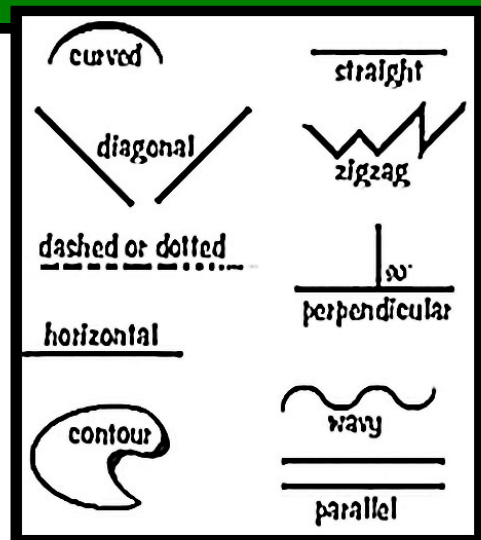
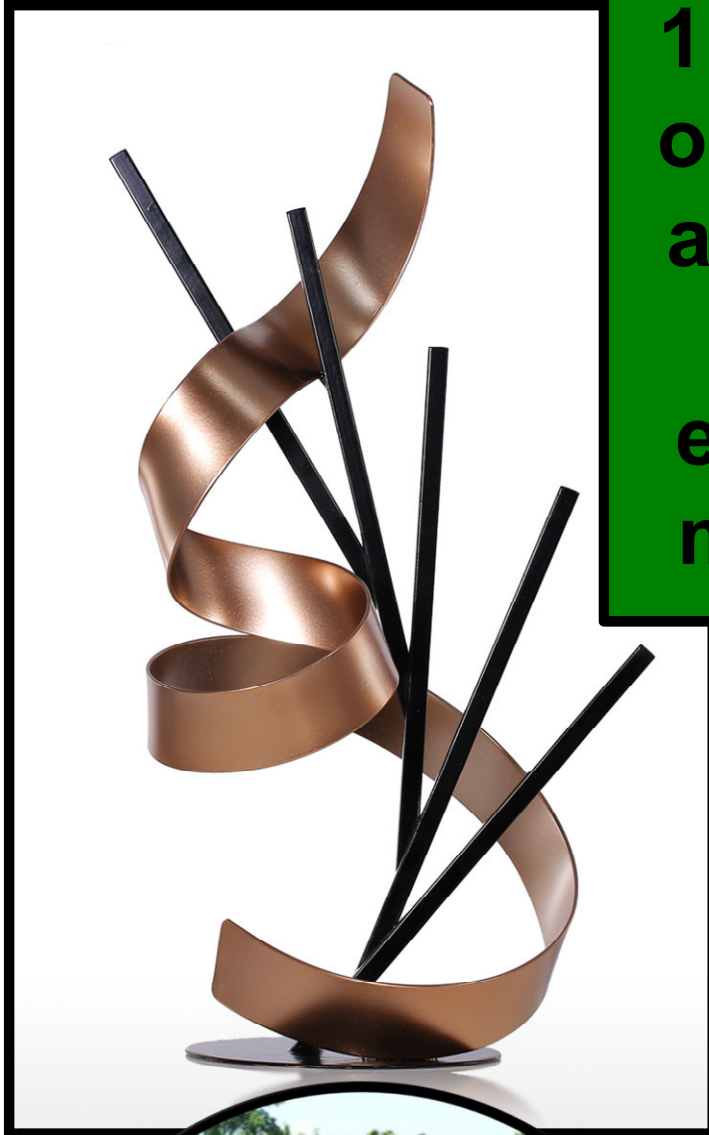


