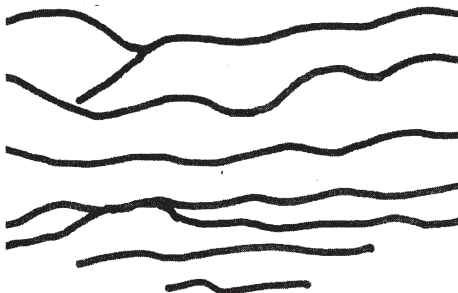
Expressive Line

A great variety of emotions such as anger, happiness, excitement and sadness, can be expressed by the right choice and combination of lines. The following are examples of types of lines and the effects they can create

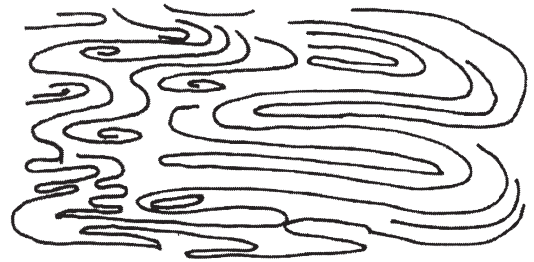
1. **Straight lines:** A predominance of straight lines in a design expresses rigidity, precision and organisation.



2. **Undulating or slightly curved lines:** A predominance of these lines has a flowing, harmonious continuity which can express calmness, quietness or vagueness.



3. **Strongly curved lines:** A predominance of strong, vigorous curves suggests action and movement

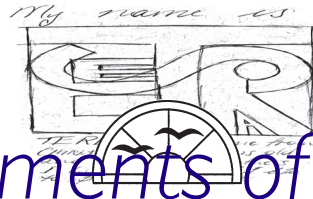


4. **Zig-zag lines:** A predominance of these lines with their sharp changes of direction can express force, anger or conflict.



To create a design which suggests a particular mood an artist must consider:

- whether the lines will be organic or inorganic
- whether the lines vary in length
- whether some lines will be thicker than others
- what direction will be emphasised
- how all these qualities of line will be linked and positioned for the most successful effect.



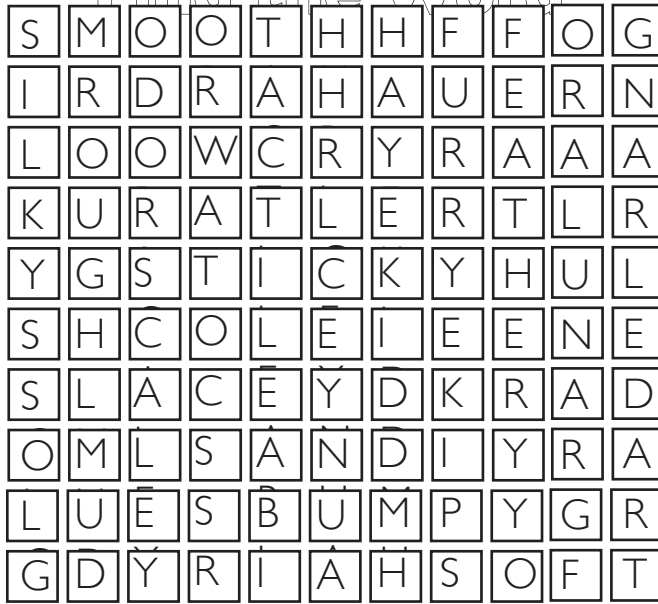
the Elements of Design

TEXTURE

Write the name of an object that has these textures.



Find the Word



**TEXTURE IS THE
SURFACE QUALITY**

OF AN OBJECT. IT CAN BE

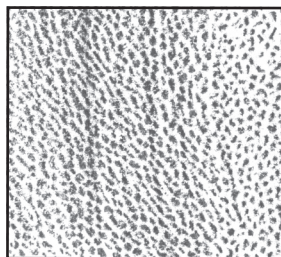
TACTILE OR VISUAL



touching

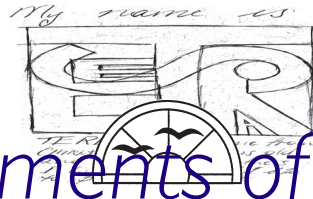


seeing



This is the texture of your chair.

SMOOTH	_____
TACTILE	_____
SILKY	_____
STICKY	_____
OILY	_____
SCALEY	_____
HARD	_____
SPIKEY	_____
SOFT	_____
GNARLED	_____
GRANULAR	_____
FURRY	_____
FOGGY	_____
HAIRY	_____
ROUGH	_____
BUMPY	_____
GLOSSY	_____
SANDY	_____
WOOLY	_____
LACEY	_____
MUDDY	_____



the Elements of Design

COLOUR

ABSTRACT DESIGN

THEORY

Abstract Painting is Non-Representational (*not like a photograph*).

ABSTRACT means 'to take out'

You look at nature or any created environment and you extract the Design elements (ie. line, shape, colour, texture etc.) and use them to express the essence of your feelings about that environment.

You can also use **Abstract Art** to express **Feelings (Emotions)** or Ideas.

PROCEDURE

A PROCEDURE is a list of instructions that tells you how to do or make something.

1. First, inside the square marked A create a Design using mostly horizontal and vertical lines.
2. Then colour this design using the colours that you associate with the feeling of **Contentment**
3. Next, inside the square marked B create a Design using mostly oblique or diagonal lines.
4. Now colour this design with colours that you associate with the feeling of **Excitement**.

The Key words to use in a Procedure are

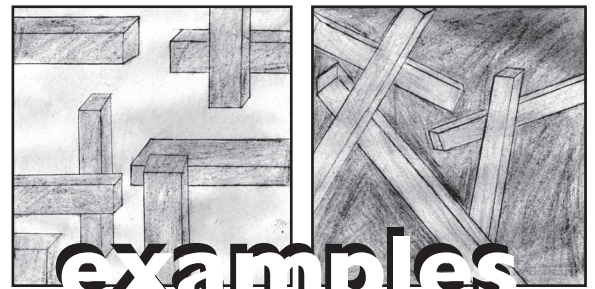
First, . . .

Then, . . .

Next, . . .

