

DESIGN,

IS

A

SENSE

OF

*purpose*

OR

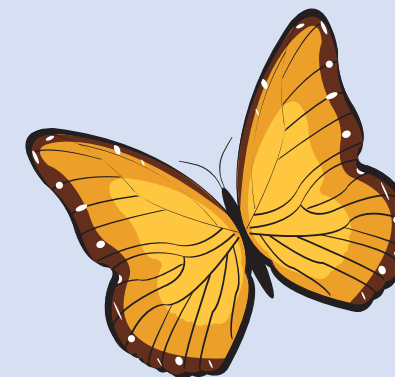
AN

IDEA

OF

TOTAL

*UNITY*

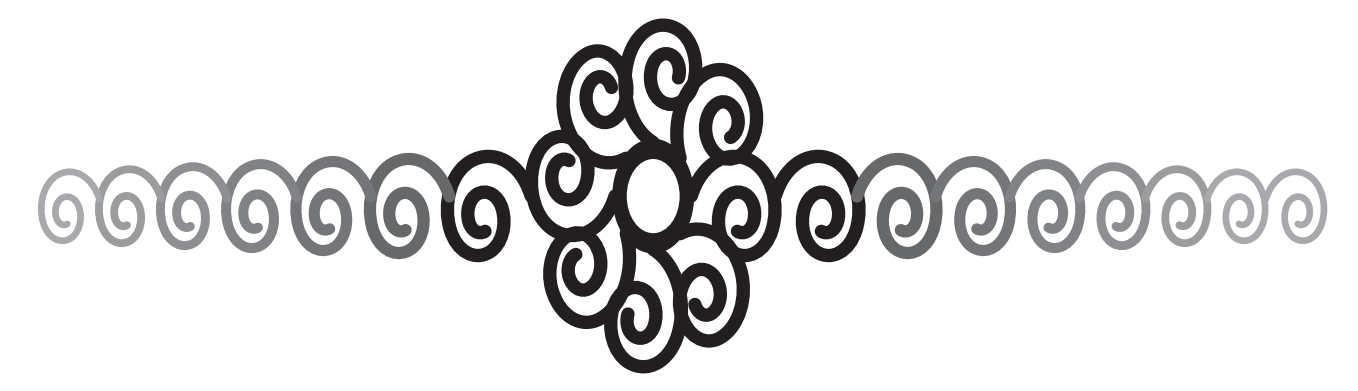
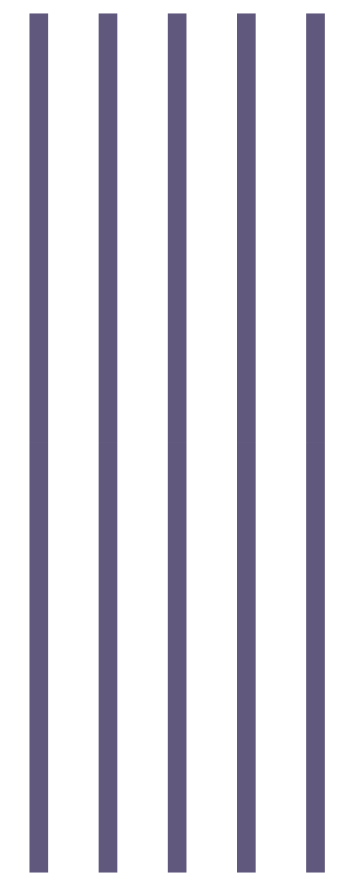