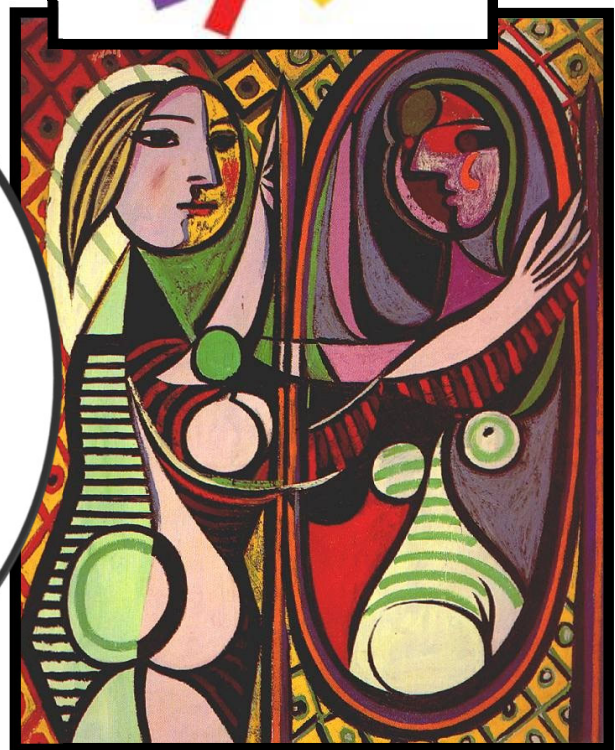
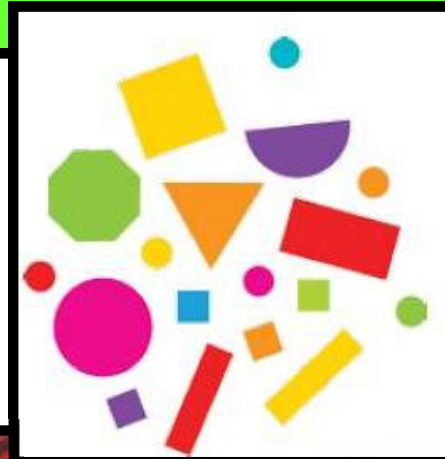
LINE

1. A mark made on a surface by a moving point
2. The visual edge of one or more surfaces



SHAPE

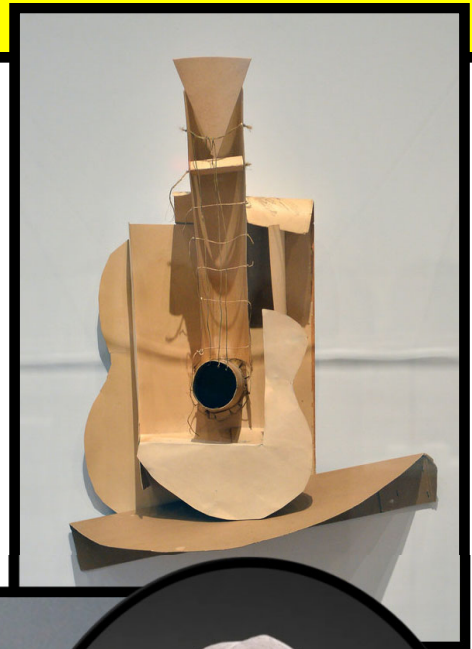
An enclosed space with two dimensions: length and width.



PLANE



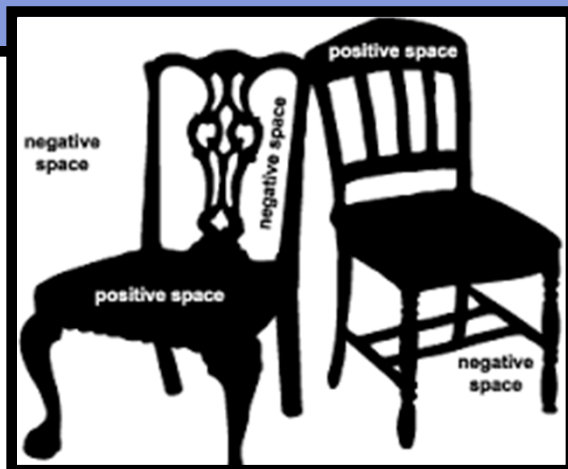
A flat or mostly level surface that faces in one direction.



