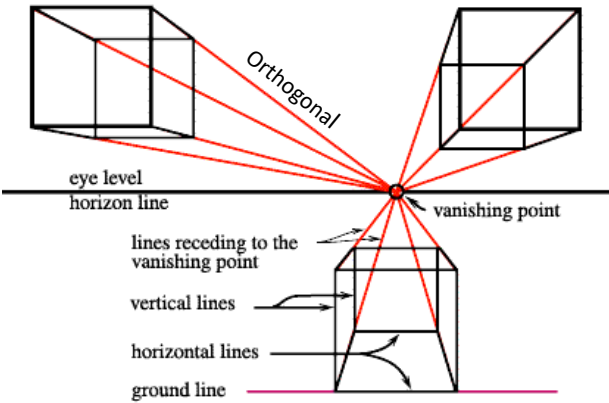


# Principles of Design

The 7 principles around this page are techniques artists use to create a pleasing artwork. An artist will utilise one or more of these principles in an artwork.

## One Point Perspective



## Perspective

Is the impression of distance and depth in an artwork. Orthogonals leading to a vanishing point help create this illusion.



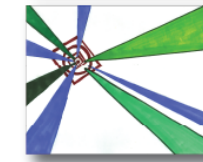
## Balance

A distribution of visual weight. Symmetrical balance use the same characteristics. Asymmetrical balance uses different but equally weighted features.



## Contrast

The arrangement of opposite elements (light vs dark, rough vs smooth, small vs large etc..) in a composition so as to create visual interest.



## Emphasis

Used to make certain parts of an artwork stand out. A centre of interest or focal point. The place where an artist draws your eye to first.

# YEAR 7 KNOWLEDGE ORGANISER - 2

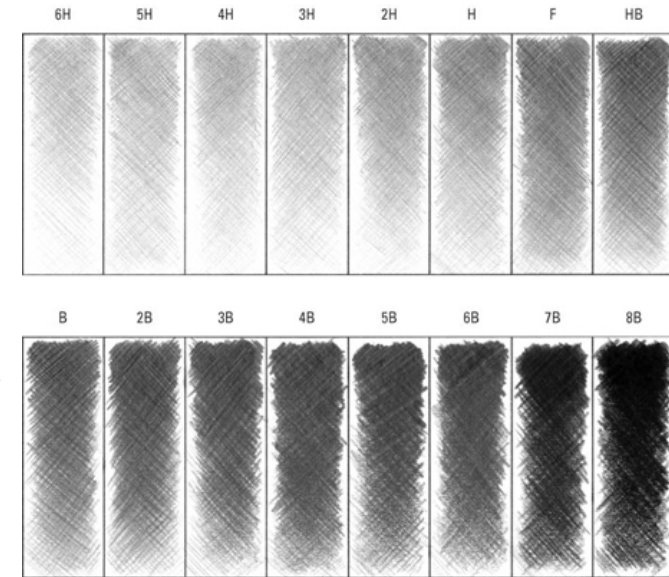


## Extend your knowledge by trying these tasks:

- Create an artwork focusing on just one of the principles of design – repeat with the other principles.
- Draw some objects and shade the object using the stippling techniques, hatching technique or both techniques combined.
- Create an image using one point perspective.
- Go to a gallery's website and analyse the artwork using – see, think, wonder. Look at how the artists have used the principles of design or perspective.

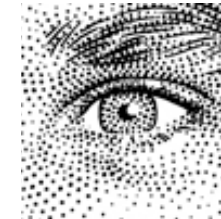
## Gradations of tone

Examples of gradation using a variety of pencils from hard (H) to soft (B). A pencil lead is made from graphite and clay. A lead with more graphite is softer than a lead with more clay.



## Stippling and Hatching

Stippling is a technique where dots are placed close together or further apart to create variations in tone. Hatching is a similar technique using lines instead of dots. Crosshatching is where lines are crossed over to create very dark tones.



**SEE – THINK – WONDER - Describing, Interpreting, Wondering**  
Analysing Artist's Works.

Look at an image/painting/sculpture silently for about a minute then consider the following:

### a) SEE -

What do you see? What do you observe? Explain what you see.

### b) THINK -

Based on what you see? What do you think is happening in the image? What do you see that makes you think that?

### c) WONDER -

What questions do you have about this image? What issues or ideas does it raise in your head?

## Movement

How the eye moves through the composition; leading the attention of the viewer from one aspect of the work to another. Can create the illusion of action.



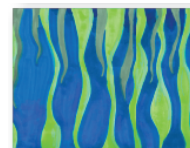
## Pattern

The repetition of specific visual elements such as a unit of shape or form. A method used to organise surfaces in a consistent regular manner.



## Rhythm

Regular repetition of or alternation in elements to create cohesiveness and interest.



## Unity

Visually pleasing agreement among the elements in a design. It is the feeling that everything in the work of art works together and looks like it fits.



**YEAR 7 - STARTER TASKS**

**KICK START  
YOUR BRAIN !**

At the start of each lesson complete one task on this sheet in silence, then face the front and wait quietly.

Write the word SHAPE to show its meaning.	Draw something you have in your bag or pocket.	Compare the word 'Bisque' with the word 'Ceramic'.	Write the word TONE to show its meaning.
Draw a lion eating an ice-cream.	Compare the word 'drawing' with the word 'collage'.	Write the word PATTERN to show its meaning.	Draw something you can see in the room.
Compare the word 'Emphasis' with the word 'Balance'.	Write the word TEXTURE to show its meaning.	Draw an angry line, a worried line and an excited line.	Compare the word 'Symmetrical' with the word 'Radial'.