**Creative Journal** entries for the

**Elements and Principles of Design -** Creatively design entries that define and give examples for each of the Elements and Principles of Design and their sub-categories. Terms can be 2 to a page. I recommend color having a full page for examples and definitions. None of the definitions are to be written horizontal, be creative with your writing format. Your grade will be based on demonstrated understanding of terms and CREATIVITY.

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| **Elements** | **Principles** |
| Line - a mark that connects 2 or more points on a surface or plane, a dot that moves through space ( lines are non-tangible they represent edges and joining together of surfaces or elements)  Shape - an enclosed area or figure on a plane or surface that has width and length(shapes are two dimensional and non-tangible they represent edges of forms or objects)   * Geometric - shapes that have names; square, circle, triangle.... * Organic/free-form - shapes that have no specific name usually based on nature   Form - an area that has mass or volume, has 3 of the following height, length, width, breadth or depth   * Geometric - forms that have names; cube, sphere, cone.... * Organic/free-form - forms that have no specific name usually based on nature   Space - the area in and around objects in a composition, near/ far, empty or full gives sense of distance, positive or negative Value - relative light and darkness, gradation of highlights to shadows   * Shadow - a dark area created by an object blocking a light source * Highlight - a reflection of a light source on an object   Color - the spectrum created by white light passing through a prism, the effect of light reflecting from an object onto the eye   * Primary- Color that cannot be mixed from other colors - red, blue, yellow * Secondary- color made from equal amounts of 2 primary colors - orange, green, violet * Complementary- opposite colors on the color wheel; blue/orange, red/green and yellow/violet * Analogous- color families, color next to each other on color wheel   Texture - the way something feels   * Real - you can actually feel the roughness, smoothness, fluffiness, etc. * Implied - looks like what a texture might feel like | Balance - a display of visual weight   * symmetrical - a form of balance where elements are set up the same on each side of an imaginary mid line - mirrored * Asymmetrical - a form of balance where elements are arranged differently on each side of an imaginary mid line but maintain visual weightiness. * radial - balance that is created around a central point   Pattern - a repeating element or design  Rhythm - the beat or movement of an element or design  Emphasis - focal point, main idea. center of attention  Proportion - the size or placement of an element, design or object in a composition  Unity - Fitting together in harmony, the elements fit together through proximity or repetition. The whole of the parts – Gestalt  Variety - differences achieved by changing elements in a composition to add interest |