# Line

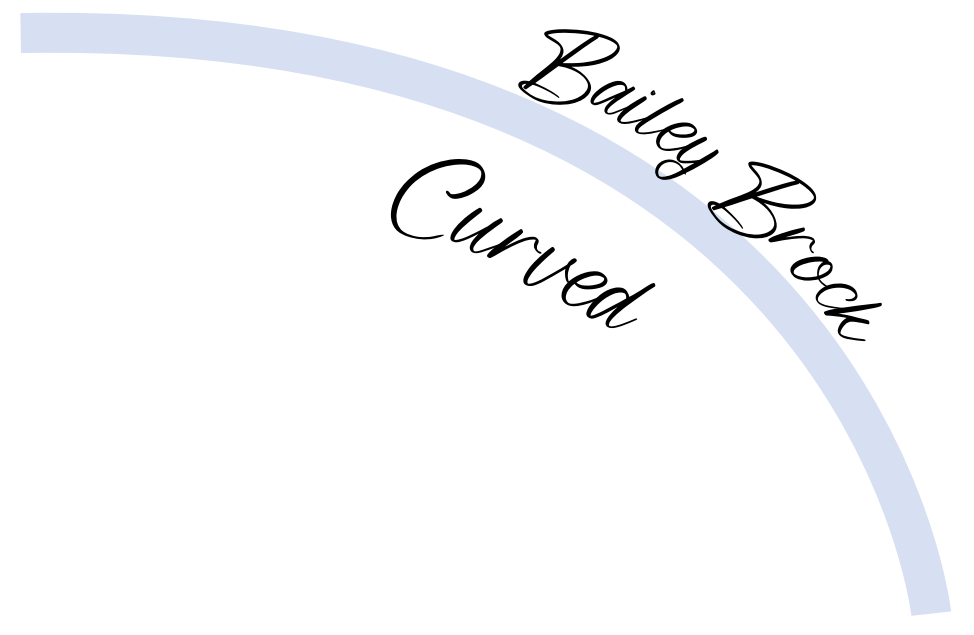


Diagonal

Vertical



Horizontal

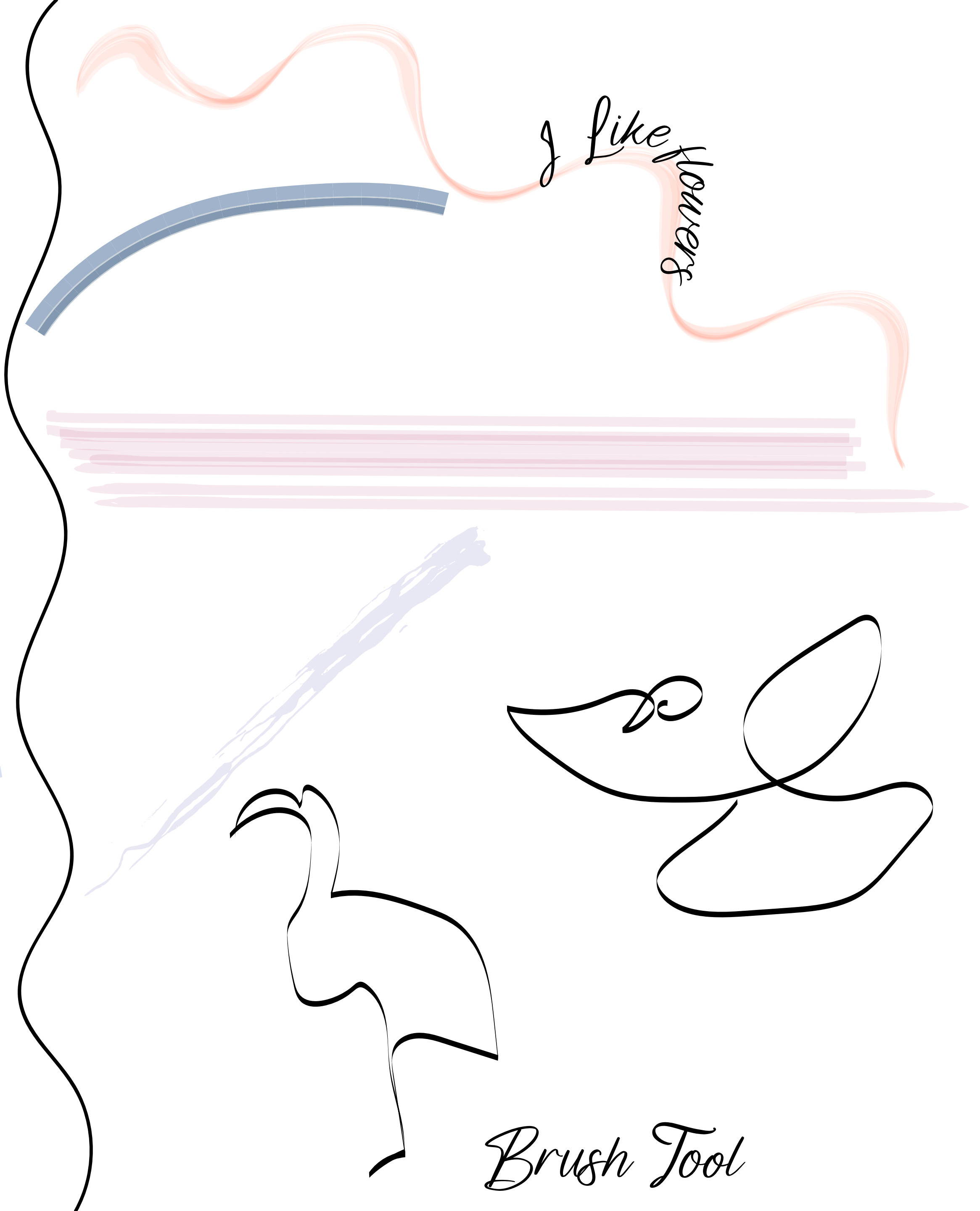


Bailey Brock  
Curved



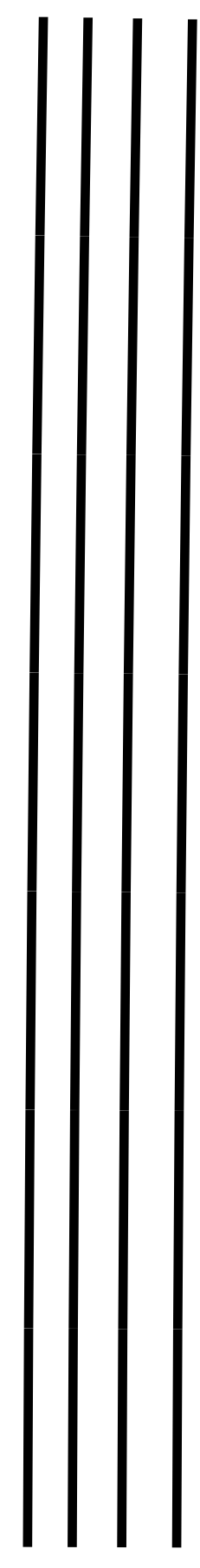
Wavy

Pen Tool



g like  
flowers

Brush Tool

