



Design
Sense

IS A
OF

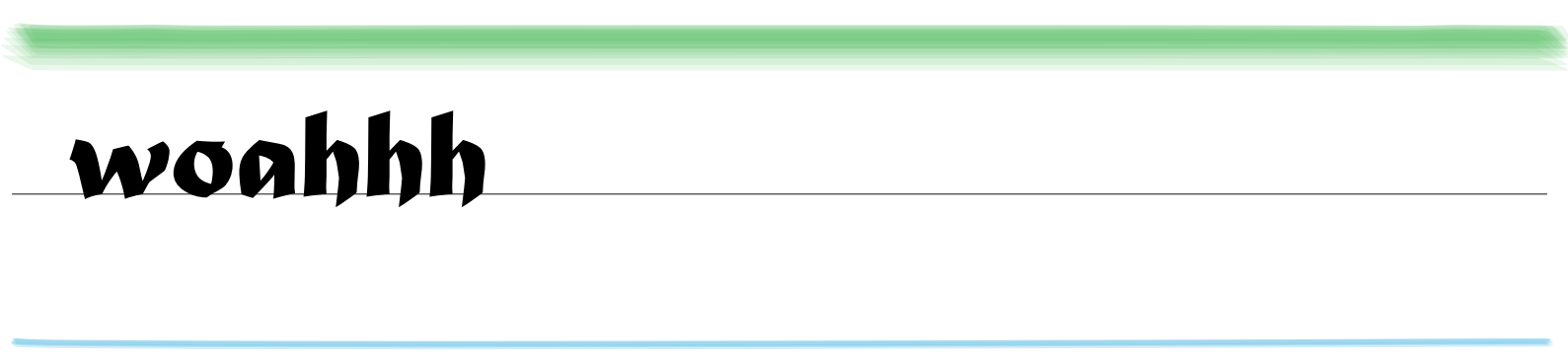
Purpose



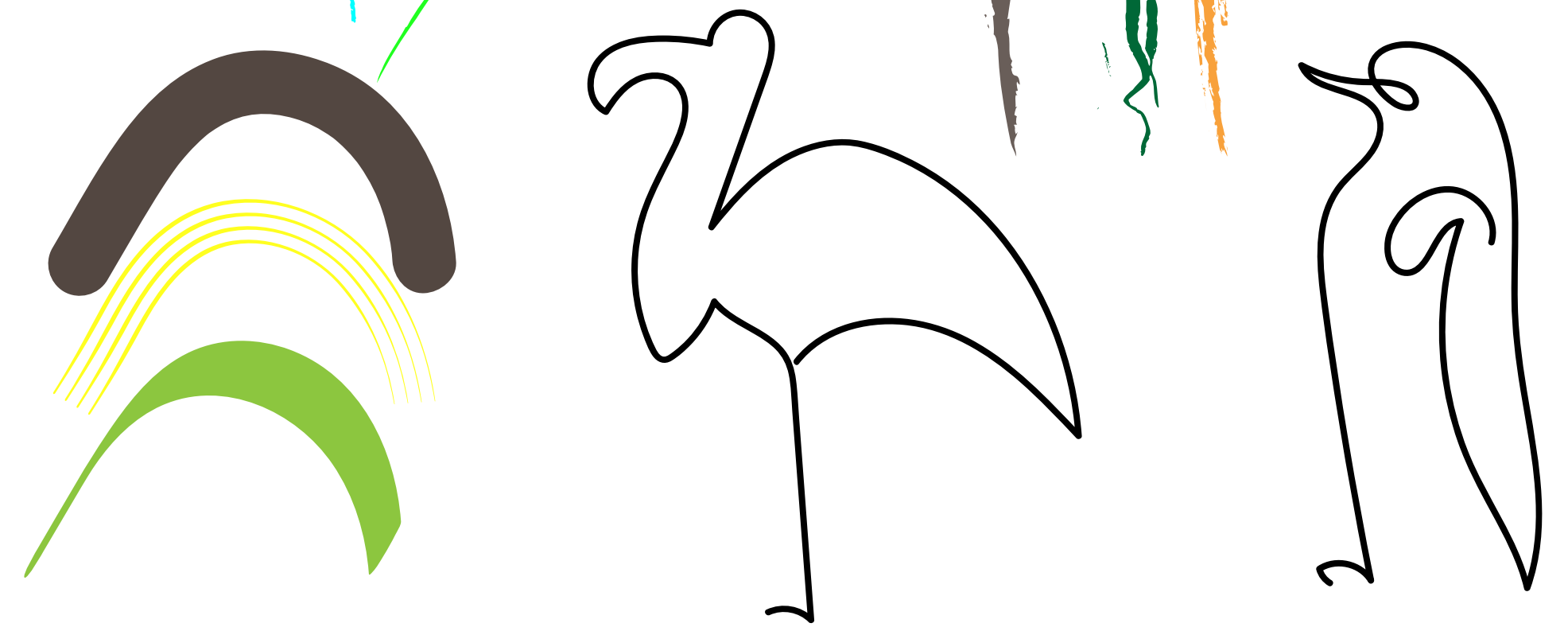