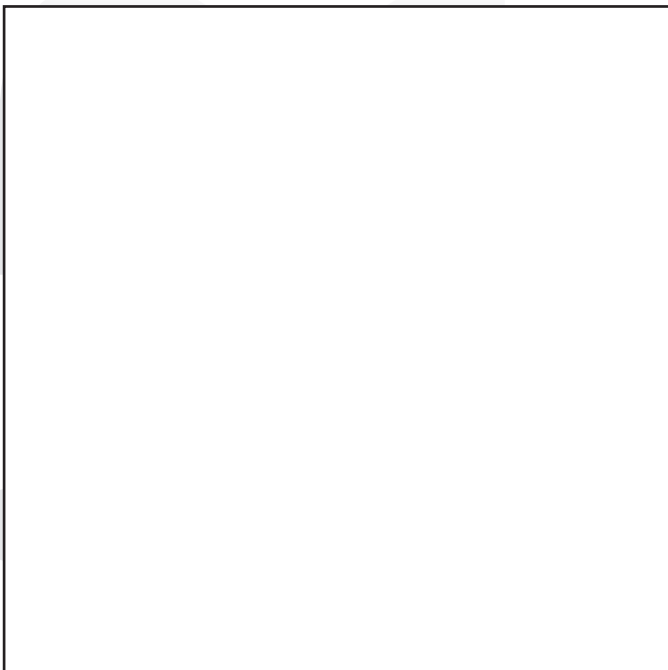
After that, . . .

Finally, . . .

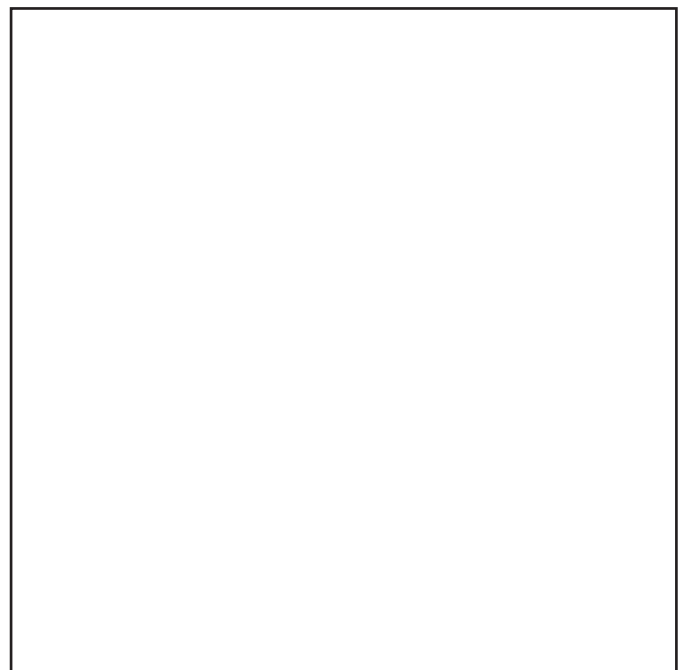


* **Horizontal and Vertical lines** can be used to create a sensation of Rest or Stillness (Stability)

* **Oblique (diagonal) lines** can be used to create a sensation of Movement or Dynamics.




A



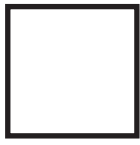
B

My name is

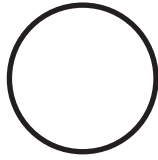


the Elements of Design

Colour and Shape



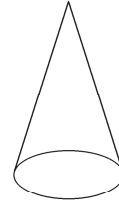
a square



a circle



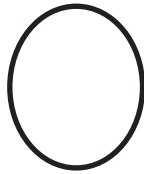
a triangle



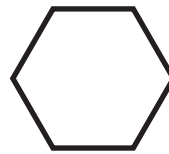
a cone



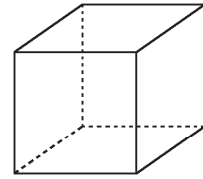
a rectangle



an oval



a hexagon



a cube

WHAT TO DO !

Colour the circles blue.

Colour the squares green.

Colour the ovals purple.

Colour the rectangles red.

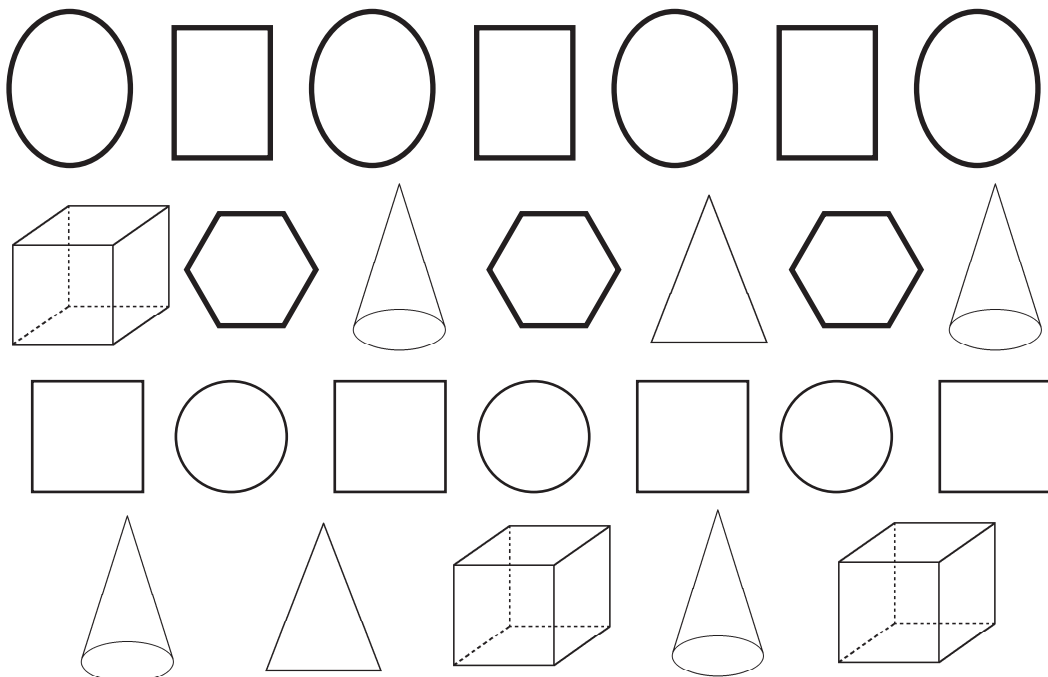
Colour the background black.

Colour the hexagons orange.