SPACE



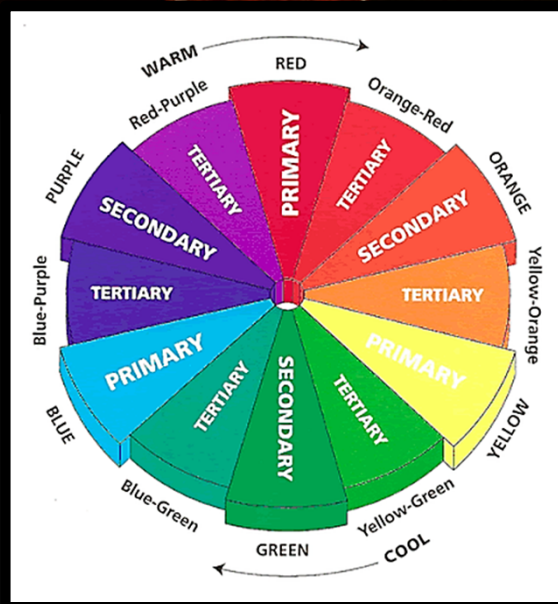
The distance or area around, between, and within the parts of an artwork.



COLOR



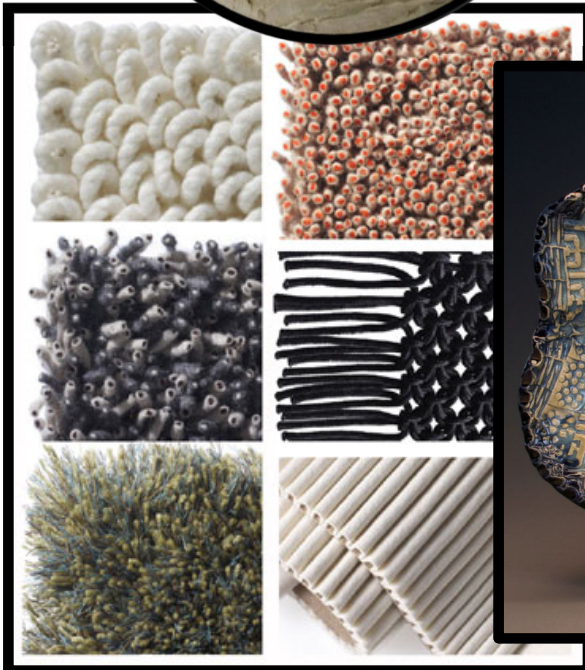
Refers to the hue, value, intensity and amount of light reflected from a surface.



TEXTURE



The way parts
of an artwork
feel or appear
to feel.



VALUE / LIGHT

The use of light and shadows on or reflected by the surface of forms.



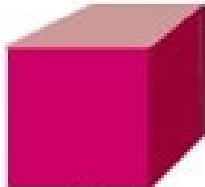
FORM



A three-dimensional object that has height, width and depth.



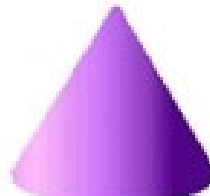
sphere



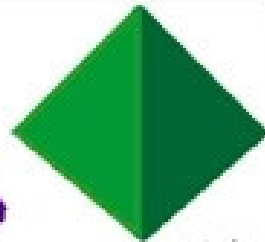
cube



cylinder



cone



pyramid



VOLUME

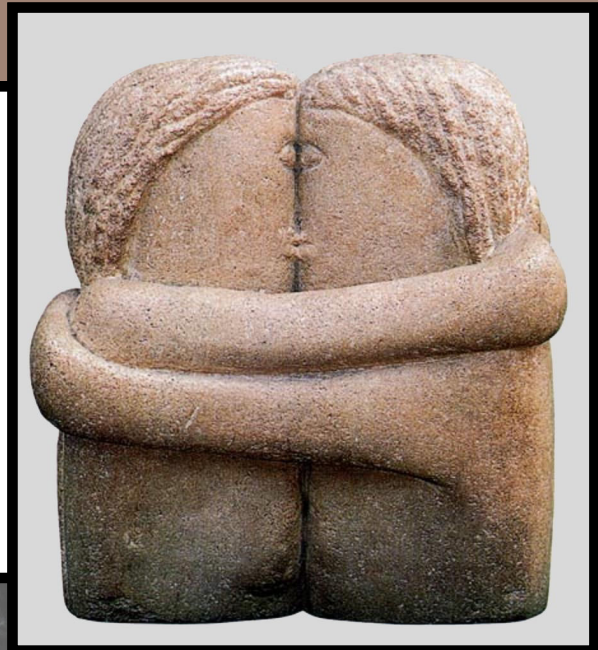


1. The amount of space occupied by an object
2. A negative space surrounded or defined by material.



MASS

The actual or visual weight of a positive solid material.





