

Hand sketch examples below to demonstrate your understanding of the elements and principles of design. You will need this understanding to complete all other projects.

The **Elements of Design** create every object around us; designers must master these elements and format them within the principles of design.

	<p><b>Line</b> A line is defined as a mark with length and direction, created by a point that moves across a surface. A line can vary in length, width, direction, curvature, and color.</p>
	<p><b>Shape</b> A flat figure, shape is created when actual or implied lines meet to surround a space. A change in color or shading can define a shape.</p>
	<p><b>Forms</b> are three-dimensional shapes expressing length, width, and depth. Balls, cylinders, boxes, and pyramids are forms.</p>
	<p><b>Space</b> is the area between and around objects. The space around objects is often called negative space; negative space has shape. Space can also refer to the feeling of depth. Real space is three-dimensional; in visual art, when we create the feeling or illusion of depth, we call it space.</p>
	<p><b>Color</b> Color is the perceived character of a surface according to the wavelength of light reflected from it.</p>
	<p><b>Texture</b> Texture is the way a surface feels (actual texture) or how it may look (implied texture).</p>
	<p><b>Value</b> Value is how dark or how light something looks. We achieve value changes in color by adding black or white to the color.</p>