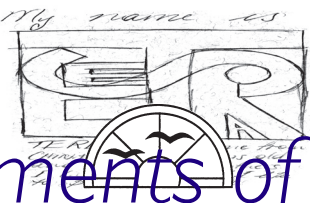
Colour the triangles yellow.

Colour the cubes grey.

Colour the cones brown.



My name is



the Elements of Design

POSITIVE and NEGATIVE SHAPES

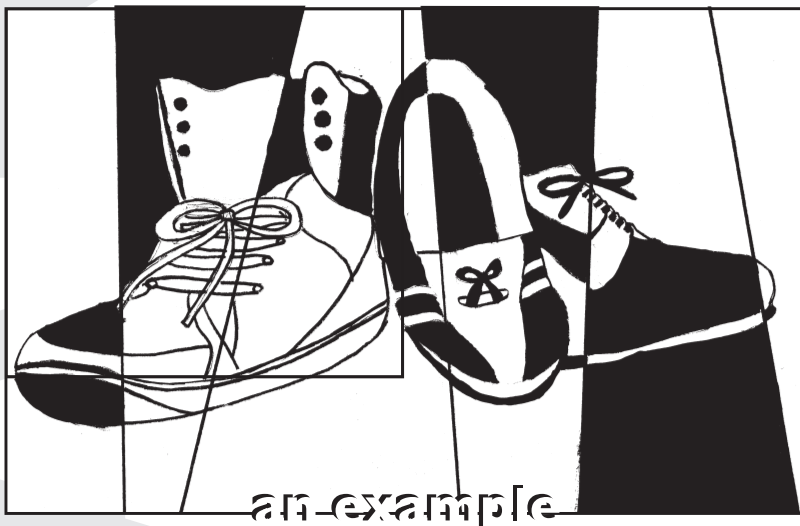
Whenever a shape is drawn, painted or cut, another shape is made around it. The shapes that artists make are called positive shapes. The shapes that are formed around the positive shapes are called negative shapes. Although we tend to notice positive shapes more than negative shapes, both are very important in an artwork.

Procedure

A Procedure is a List of Instructions.

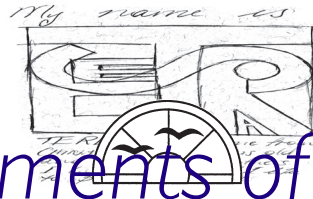
FOLLOW THESE INSTRUCTIONS

1. **First** complete a continuous line drawing of the pair of shoes.
* *A Continuous Line Drawing consists of one long line, made by not taking your pencil off the paper.*
2. **Next**, draw five or six Vertical and Oblique (Diagonal) lines over the top of your drawing.
3. **Then**, go over the lines with a black texta.
4. **After** that, using a fine brush and black paint or ink, colour each alternative shape black.
5. **Finally**, write your name and class in small print at the bottom of the paper.



Vocabulary

procedure
instructions
continuous
vertical
oblique
diagonal
alternative
texta
example



the Elements of Design

POSITIVE and NEGATIVE SHAPES

Use coloured paper and scissors to create new and interesting shapes from basic geometric shapes such as circles, ovals, triangles, squares, rectangles etc.

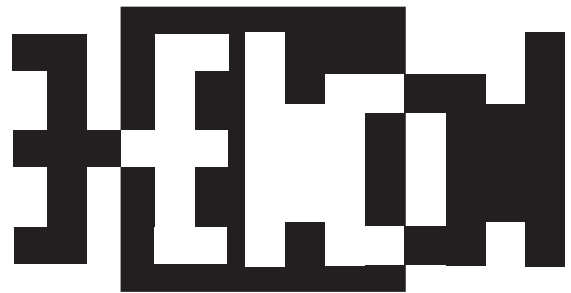


1. Subtract areas.

2. Cut and stretch.




3. Cut and slide.



4. Cut and fold back.

5. Cut out shape and arrange both positive and negative shapes.

My name is

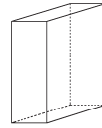


the Elements of Design

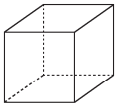
colour and shape 1.



a cone



a rectangular prism



a cube



a pyramid



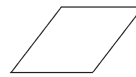
an ellipse



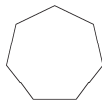
a quadrant



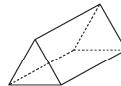
an equilateral triangle



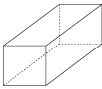
a rhombus



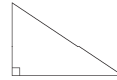
a heptagon



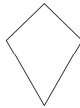
a triangular prism



a square prism



a right angle triangle



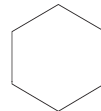
a kite



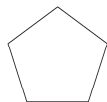
a semi-circle



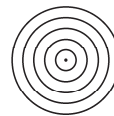
a parallelogram



a hexagon



a pentagon



a target

On Worksheet Number 2

Colour the large cone red.
 Colour the small cone orange.
 Colour the large cube yellow.
 Colour the small cube brown.
 Colour the ellipse dark green.
 Colour the equilateral triangle light green.
 Colour the large octagon dark blue.
 Colour the small octagon light blue.
 Colour the square prism grey.
 Colour the large kite dark red.
 Colour the small kite pink.
 Colour the left semi-circle dark brown.

Colour the parallelogram orange.
 Colour the pentagon yellow.
 Colour the trapezium dark green.
 Colour the isosceles triangle light green.
 Colour the semi-circle dark blue.
 Colour the small pyramid purple.
 Colour the large pyramid light blue.
 Colour the quadrant grey.
 Colour the rhombus red.
 Colour the triangular prism orange.
 Colour the rightangle triangle yellow.
 Colour the right semi-circle light brown.
 Colour the target black and yellow.