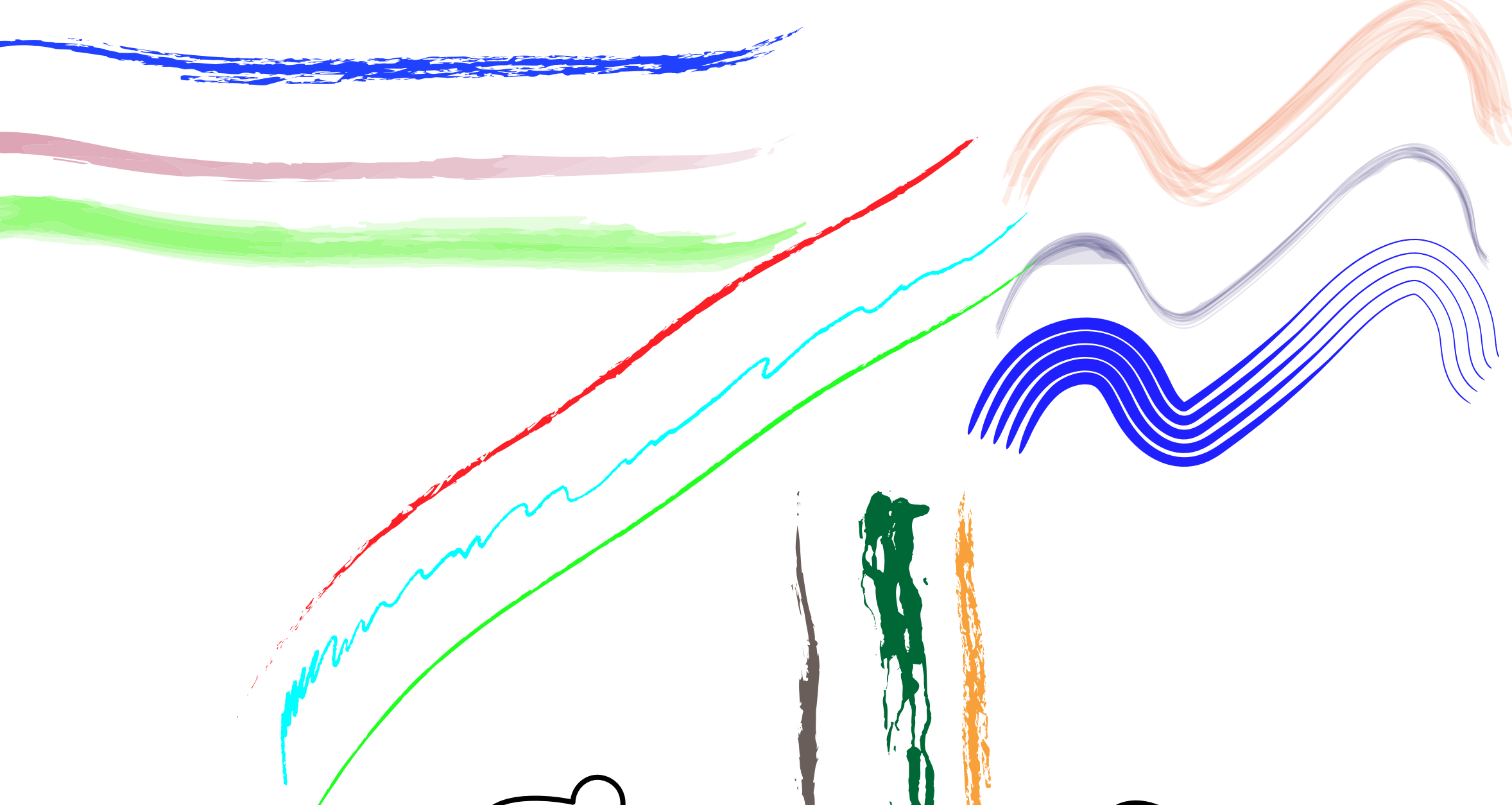
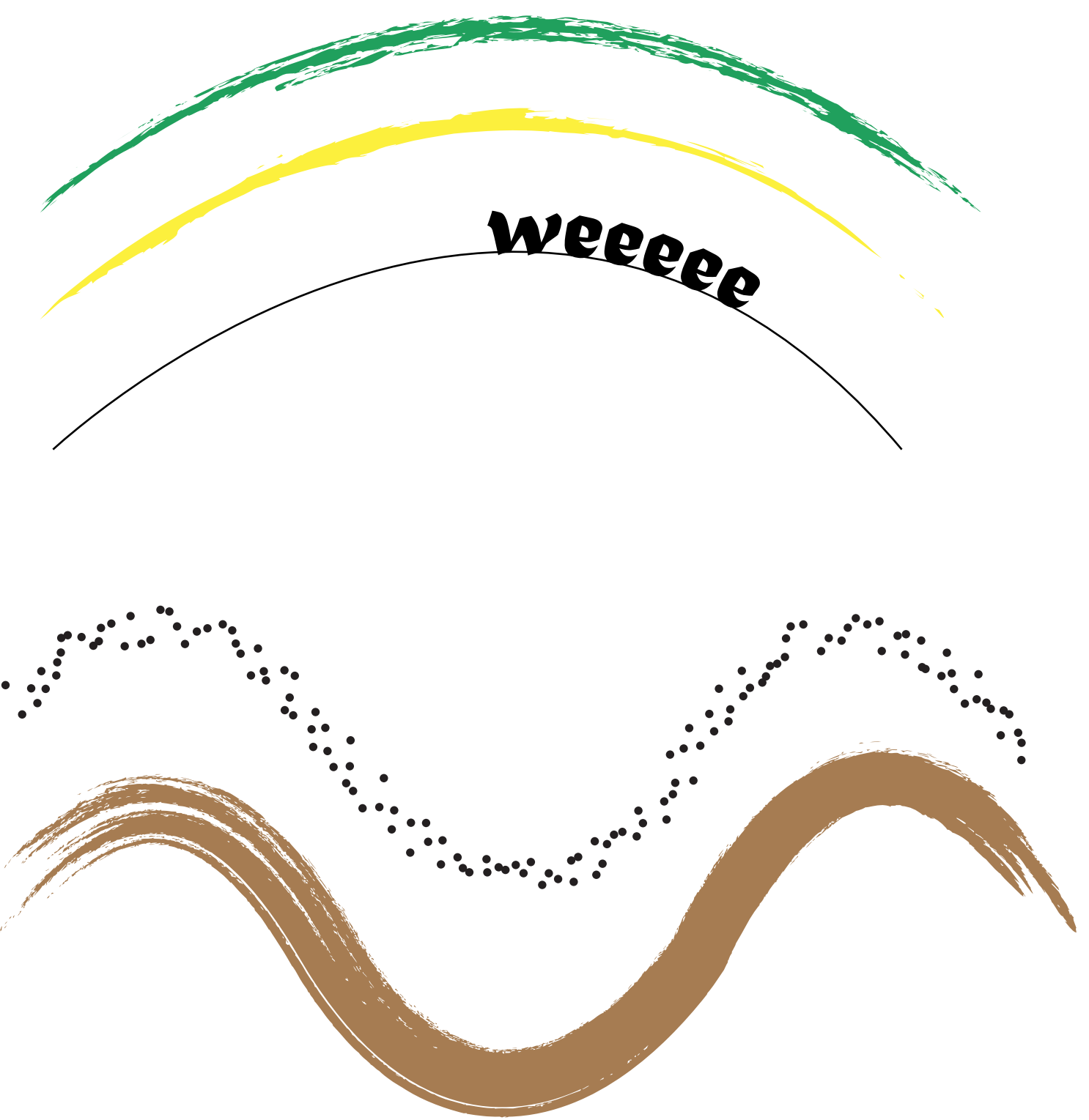
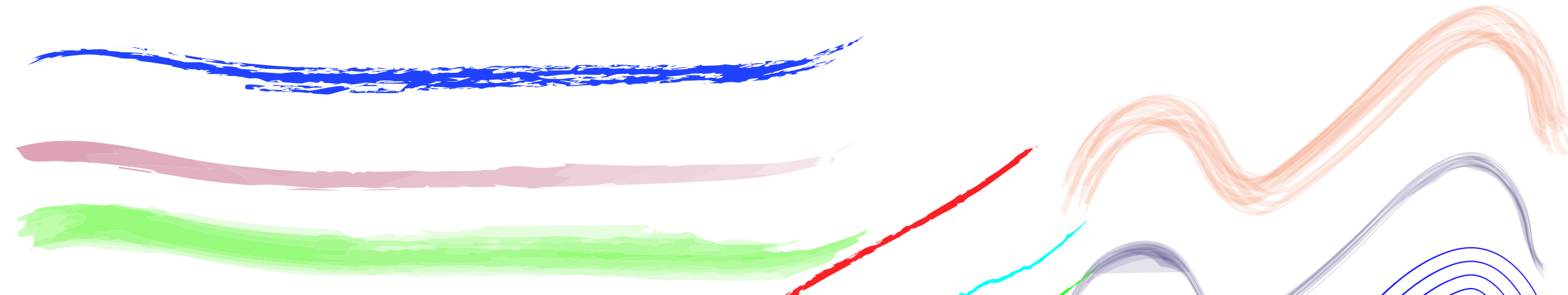
or
an
idea