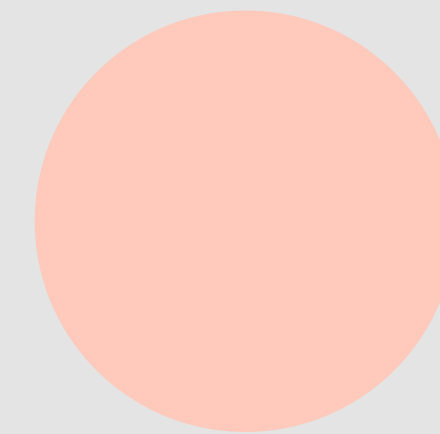
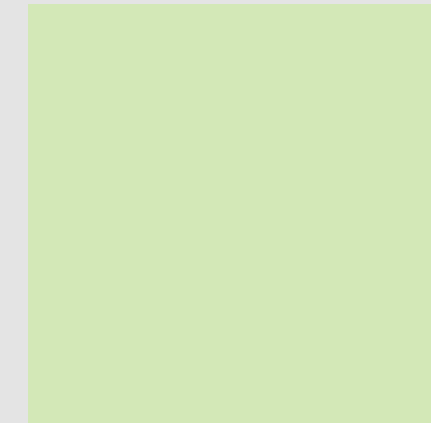
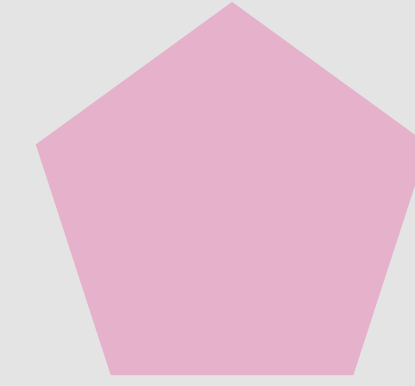
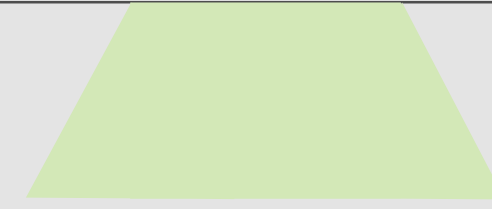
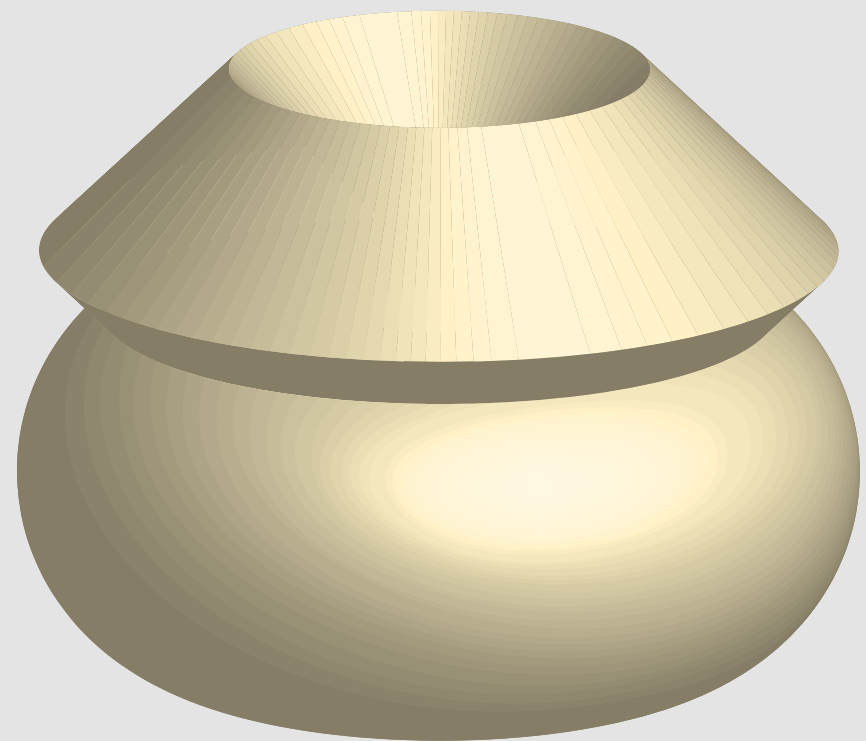
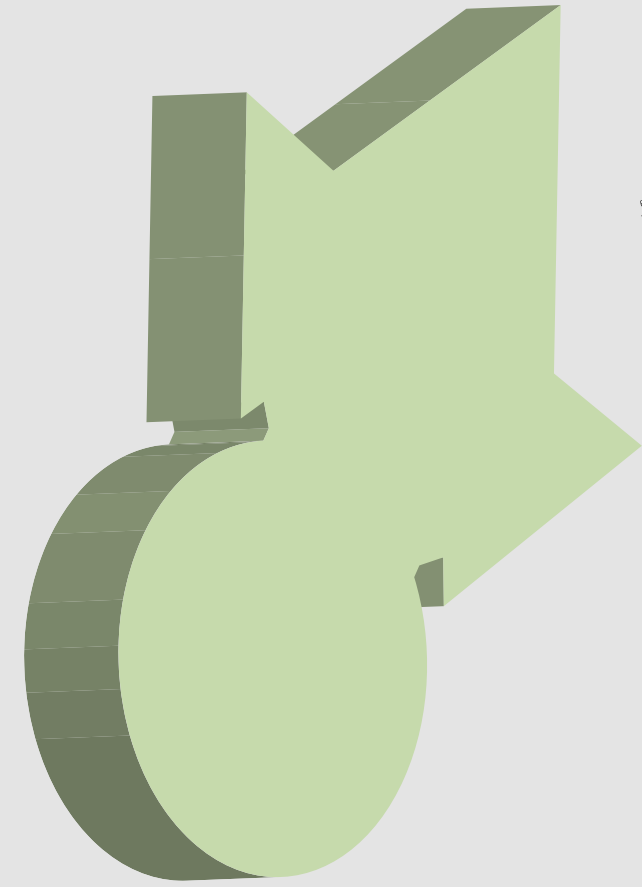