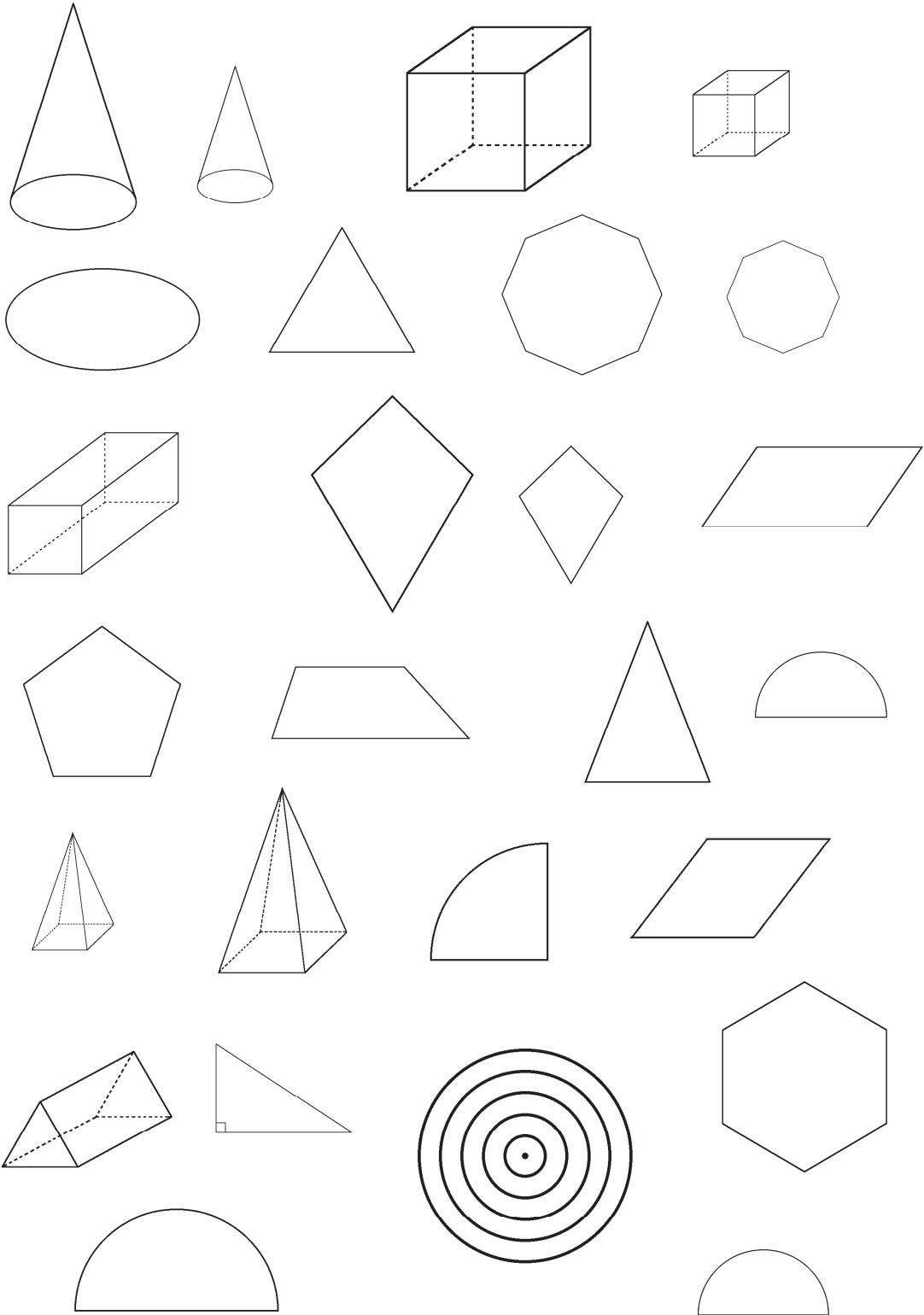
My name is



the Elements of Design

colour and shape 2

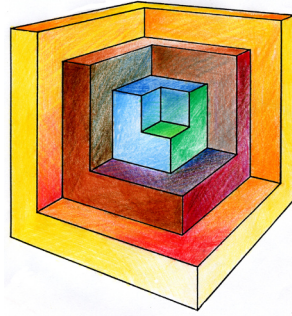
the elements and principles of DESIGN



My name is

the Elements of Design

COLOUR



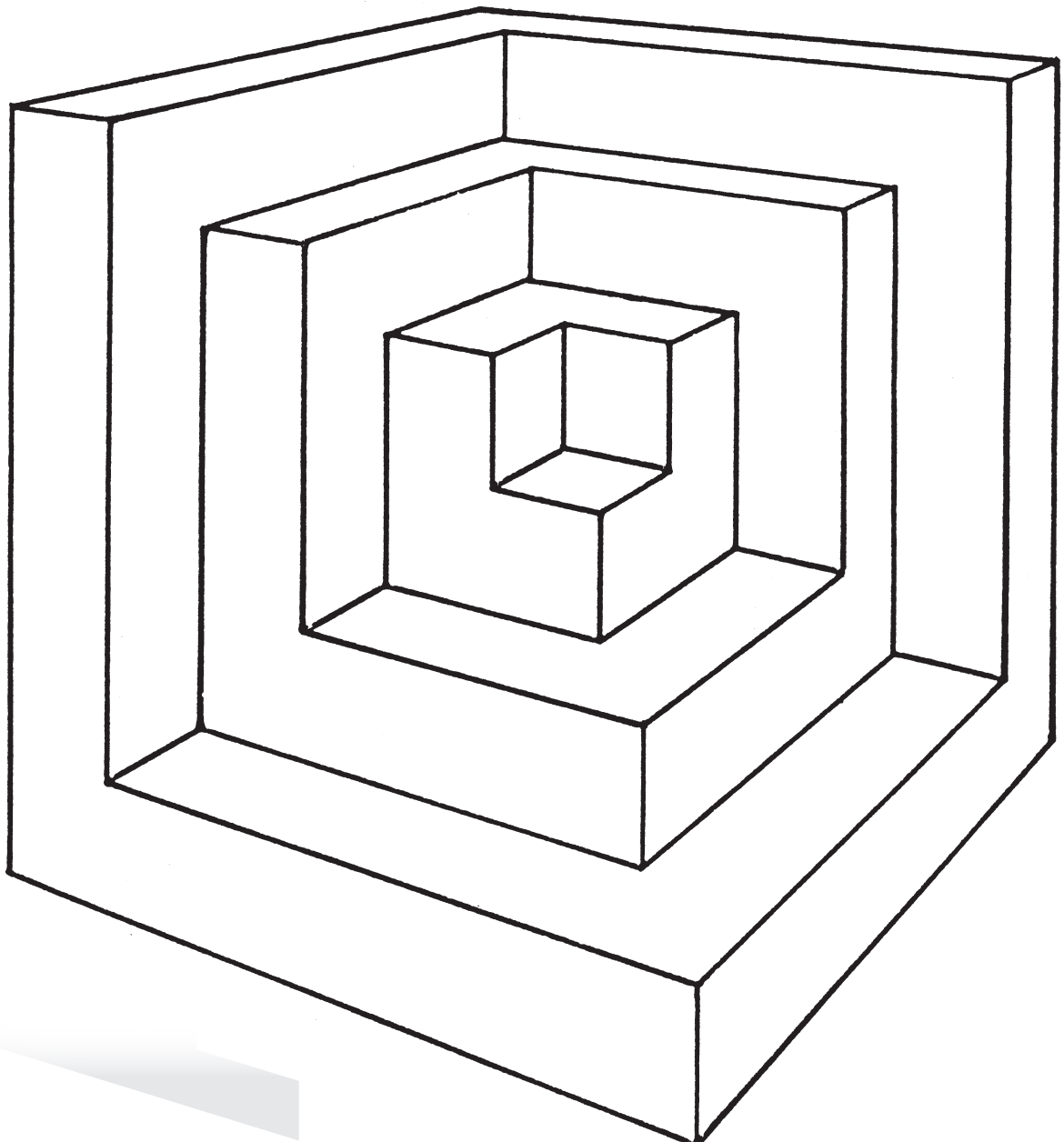
THEORY

We use warm and cool colours to create **PICTORIAL DEPTH**.

Warm colours **advance** (come forward)

Cool colours **recede** (go back).

