

A Design Project Discovery Sheet

(For identifying design elements/principles used in an exhibit or project goals).

Take a close look at the item you are planning to create or make and work through the following questions.

COLOR

What are the colors? (list them) Are they warm or cool? Do you see different values? (light or dark) Do you see different shades? Different tints? Different intensities? Describe it...

TEXTURE

Describe the textures? (rough, smooth, soft, scratchy, firm, etc.)

LINE

Are there any lines? Describe their movement (straight, curved, thick, thin, horizontal, vertical, diagonal, relaxed, active)

SHAPE

What are the shapes you see (describe the geometric or irregular shape)?

SPACE

Describe the types of space you see (negative or positive)?

Now that you've identified the "individual" design elements you either see in the 4-H exhibit or that you are planning to make look for how these elements are arranged based on principles.

BALANCE

What balance do you see when looking at the line, color, texture, shape/form or spaces (formal, radial or informal)?

RHYTHM

What kind of organized movement do you see of the lines, color, textures, shape/form and spaces (repetition, graduation, alteration)?

EMPHASIS

What is the center or area of interest in your design/exhibit? (is it a color, similar or contrasting lines, shapes or textures...)

PROPORTION/SCALE

What is the size relationship of two or more objects to each other and the space they fill? (Proportion between the amount, value, intensity of color or between the quality and kind of textures, i.e.; the scale is the size of the parts of a design as they relate to each other)

UNITY

Describe how all the parts belong together (color, texture, line, shape or form and space) and are combined for balance, proportion or scale...

ELEMENTS OF DESIGN

Line

Horizontal, vertical, dotted, zig zag, curved, straight, diagonal, bold, or fine

Line can show direction, lead the eye, outline an object, divide a space and communicate a feeling or mood.

Shape

When lines connect they become a shape.

Color

Described in terms of hue, value, and intensity

Hue is the name of the color

Value of the lightness or darkness of a color.

Intensity is the brightness or dullness of a color.

Texture

The smoothness or roughness of an object's surface

Texture can be tactile (you can feel it) or visual (you can see it).

Space

The actual space an object or design occupies.

The background space, sometimes called negative space, is important too.

PRINCIPLES OF DESIGN

Unity

When a design is complete; all parts belong together.

Balance

Can be formal or informal.

Formal is created when each side of the design is the same.

Informal is created when one side of a design is different than the other.

Rhythm

Forms a path the eye follows.

Proportion

The relationship of sized to each other.

Emphasis

Attracts your eye to the most important part