SHAPE

& FORM

EXTRUDE

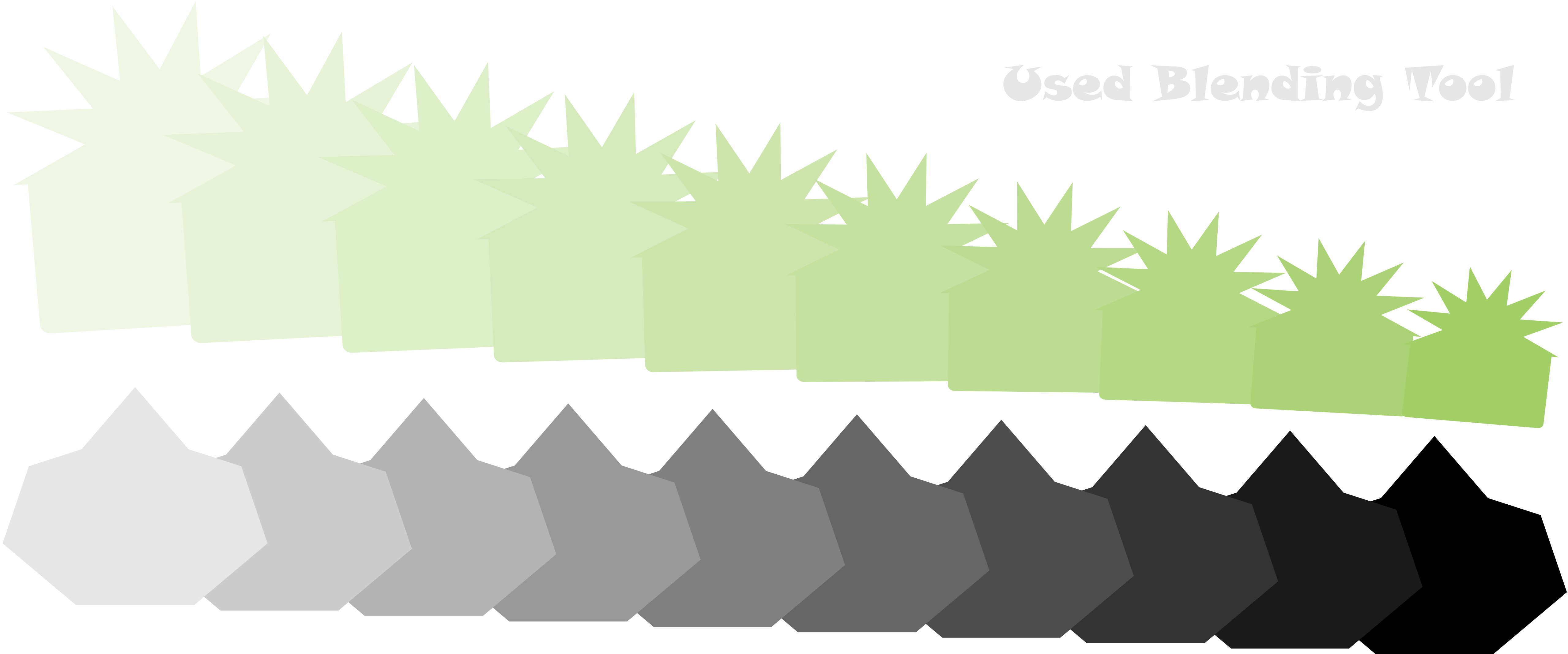
REVOLVE



# Value

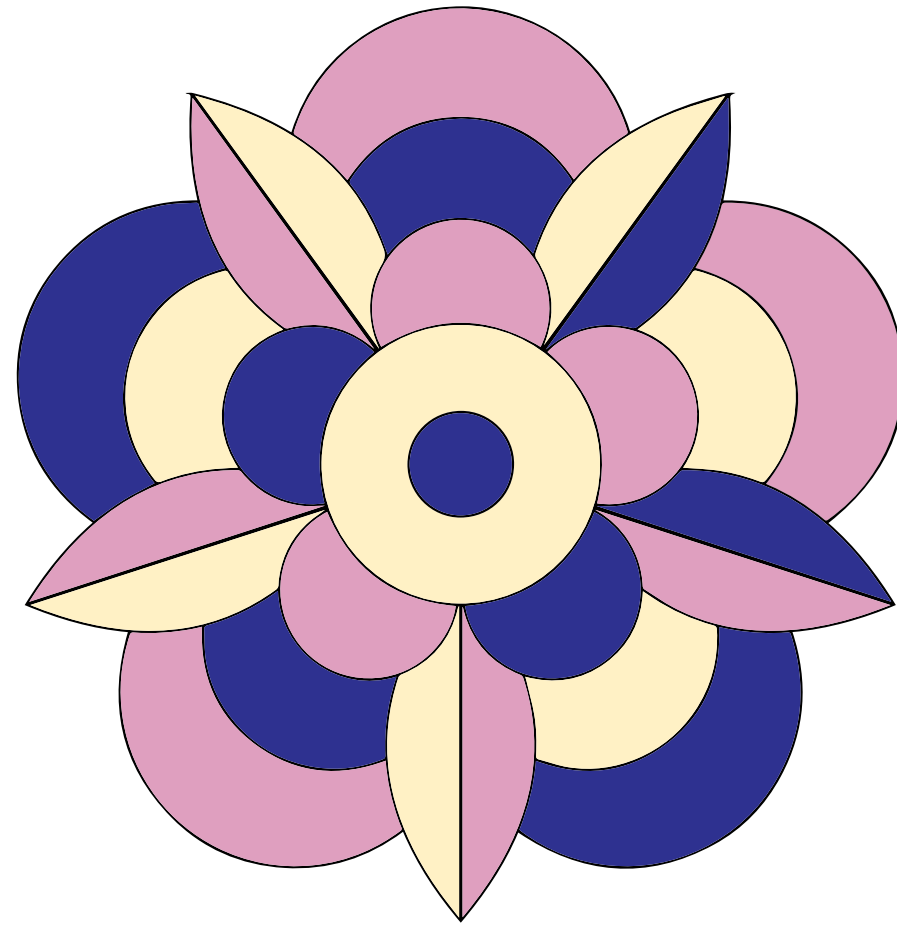