OF

*total
unity*



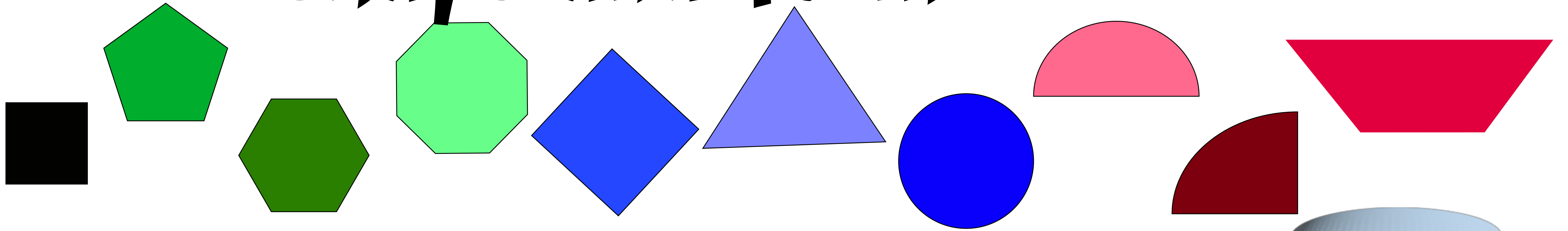
Line



pen tool

Brush tool

shape and form



Types of shapes:

Geometric- circles, triangles, squares, etc...

