Principles of Design

Balance: Understanding symmetrical, asymmetrical, and radial balance.

Think of a seesaw. When weight is evenly distributed on both sides, it's in balance. Similarly, in a design, you want to distribute elements so it doesn't feel heavier on one side.

- Symmetrical balance is like a mirror image. Whatever you place on one side of the design, you mirror on the other side.

- Asymmetrical balance uses different elements that have equal visual weight. This could be one large picture on one side balanced by a group of smaller photos on the other side.

- Radial balance is like a daisy. The petals radiate out from the center and the design is balanced because it's equally weighted all around the center point.

[Principles of Design: Balance](#)

[Arts: Balance (Symmetrical and Asymmetrical)](#)

[Balance - Principles of Design | Symmetrical Balance, Asymmetrical Balance and Radial Balance](#)

==Remember to not only watch these videos but also apply what you learn in your designs. There's a lot to take in, so feel free to revisit any of the videos if you need to. Happy learning!==

Proportion: Learning about the relationship between elements and how it affects the overall composition.

Imagine a tiny ant sitting next to a giant elephant. The difference in their sizes is an example of proportion. In design, proportion refers to the relative size of elements and how they relate to each other. A well-proportioned design feels "right" and harmonious.

[Proportion & Composition](#)

[The Principles of Design: Proportion and Scale](#)

[Art Education](#)

Emphasis: Learning how to create focal points in designs.

Have you ever been to a concert where one musician performs a solo? The spotlight shines on them, creating a focal point. Emphasis in design is similar. It's about making an area of a design stand out, like using a bold color in a sea of neutrals.

Movement: Understanding how the human eye moves through a design.

Think about a path in a park. The path guides you on where to go, similarly in design, movement is about guiding the viewer's eye across the design in a certain direction. This could be done with lines, shapes, or by arranging elements in a certain way.

Repetition: Learning how repeating elements can create a sense of unity.

Imagine walking through a garden filled with the same type of flower. The repeating pattern creates a sense of unity and cohesion. Repetition in design could be repeating colors, shapes, or textures throughout a design.

Variety: Using different elements to create interest in a design.

Think about a buffet. It's the variety of food that makes it interesting. Variety in design works similarly, it involves using different elements to create interest and contrast. This could be a mix of different shapes, colors, or textures.

Unity: Understanding how different elements can work together to create a cohesive design.

Picture a choir. Even though everyone is singing a different part, they all come together to create one harmonious sound. Unity in design is similar. It's about ensuring all the different elements - colors, shapes, sizes, textures - work together cohesively. A design with good unity feels complete and visually pleasing.

[Principle of Design: Unity Art Tutorial - Art With Trista](#)

[Principles of design (What to do while designing)](#)

[How indie developers can work together: Unity Collaborate (Unity Teams)](#)

[UNITY AND HARMONY | The Principles of Design EXPLAINED!](#)

- Useful Links:
    - [Principles of Design](#)
    - [Balance: Symmetrical, Asymmetrical, & Radial](#)
    - [Examples of Balance (Symmetry/Asymmetry) in Architecture & Artwork](#)
    - [Balance as a Principle of Design](#)

Quiz

[Principles Of Design Quiz](#)

[Elements and Principles of Design](#)