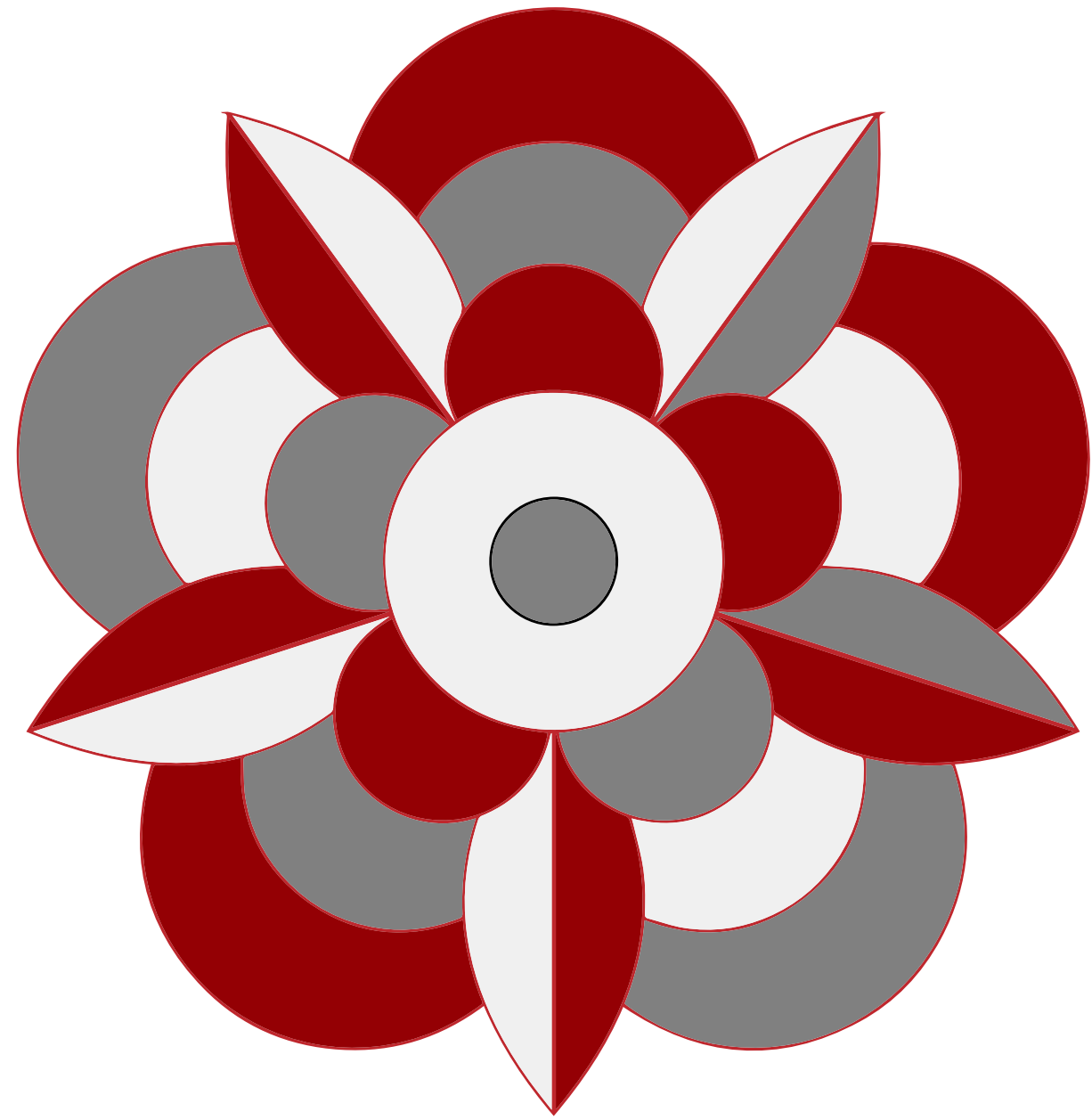
*Value is the lightness and darkness of color*