Organic- natural shapes produced by growth

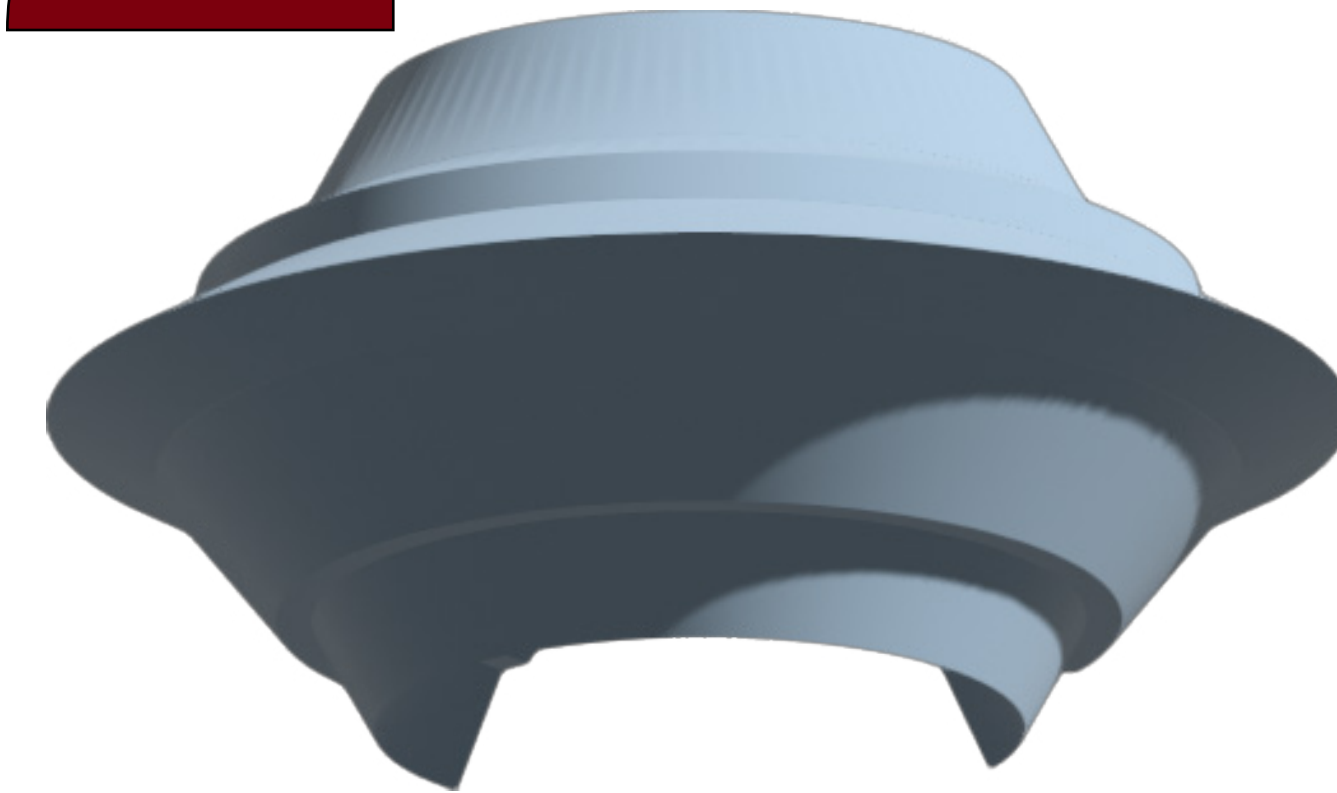