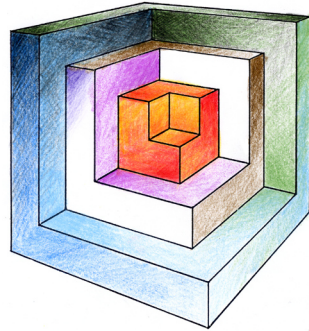
Colour this drawing to make the centre of the image appear to **RECEDE** (Go in)



My name is

the Elements of Design

COLOUR



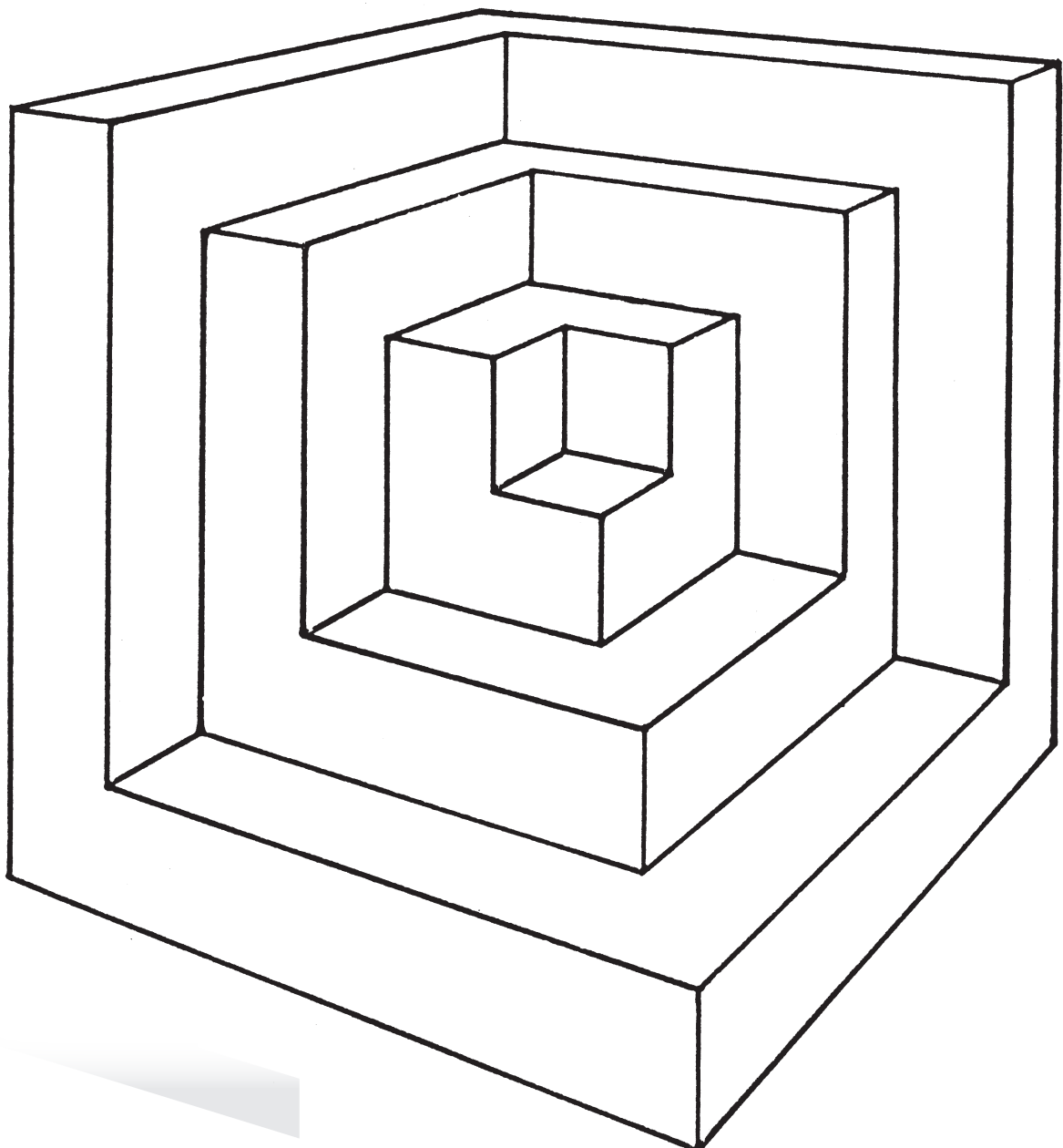
THEORY

We use warm and cool colours to create **PICTORIAL DEPTH**.

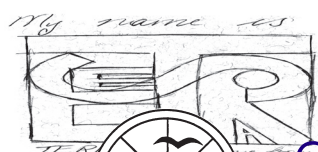
Warm colours **advance** (come forward)

Cool colours **recede** (go back).

