ASSINIBOINE PARK

The Elements of Design in Nature

Lines

Lines can be **organic**





or **geometric**



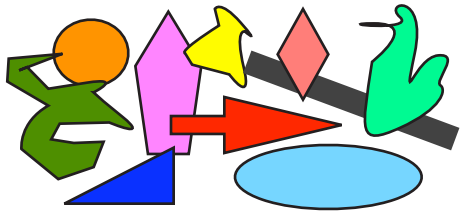
or straight
wandering
scratchy
squiggly
smooth
angular
dashed
wobbly
dotted
rough
curvy
thick
wavy
thin





Shapes and Forms

Shapes are two-dimensional; they are flat.



Forms are three-dimensional. You can hold them, walk around them, and even walk through them.







Texture

Texture is the surface quality of an object. Smooth, rough, flaky, fuzzy, soft, silky, slimy, scaly, jagged, wrinkled...













Value

Value is the lightness or darkness of colour. Adding value to a drawing makes shapes look more three-dimensional.







Space



Positive space is filled with something, like a shape or form.

For example, the tree is the focal point.

Negative space is the space around and behind positive spaces.

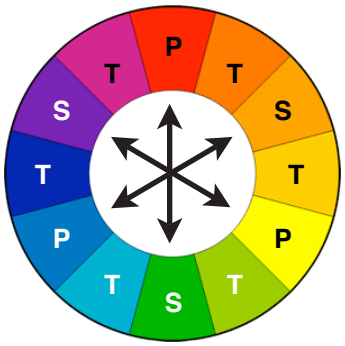


The sky is the focal point around and behind the tree.

Colour

PRIMARY colours are: **RED - BLUE - YELLOW.**
When you mix two primaries, you get...

SECONDARY colours: **ORANGE - GREEN - PURPLE**
When you mix a primary colour with a secondary colour, you get...



TERTIARY or **INTERMEDIATE** colours.
For example, ***yellow-green*** or ***red-orange***.

Warm colours are warm and energetic.

Cool colours are cool, soothing, and, calm.

Complementary colours are opposites on the colour wheel.

Analogous colours sit next to each other on the colour wheel.

Monochromatic colours are tints and shades of the same colour.

Tints are made by mixing a colour with white.

Shades are made by mixing a colour with black.





ASSINIBOINE PARK

The Principles of Design in Nature

Variety is the use of many different elements in one piece. Like a forest.



Unity is how a piece works as a whole, when all of the elements are working together harmoniously.



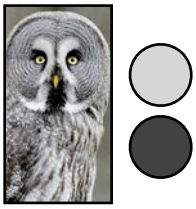
Contrast is created when two very **different** elements are placed beside each other. **Contrast** creates **interest** and **attracts** a viewer's eye.



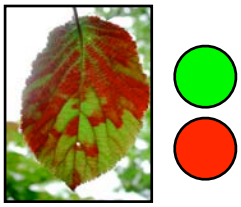
SIZE
CONTRAST



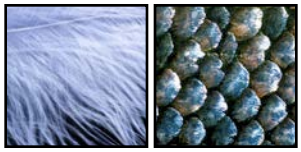
SHAPE/FORM
CONTRAST



VALUE
CONTRAST



COLOUR
CONTRAST



TEXTURE
CONTRAST

Proportion is the relationship of size between objects, or the size of one part of the object compared to the normal, or compared to the things around it in the scene.





Movement is the path our eyes follow when we look at something.

REPETITION creates **RHYTHM** and **PATTERN**. **ACTION** also creates movement.







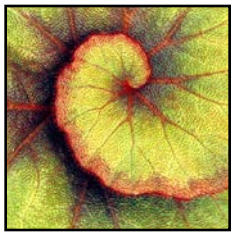




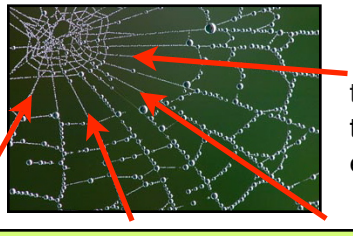
Emphasis the important part that stands out or the focal point. This done by...



the use of **Contrast** of value, colour, size, texture...



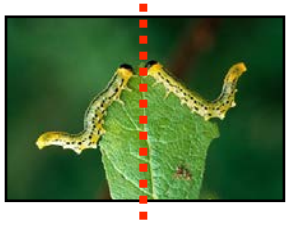
Zooming In
really close on the subject.



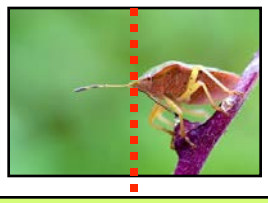
the use of **leading lines** to guide the viewer's eyes to the focal area.

Balance is the visual weight of the composition that can be...

SYMMETRICAL
almost the same on each side



or ASYMMETRICAL
Different on each side



or **RADIAL**
Almost the same around the center point or spring out from a central line.





Balance is also about visual weight...

- Darker colours look heavier than lighter ones
- Bigger shapes and forms look heavier than smaller ones
- **Rough** textures look heavier than *smooth* textures