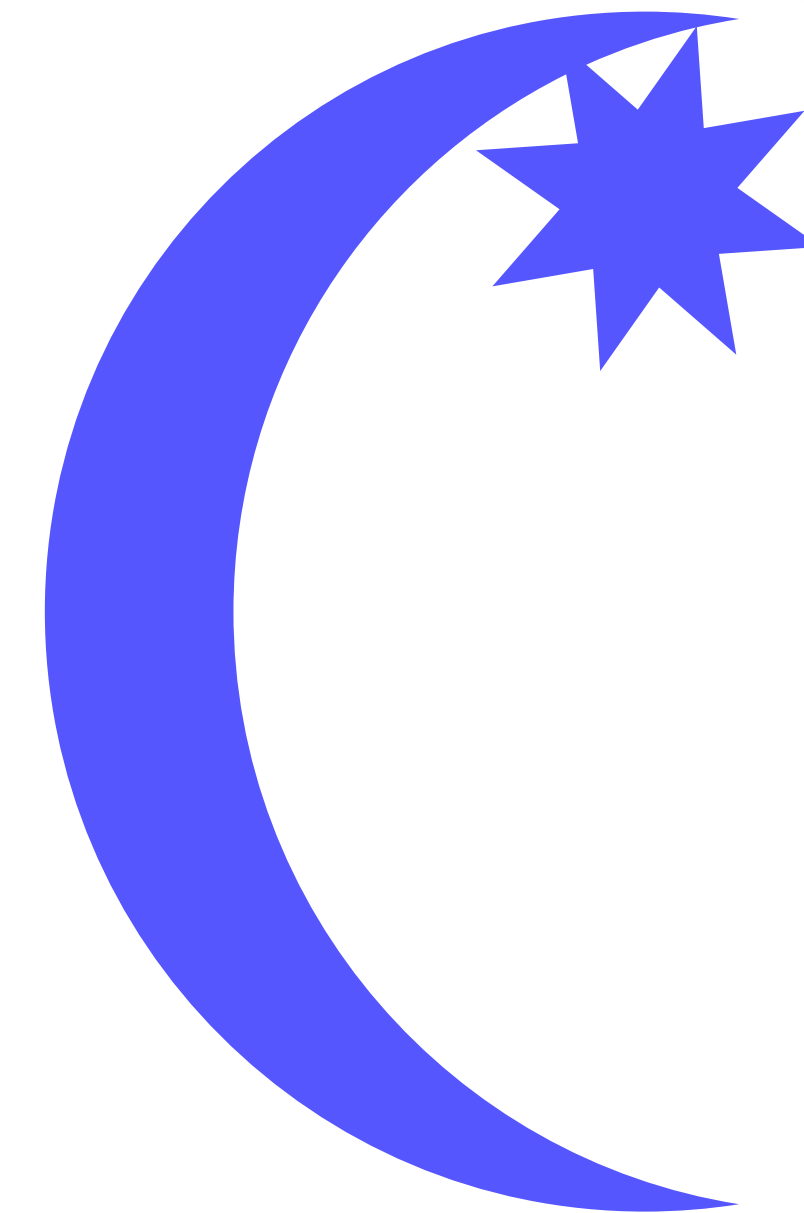
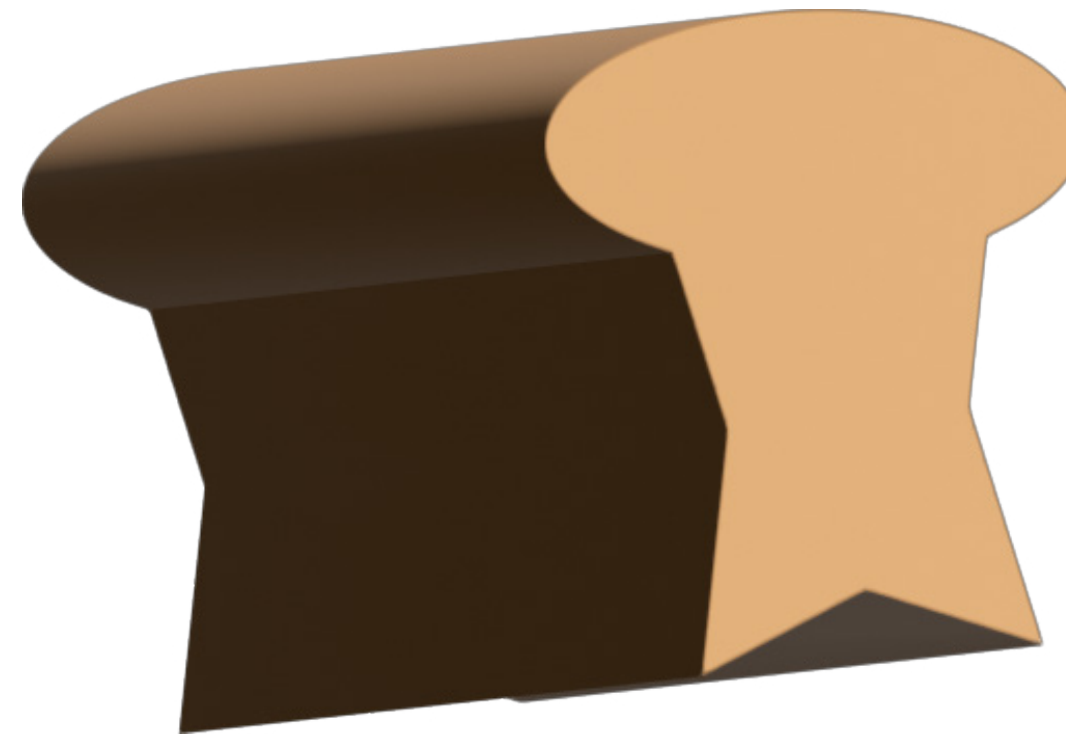
Types of form:

Circle- sphere

Square- cube

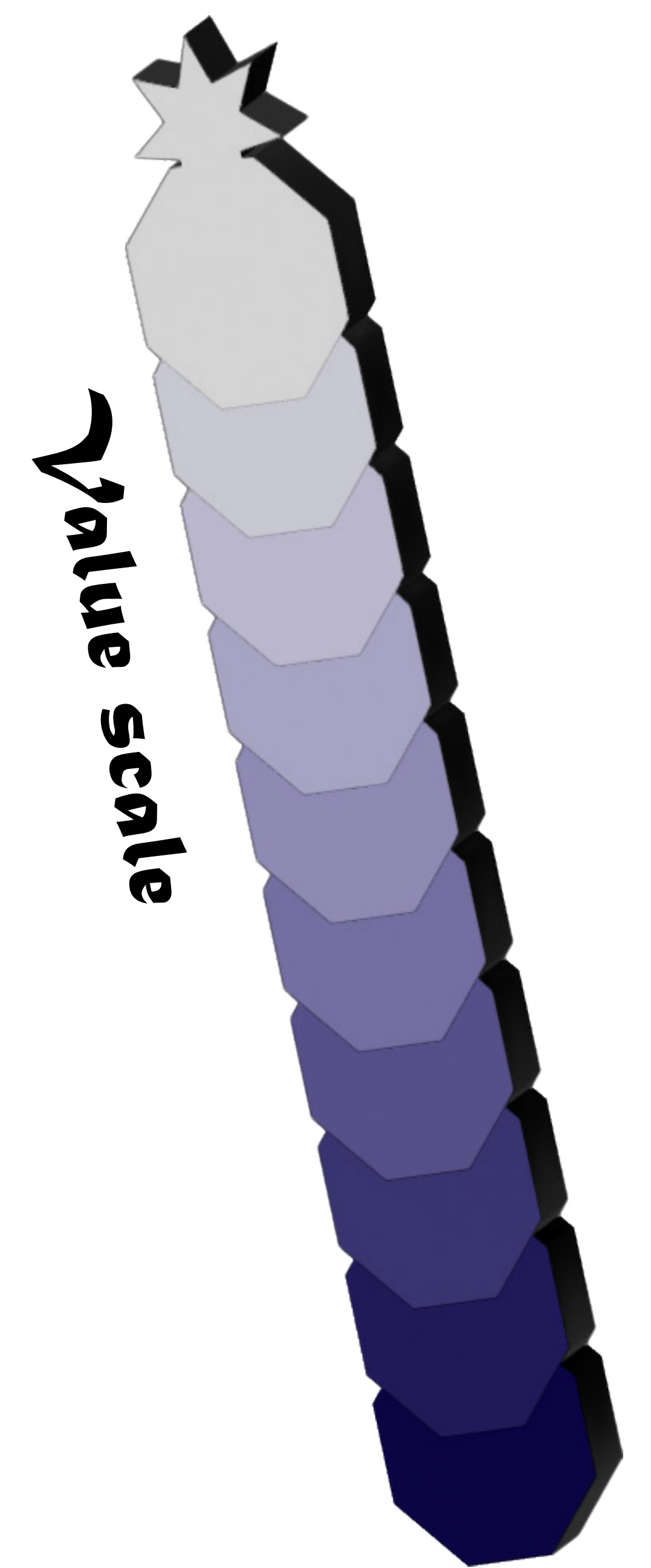
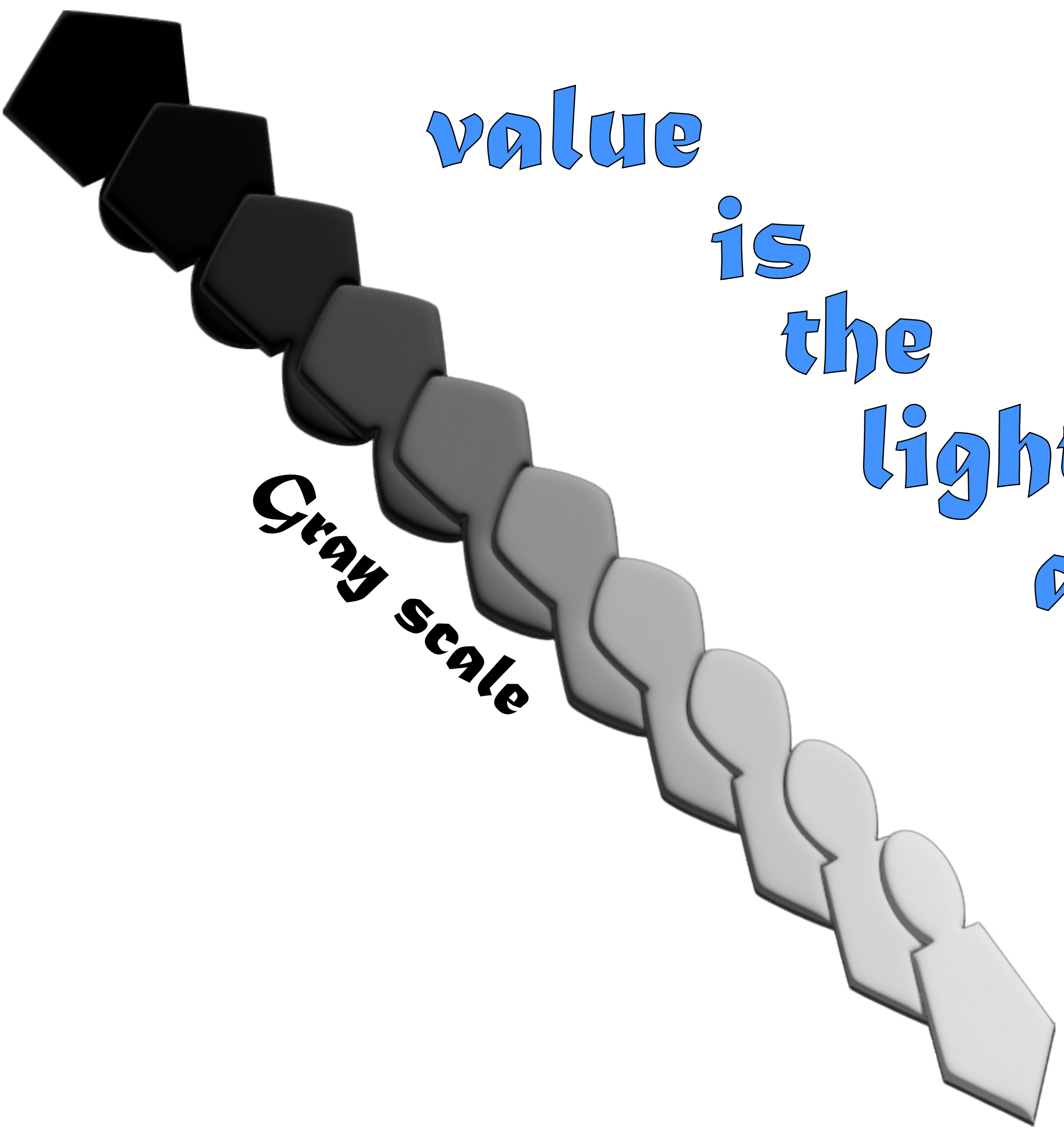
Triangle- pyramid