Colour this drawing to make the centre of the image appear to **ADVANCE** (Come out)



My name is



the Elements of Design

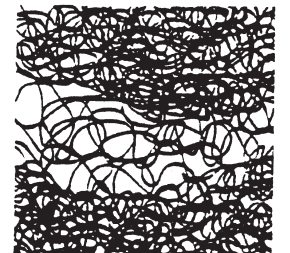
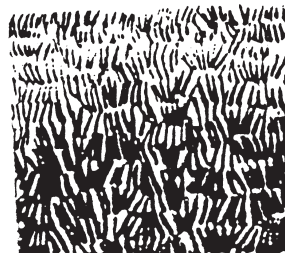
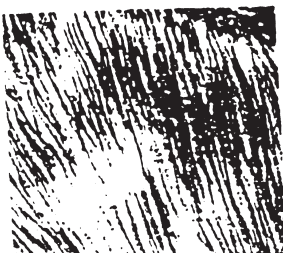
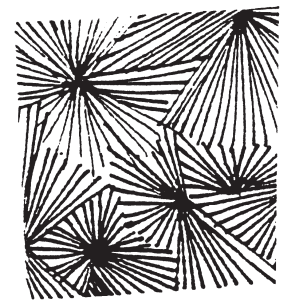
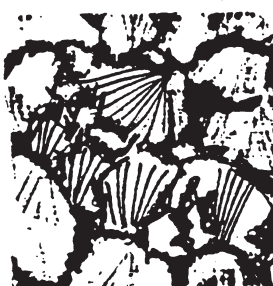
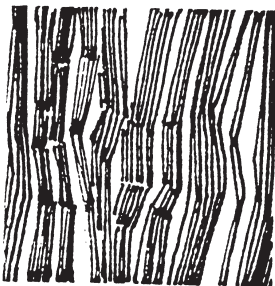
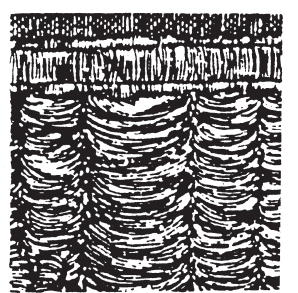
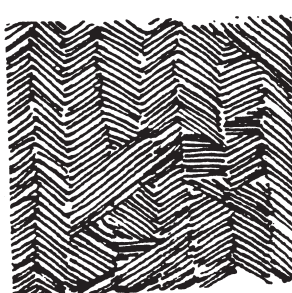
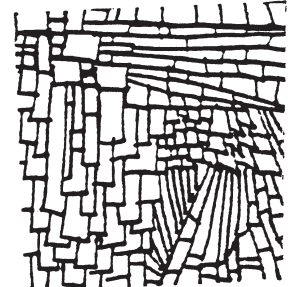
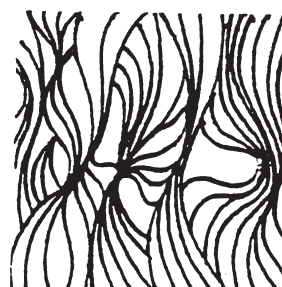
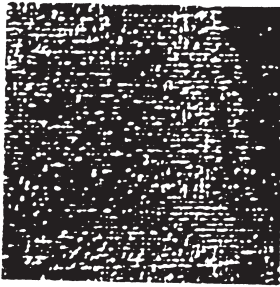
TEXTURE

TEXTURE IS THE SURFACE QUALITY OF AN OBJECT.



IT CAN BE TACTILE (Touching) OR VISUAL (Seeing)

Write the name of something that has these textures.



1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.


13.

14.

15.

16.

My name is



the Elements of Design

A SELF-CONTAINED DESIGN



PROCEDURE

Students to take a drawing board, paper(A3) and pencil(3B) outside to a suitable location to observe and sketch a particular tree. Drawing of the whole tree, close-up(details) of leaves, bark etc. . . . paying particular attention to texture, line and shape.

This can be presented as a drawing(drawings) or can be extended into a painting with water-colour paints back in the classroom.

Take rubbingsof leaves, bark etc.

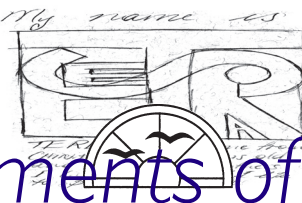
Collect and attach leaves to paper.

Students to collect some leaves, twigs, bark etc. to take back to classroom and experiment with making Designs from rubbings, collage etc.

Students will then start work on a Self-Contained Design in which they will utilize the shapes, lines,textures etc. that they have observed from nature in the lead up activities.

This Design is intended to be Abstact or at least Semi-Abstact.

My name is



the Elements of Design

SELF-CONTAINED DESIGN

examples

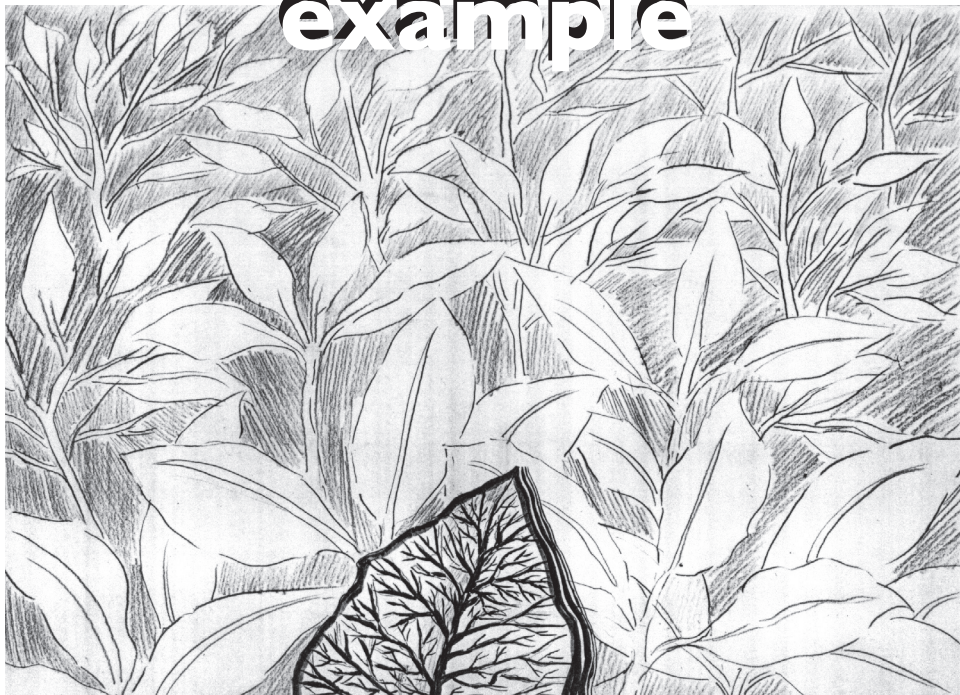


Preliminary Drawing with
DETAIL, rubbing etc.