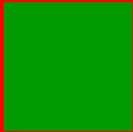
Shows action
and directs
your eye
through the
artwork.

MOVEMENT

Principle of 3-D Design



Effective Contrast



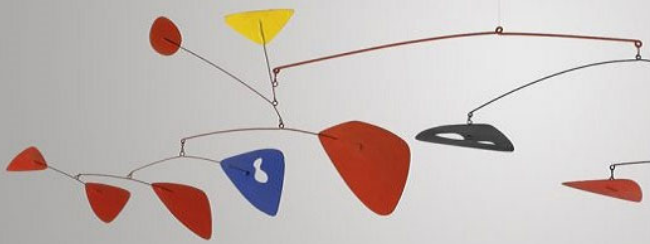
Not as effective Contrast

Using different
qualities or
characteristics of
elements to
generate interest



CONTRAST

Principle of 3-D Design

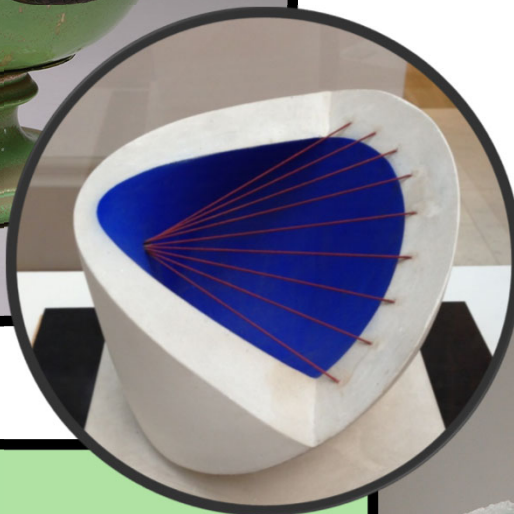


Using elements with a common characteristic, but differences in one or more other characteristics



VARIETY

Principle of 3-D Design



The focal point
or center of
interest in an
artwork.