shape is 2D while form is 3D.

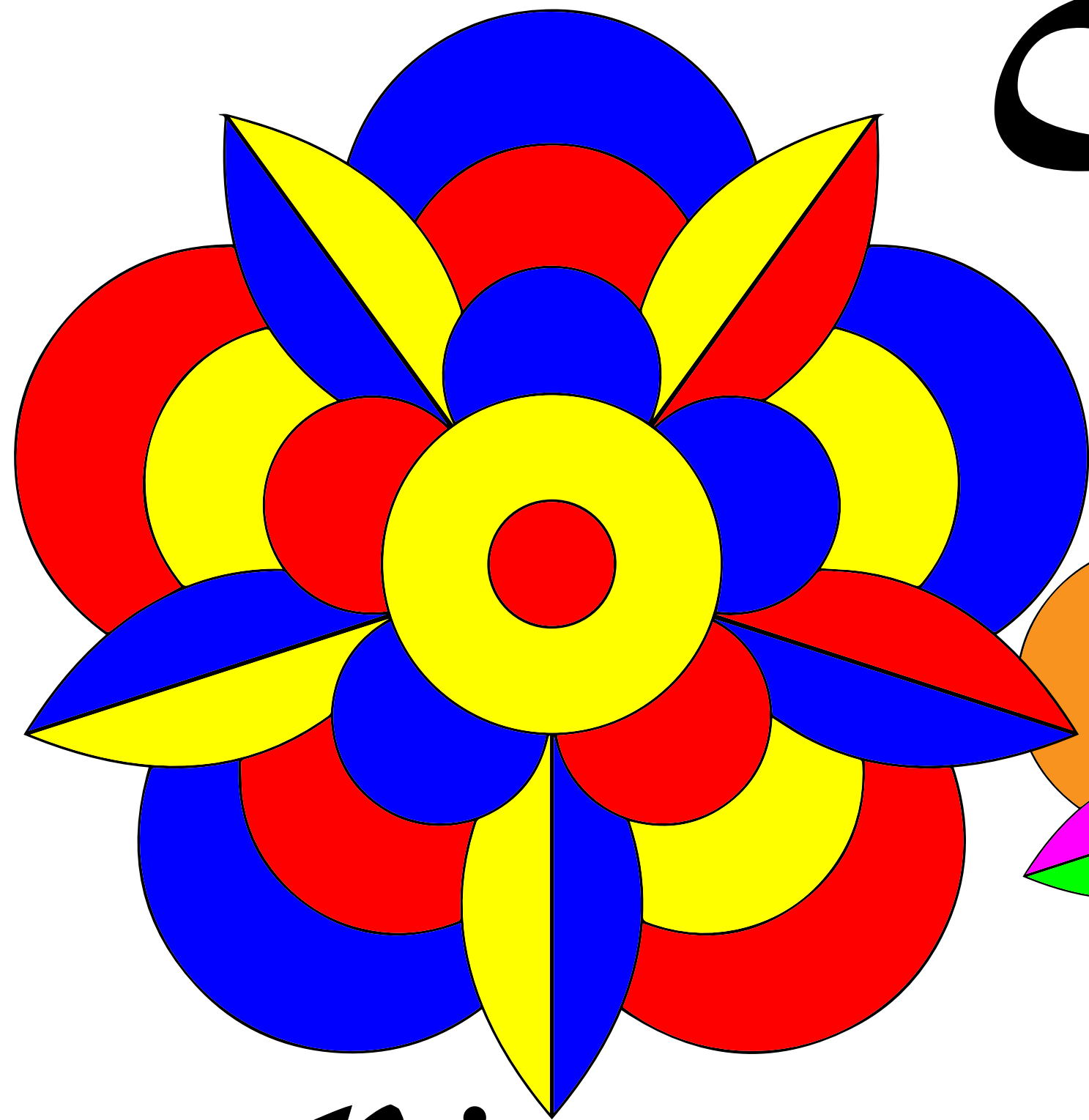


Value

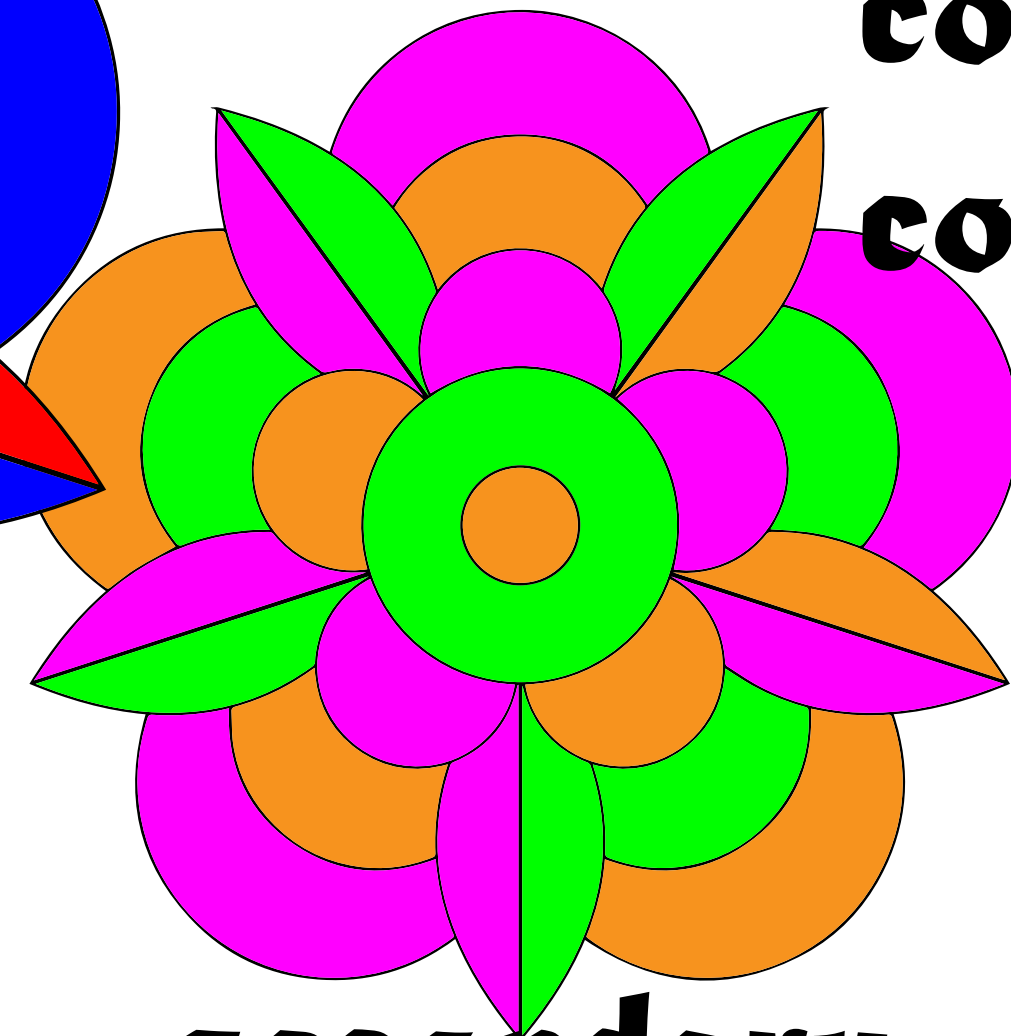
value
is
the
lightness
and
darkness
of
color