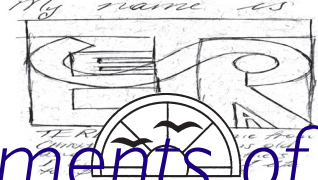
Design made from leaf rubbings
with emphasis on TEXTURE.

example



Final Design with emphasis on Line, shape, Colour etc.

My name is



the Elements of Design

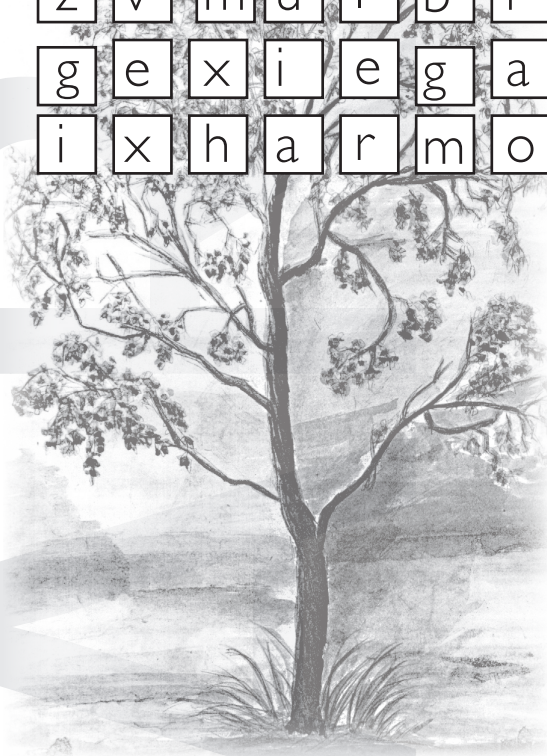
SELF-CONTAINED DESIGN

the elements and principles of DESIGN

b	p	h	c	e	c	n	a	l	a	b	r	s	h	d
c	a	x	g	i	w	t	s	x	g	a	e	t	a	i
t	n	g	i	s	e	d	u	m	n	r	p	o	s	r
s	s	h	a	p	e	o	o	p	i	k	e	o	g	e
a	k	t	c	e	w	m	h	r	b	f	t	r	d	s
r	t	c	o	n	k	i	p	o	b	o	i	t	r	a
t	d	e	l	c	n	n	r	c	u	l	t	e	a	r
n	o	l	o	i	u	a	o	e	r	i	i	x	w	e
o	b	l	u	l	r	n	m	d	w	a	o	t	i	l
c	s	o	r	e	t	c	a	u	l	g	n	u	n	i
z	e	c	l	i	n	e	j	r	a	e	b	r	g	a
l	r	r	e	p	a	p	r	e	v	s	a	e	k	t
z	v	m	u	l	b	r	a	n	c	h	a	f	j	e
g	e	x	i	e	g	a	l	l	o	c	x	s	p	d
i	x	h	a	r	m	o	n	y	n	c	r	o	w	n

Find the Words

AMORPHOUS	BALANCE	BARK
BRANCH	COLLAGE	COLLECT
COLOUR	CONTRAST	CROWN
DESIGN	DETAIL	DOMINANCE
DRAWING	ERASER	FOLIAGE
HARMONY	LEAF	LINE
OBSERVE	PAPER	PENCIL
PROCEDURE	REPETITION	ROOTS
RUBBING	SHAPE	SKETCH
TEXTURE	TRUNK	TWIG

