| Design Elements & Principles            |                       |                      |                        |
|---|-----------------------|----------------------|------------------------|
| School Name                             | Student               | Name                 |                        |
| Teacher Name                            | Date                  | //20                 | Per                    |
|   | <u>Space</u>          |                      |                        |
| • Fill in the blanks with the following | ng words:             |                      |                        |
| empty                                   | perspective           | words                |                        |
| exterior v                              | volume                |                      |                        |
| Usually, you think of space as be       | eing empty. It seem   | s to be the air arc  | ound and between       |
| the things you see. Artists think about | ut it as a two-dimer  | nsional flat area oi | r as a three-          |
| dimensional                             | <u>.</u> •            |                      |                        |
| Artists refer to shapes and forms       | as positive, occupio  | ed by something, o   | or negative, the       |
| surrounding area. They see them as      | open or as closed, a  | as filled or         | They                   |
| think about actual volume, which ca     | n be measured in so   | ome way, and imp     | olied shapes, which is |
| an illusion on a flat surface. It can a | also be defined by it | ts orientation - vei | rtical or horizontal,  |
| and scale - huge and endless, or sma    | all and confined.     |                      |                        |
| Architects are sensitive to the wa      | ay interior and       | v                    | volumes relate to      |
| each other in buildings. Sculptors an   | d architects are con  | cerned with openr    | ness and enclosures.   |
| Graphic designers are concerned with    | n the spacing of eler | ments, such as blo   | ocks of type and       |
| borders on pages. They notice the ga    | aps between lines of  | f sentences, between | en words and           |
| between the letters within              | ·                     |                      |                        |
| In television and filmmaking, ide       | eas of location, time | e, and motion can    | be mixed together.     |
| Dramatic events happen in an actual     | place. But the film   | can be edited so,    | that you seem to be    |
| in several places at one time. Comic    | strips are presented  | l in a series of fra | mes that show          |
| different events over a period of time  | e <b>.</b>            |                      |                        |
| In two-dimensional art, spatial il      | lusion and distance   | can be created in    | many ways.             |
| Renaissance artists developed techniq   | ques called systems o | of                   | making                 |
| things on flat surfaces look like they  | are close up or far   | away.                |                        |