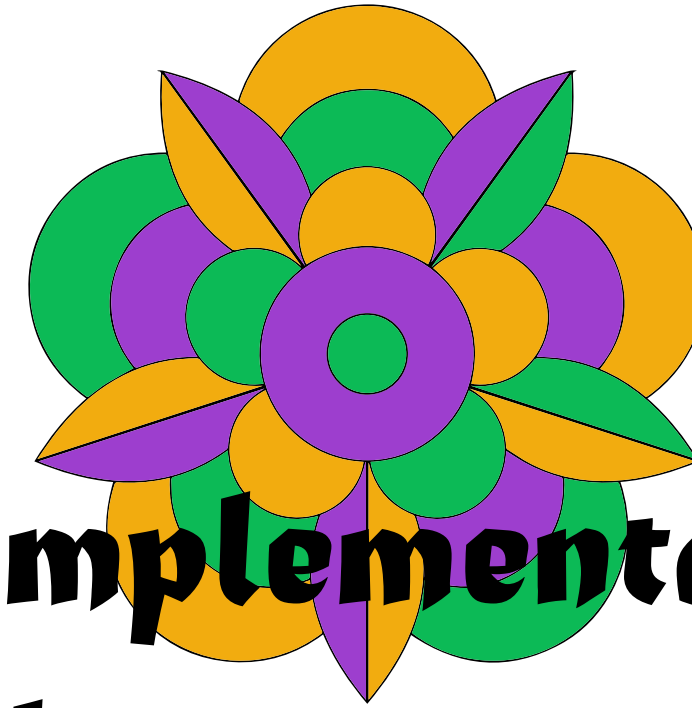
Color



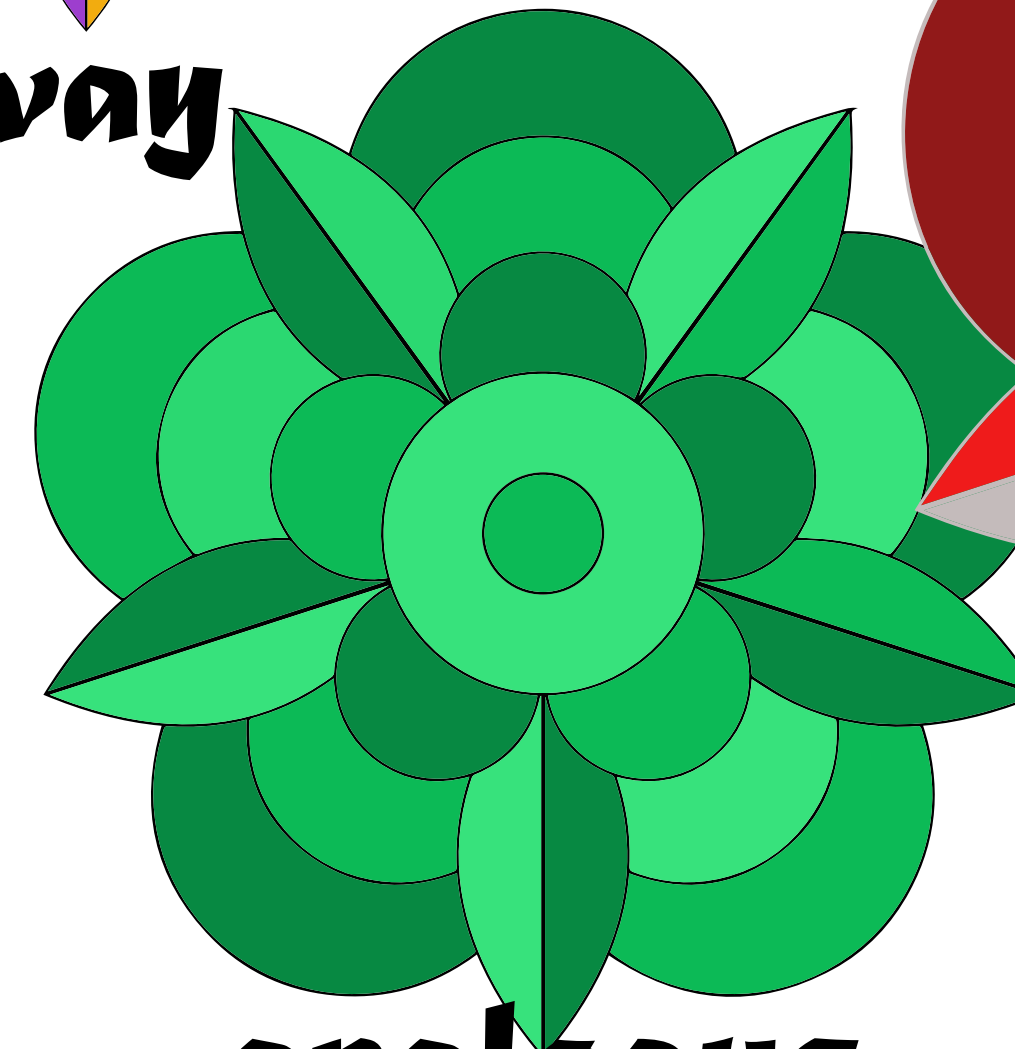
**Primary
colorway**



**secondary
colorway**



**complementary
colorway**



**analogous
colorway**



**fauquier highschool
colorway**

Neutral Colors-

Black- absence of color/light

White- sum of all colors

Gray- partial reflection of all colors

Properties of color:

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

Value- distinguishes between the lightness and darkness of color

Intensity- the quality of light in color

Texture



Vincent Van Gogh created many heavily textured artworks this is texture.

Space



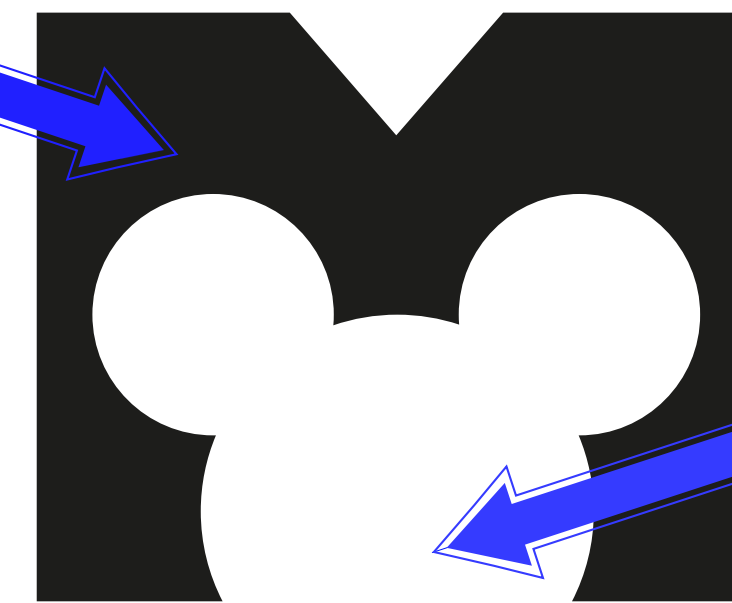
There is also a way of creating depth in space:

One-point perspective- includes a single vanishing point formed by converging lines

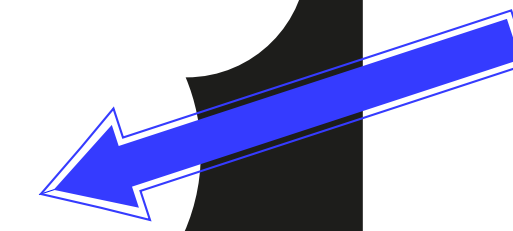
Two-point perspective- image is set at an odd angle while parallel lines still converge

to a vanishing point

Positive space



Negative space



There are two types of space:

Positive- the shape, object, image itself

Negative- surrounds the shape, image, or object