*Used Blending Tool*

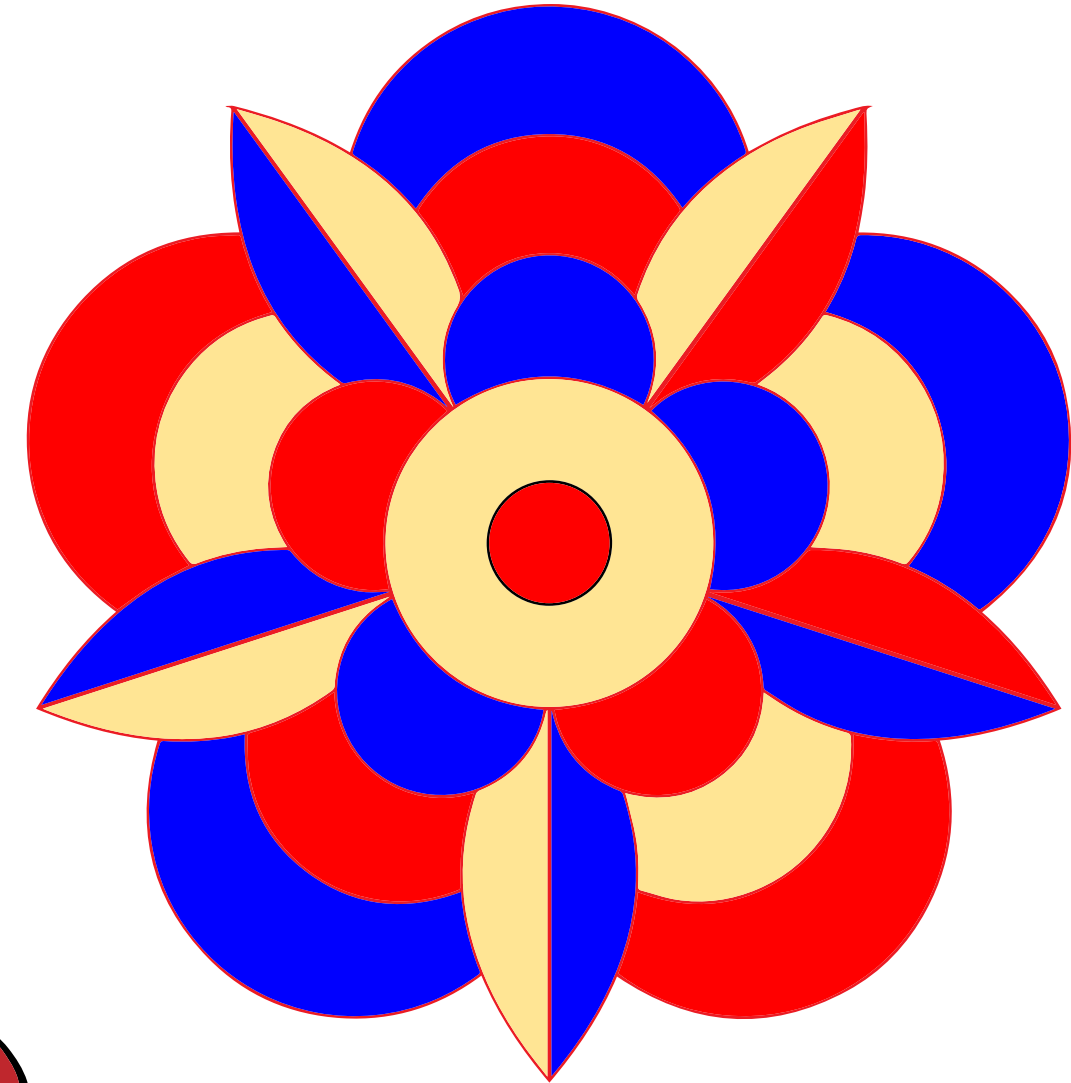




# Color



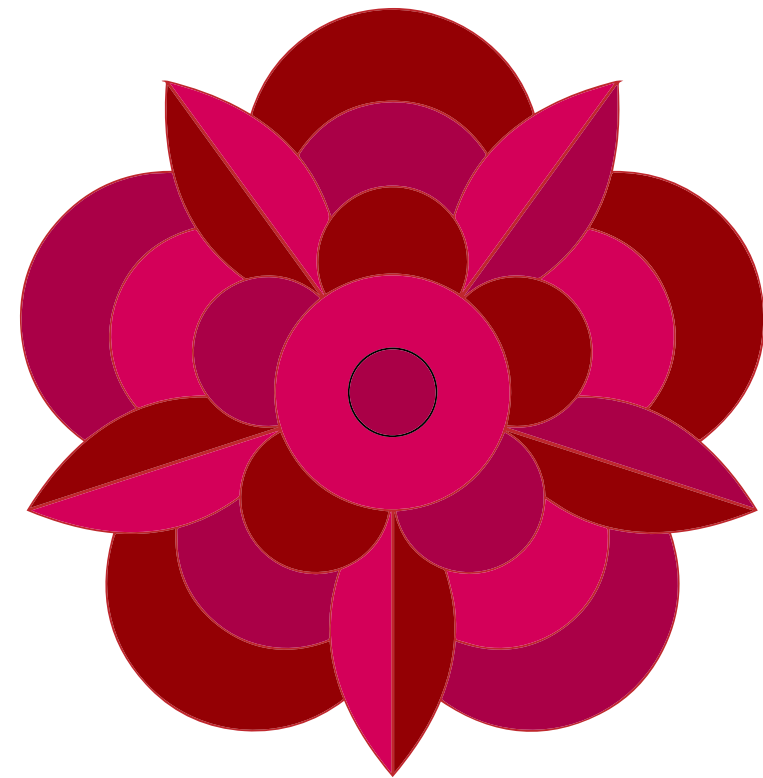
COMPLEMENTERY



