

## Home Environment Supporting Information Definitions

**Elements of Design:** A design is a visual plan you can use to create your 4-H project.

- ✓ **Color** - Color is described with the word's hue, value, and intensity. Hue refers to the name of the color—red or blue, for example. Value tells the lightness or darkness of a hue. Intensity refers to the brightness or dullness of a hue.
- ✓ **Line** - Lines can be horizontal, vertical, dotted, zig-zag, curved, straight, diagonal, bold, or fine. Lines can show direction, lead the eye, outline an object, divide a space, and communicate a feeling or emotion.
- ✓ **Shape/Form** - Line creates two dimensional or flat shapes. When shapes are three dimensional, we call them forms. A circle is a shape; a ball is a form. A square is a shape; a cube is a form. A drawing is a flat shape; a sculpture is a three-dimensional form.
- ✓ **Space** - Space refers to the area that a shape or form occupies. It also refers to the background against which we see the shape or form. Space can be defined as positive and negative. The positive space of a design is the filled space in the design—often it is the shapes that make up the design. Negative space is the background. The negative space in design is as important as the positive area.
- ✓ **Texture** - Texture is the surface quality of an item. It's how something feels when touched or looks like it would feel if touched. Sandpaper is rough. Velvet is smooth. Texture adds variety and interest.

**Principles of Design:** Some combinations of design elements (line, shape, color, texture, and space) work better than others.

- ✓ **Balance** - Balance gives a feeling of stability. An item that is symmetrically balanced is the same on both sides. Asymmetrical balance creates a feeling of equal weight on both sides, even though the sides do not look the same.
- ✓ **Emphasis** - Emphasis is the quality that draws your attention to a certain part of a design first.  
There are several ways to create emphasis:
  - Use a contrasting color.
  - Use a different or unusual line.
  - Make a shape very large or very small.
  - Use a different shape.
  - Use plain background space.
- ✓ **Proportion** - Proportion refers to the relationship between one part of a design and another part or to the whole design. It is a comparison of sizes, shapes, and quantities.
- ✓ **Rhythm/Repetition** - Allows the eye to move from one part of a design to another part.  
Rhythm can be created by:
  - Repeating a color, shape, texture, line, or space when designing.
  - Varying the size of objects, shapes, or lines in sequence (small to large).
  - Using a progression of colors from tints to shades (light blue to dark blue).
  - Shifting from one hue to a neighboring hue (yellow to yellow-orange to orange to red-orange to red).
- ✓ **Unity** - When things look right together, you have created unity or harmony. Lines and shapes that repeat each other show unity (curved lines with curved shapes). Colors that have a common hue are harmonious. Textures that have a similar feel add to unity.

## Home Environment Supporting Information

NAME \_\_\_\_\_

COUNTY \_\_\_\_\_

1. Place an X next to the **ELEMENTS & PRINCIPALS** of design that apply to your exhibit and fill in the information needed.

<b>COLOR</b>	
<input type="checkbox"/> Primary Hues (red, blue, yellow)	<input type="checkbox"/> Secondary Hues (green, violet, orange)
<input type="checkbox"/> Tertiary Hues (blue-green, yellow-orange, etc.)	<input type="checkbox"/> Warm Colors or <input type="checkbox"/> Cool Colors
<b>TEXTURE</b>	
The texture of exhibit is: _____ (smooth, rough, prickly, fuzzy, etc.)	
<b>SHAPE/FORM</b>	
<input type="checkbox"/> Two dimensional/flat (height, width, not thickness)	<input type="checkbox"/> Three dimensional (height, width, & depth)
<b>LINES</b> have length and direction. Lines can be thick, thin, wavy, curly, jagged, or straight.	
The exhibit shows lines by: _____	
<b>SPACE</b>	
<input type="checkbox"/> Allowing open area between and around objects.	
<input type="checkbox"/> Creating an appearance of depth or distance (objects look near or far)	
<b>RHYTHM/REPETITION</b>	
The exhibit shows rhythm/repetition by: _____	
<b>BALANCE</b>	
<input type="checkbox"/> Symmetrical (mirror images)	<input type="checkbox"/> Asymmetrical (one side is different)
<input type="checkbox"/> Radial Symmetry (design radiates out from the center)	
<b>EMPHASIS</b>	
The emphasis of exhibit is: _____	
<b>UNITY</b>	
The unity in the exhibit: _____	
<b>PROPORTION</b>	
Give an example of proportion in the exhibit: _____	

2. On the back of this paper, or on the static project write up sheet, write the steps taken to complete the exhibit.