EMPHASIS

Principle of 3-D Design

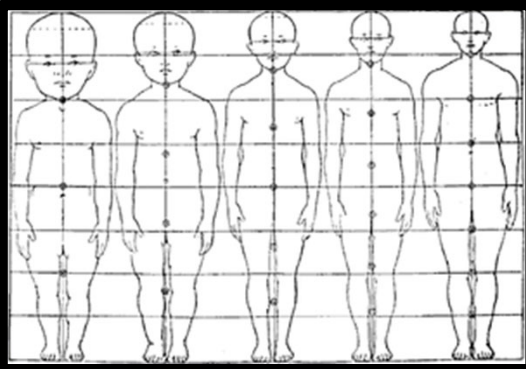
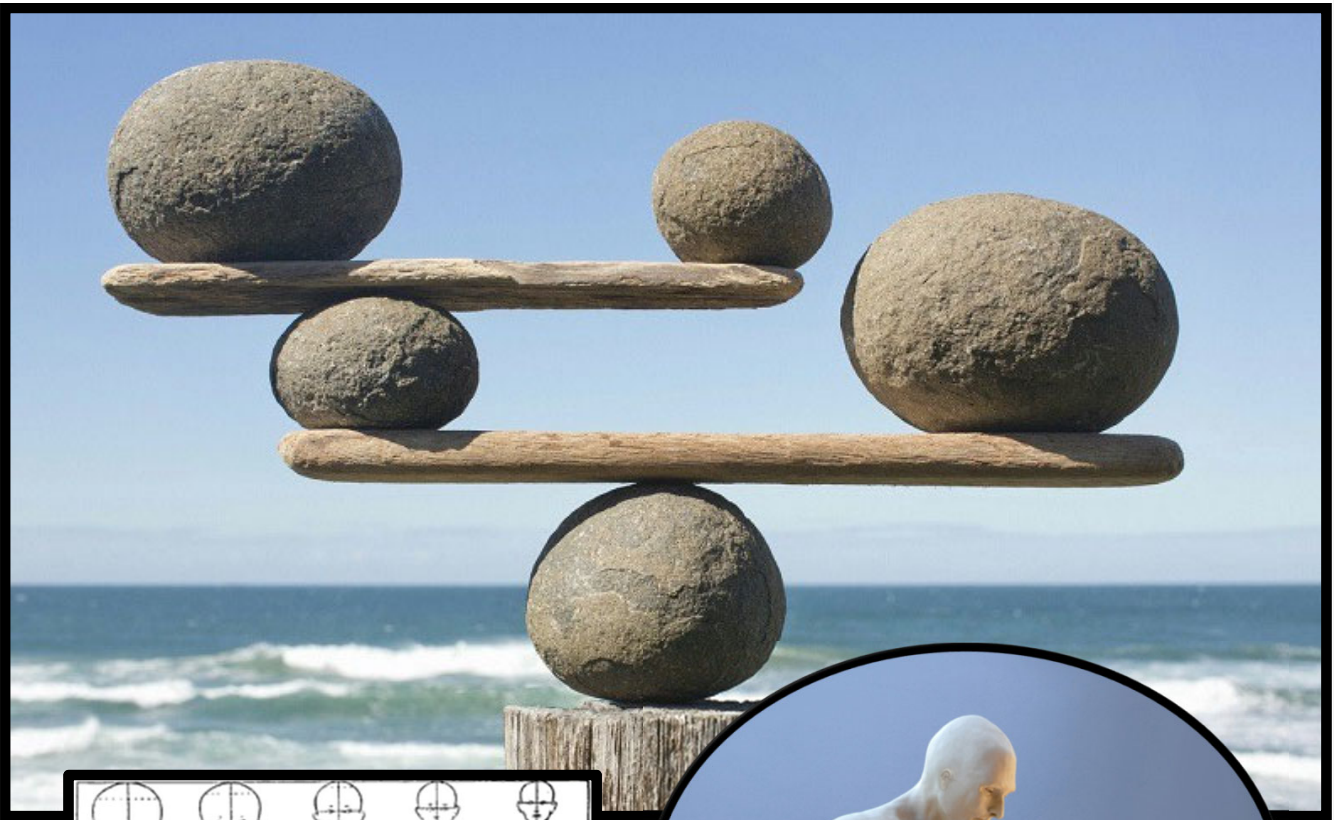


Using repetition
of one or more
elements to
create a sense
of movement



RHYTHM

Principle of 3-D Design



The size
relationship of
parts compared
to each other in
an artwork.

PROPORTION

Principle of 3-D Design



The size
relationship of
objects
compared to
other objects.



SCALE

Principle of 3-D Design



Arranging the parts of a work are placed to make the work feel stable



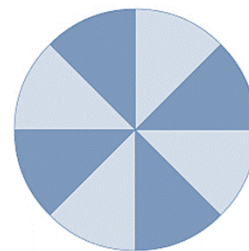
Symmetrical



Asymmetrical

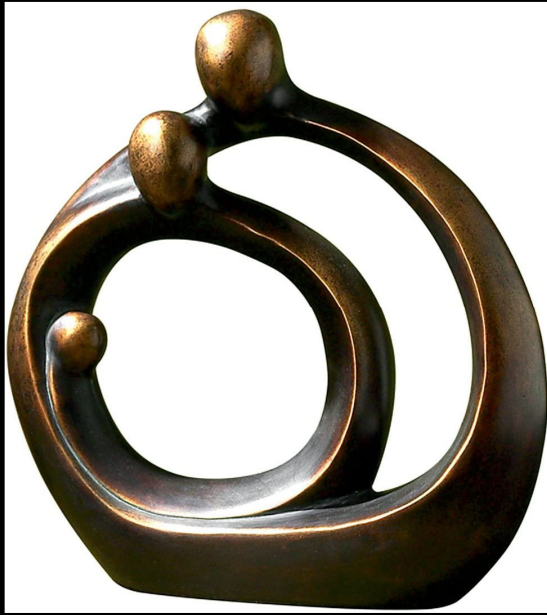


Radial



BALANCE

Principle of 3-D Design



When all the parts of an artwork share something that makes them feel like they belong to the whole.



UNITY

Principle of 3-D Design