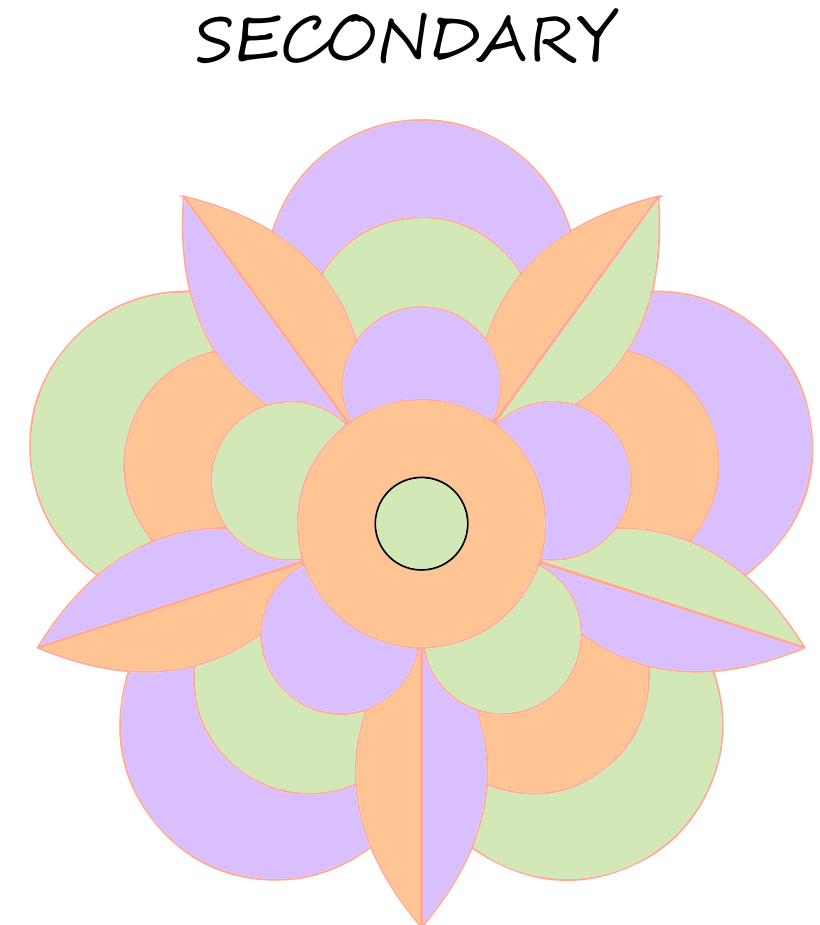
PRIMARY



Used image trace  
hand drawn



ANALOGOUS



SECONDARY

Hue- refers to position in spectrum ( name of color)