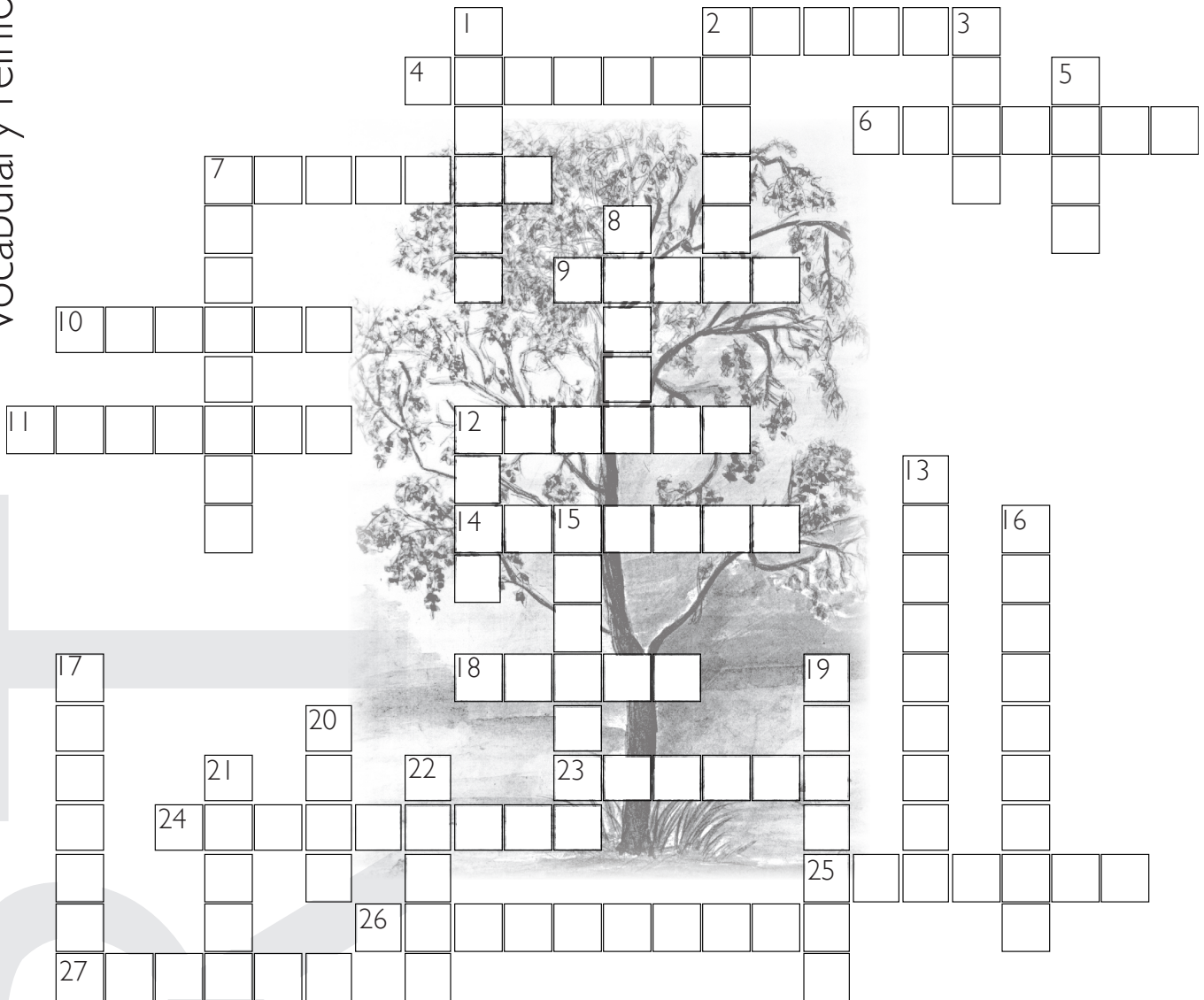


the Elements of Design

SELF-CONTAINED DESIGN X-WORD

the elements and principles of DESIGN

Vocabulary reinforcement



ACROSS CLUES

2. aidetl
4. reteutx
6. wginard
9. nkrut
10. tecksh
11. ailegof
12. cnahrbr
14. bginubr
18. paehs
23. uoclo
24. nimaecodn
25. sobevre
26. ttiinoeepr
27. resare

AMORPHOUS
BRANCH
COLOUR
DESIGN
DRAWING
HARMONY
OBSERVE
PROCEDURE
RUBBING
TEXTURE

wordlist

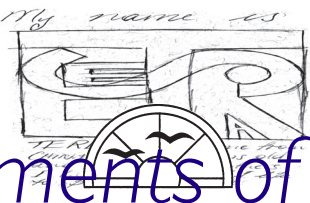
BALANCE
COLLAGE
CONTRAST
DETAIL
ERASER
LEAF
PAPER
REPETITION
SHAPE
TRUNK

BARK
COLLECT
CROWN
DOMINANCE
FOLIAGE
LINE
PENCIL
ROOTS
SKETCH
TWIG

DOWN CLUES

1. licepn
3. alfe
5. nlie
8. wornc
12. rabk
13. romahpsuo
15. alaclneb
16. decropeur
17. sebovre
19. ynomrah
20. gitw
21. otosr
22. preap

My name is



the Elements of Design

SELF-CONTAINED DESIGN

Write in the word in your language (use your Dictionary)

AMORPHOUS

BRANCH

COLOUR

DESIGN

DRAWING

HARMONY

OBSERVE

PROCEDURE

RUBBING

TEXTURE

BALANCE

COLLAGE

CONTRAST

DETAIL

ERASER

LEAF

PAPER

REPETITION

SHAPE

TRUNK

BARK

COLLECT

CROWN

DOMINANCE

FOLIAGE

LINE

PENCIL

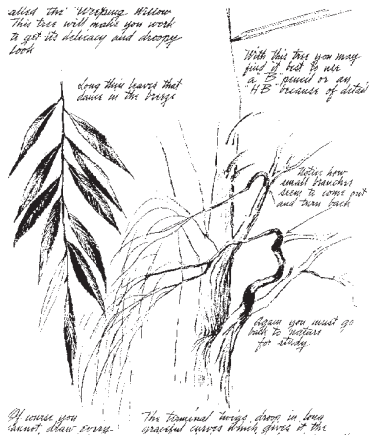
ROOTS

SKETCH

TWIG



the Elements of Design



the 8 ELEMENTS of DESIGN are ...

Line - Line can be either straight or curved.

Direction - Direction is either horizontal, vertical or oblique (diagonal).

Shape - Shape is formed by either straight lines or curved lines or a combination of both.

Size - Size can be large or small, long or short, thick or thin.

Colour - Colour can be either cool or warm. Cool colours contain blue. Warm colours contain red.

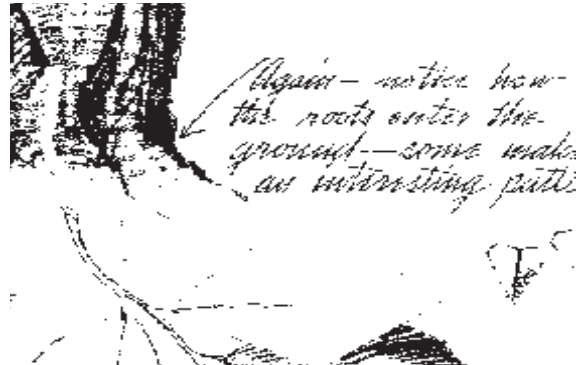
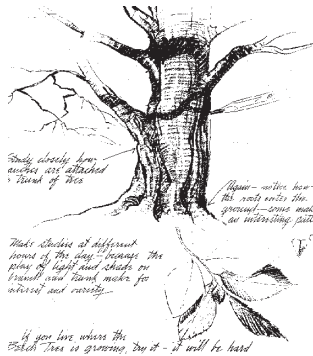
Tone - Tone is the amount or degree of light in a colour. It can be either high(light) or low(dark).

Texture - Texture is the surface quality. It can be rough or smooth, hard or soft etc.

Mass - An object has Mass or Form if it is solid (3- Dimensional), or appears to be solid.

To make an Abstract Design, we look at something and observe the different elements of design (line, shape, colour etc.) that combine to make up what it is that we are looking at. We then abstract (take out) those elements which are dominant, and re-arrange them to create our design.

the Elements of Design



COMPOSITION

When we talk about the ways that the art elements are arranged in an artwork, we refer to the composition of the artwork. Several or all of the elements of art are used in every artwork. We have seen some of the special ways in which each of the elements of art can be used. When they are used together they can be even more powerful. They can work together to add interest to and to create special effects in an artwork.

BALANCE

A pair of scales is balanced when it has equal weight on both sides. Artists use the elements of art—colour, line, shape, tone and form—to create balance in artworks. Each element has a weight that we feel with our eyes when we look at it in the artwork.

- Large shapes or forms are heavier than small shapes or forms.
- Bright colours are heavier than dull colours.
- Warm colours are heavier than cool colours.
- Dark, thick lines are heavier than light, thin lines.
- Dark tones are heavier than light tones. Rough texture is heavier than smooth texture.
- Detail is heavier than plain areas.
- In two-dimensional work, things nearer the edge are heavier than things close to the centre.
- Things that appear to be close to us are heavier than things that appear to be further away.