Value- distgueshes between the lightness and darkness of color

Intensity- the quality of light in color



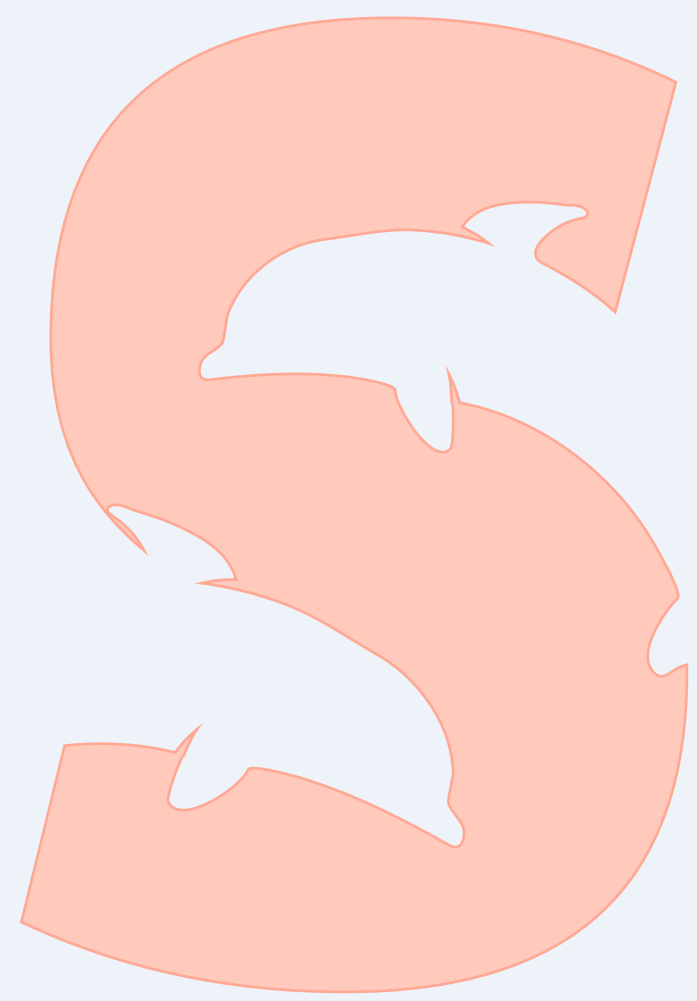
# TEXTURE

Van Gogh

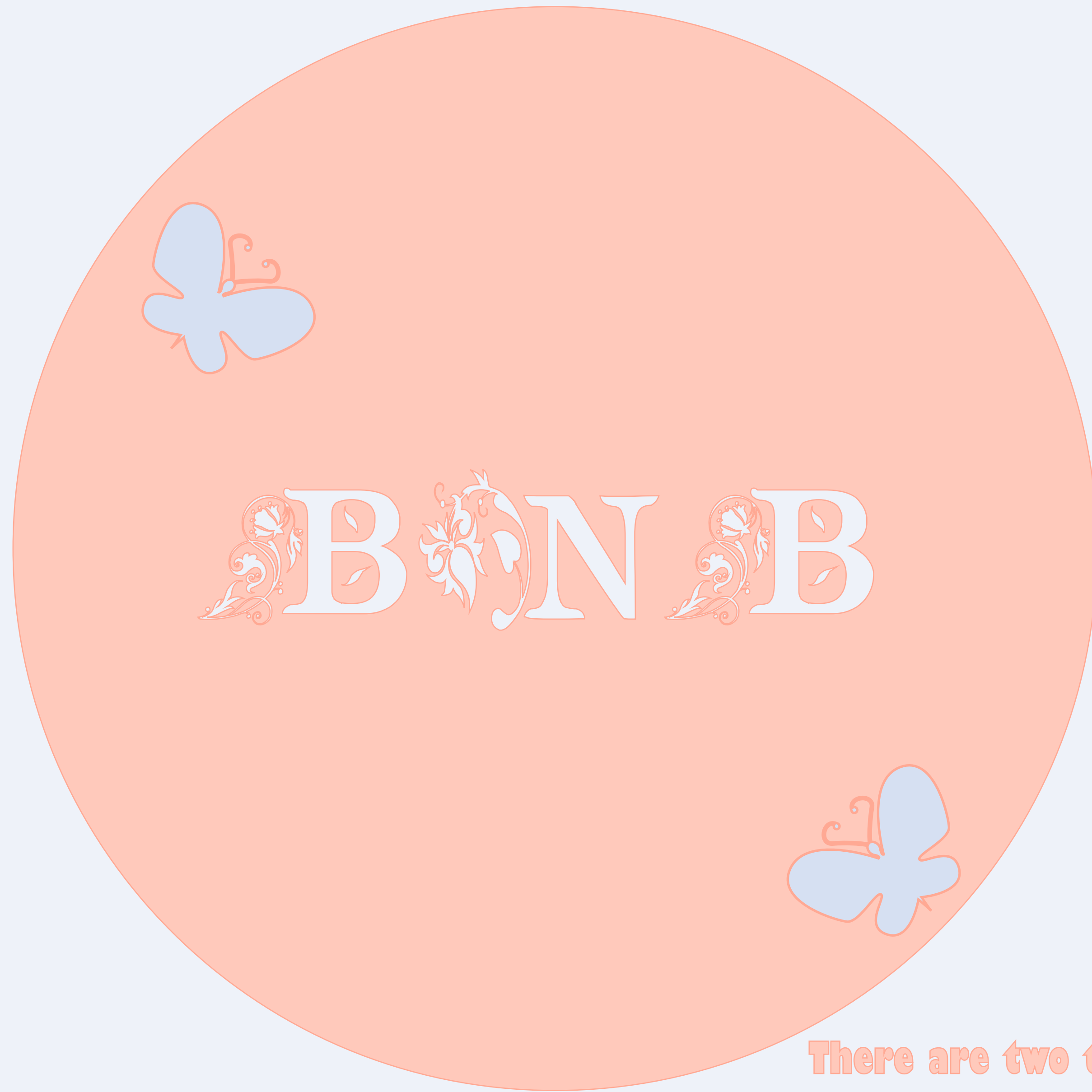


Two types of surface qualities  
Real- see, touch, look, and feel  
Implied- simulated or invented / appearance





P  
a  
c  
e



**There are two types of space:**

**\* Positive-the shape, object, image itself**

**\* Negative-surrounds the shape, image, or object**